


1850 Pts - Space Marines - 1850 Bloodmarines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Space Marine Librarian (11, 125 pts)												
Space Marine Librarian	1	Grp:									125	
Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character; Psyker. ; ...in Terminator Armour; Null Zone; Smite												
...in Terminator Armour	1		5	4	4	4	2	4	2	10	2+/5(i)	[125]
; Psychic Hood; Force Weapon												
Elite: Terminator Assault Squad (61, 450 pts)												
Terminator Assault Squad	4		4	4	4/8	4	1	4/1	2	9	2+/3(i)	450
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Thunder Hammer & Storm Shield (x4); Land Raider												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	2+/3(i)	[40]
Thunder Hammer & Storm Shield (x1)												
Land Raider	1	Grp: BS: 4 FA: 14 SA: 14 RA: 14										[250]
Vehicle (Tank); Twelve Model Capacity; Assault Vehicle; Power of the Machine Spirit; Searchlight; Smoke Launchers; Twin Linked Heavy Bolter; Twin Linked Lascannon (x2)												
Troops: Scout Squad (81, 163 pts)												
Scout Squad	7		3	3	4	4	1	4	1	8	4+	163
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts. ; Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Bolt Pistol (x7); Sniper Rifle (x6); Missile Launcher												
Sergeant	1		4	4	4	4	1	4	2	9	4+	[28]
Frag Grenades; Krak Grenades; Scout Armour; Camo Cloaks; Teleport Homer; Bolt Pistol; Sniper Rifle												
Troops: Tactical Squad (111, 230 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	230
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Lascannon; Rhino												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[38]
Frag Grenades; Krak Grenades; Bolt Pistol; Power Weapon												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[35]
Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter												
Troops: Tactical Squad (111, 215 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	215
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Lascannon; Rhino												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[23]
Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[35]
Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter												
Troops: Tactical Squad (111, 205 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	205
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Missile Launcher; Rhino												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[23]
Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[35]
Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter												
Heavy Support: Vindicator (11, 115 pts)												
Vindicator	1	Grp: BS: 4 FA: 13 SA: 11 RA: 10										115
Vehicle (Tank); Searchlight; Smoke Launchers; Demolisher Cannon; Storm Bolter												
Heavy Support: Vindicator (11, 115 pts)												
Vindicator	1	Grp: BS: 4 FA: 13 SA: 11 RA: 10										115
Vehicle (Tank); Searchlight; Smoke Launchers; Demolisher Cannon; Storm Bolter												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Terminator Squad (5x, 230 pts)												
Terminator Squad	4		4	4	4/8	4	1	4/1	2	9	2+/5(i)	230
Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Power Fist (x4); Storm Bolter (x4); Cyclone Missile Launcher												
Sergeant	1		4	4	4	4	1	4	2	9	2+/5(i)	[40]
Power Sword; Storm Bolter												
Total Cost:											1848	

Option Footnotes

Psychic Powers	
Null Zone	Used at the start of the Librarian's Shooting Phase. All enemy units within 24" of the Librarian must re-roll successful invulnerable saves for the remainder of the player turn.
Smite	Range: 12"; S4; AP2; Assault 4
Wargear	
Camo Cloaks	Confers Stealth.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Power of the Machine Spirit	See Codex Space Marines, page 81.
Psychic Hood	Allows Librarian to nullify Psychic attacks by opponent. See Codex Space Marines, page 56.
Scout Armour	Confers a 4+ Armour Save.
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect as the enemy can see the searchlight. See Wargear, pg. 36.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Teleport Homer	If Terminators wish to teleport within 6" of a model with this, they will not scatter.
Terminator Armour	Relentless; Cannot perform a Sweeping Advance; 2+ Armour Save and a 5+ Invulnerable Save; May always start the game in reserve and arrive using the Deep Strike rules even if it is not part of the mission being played; count as two models for transport capacity and may not embark on Rhinos or Razorbacks.
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Cyclone Missile Launcher	Frag: Range: 48"; S4; AP6; Heavy 2, Blast. Krak: Range: 48"; S8; AP3; Heavy 2.
Demolisher Cannon	24" Range; S10; AP2; Ordnance 1; Large Blast
Flamer	Template; S4; AP5; Assault 1
Force Weapon	Ignores armour saves in close combat. If a model takes a wound but is not killed, make a psychic test; if you pass, it dies. Use against one model per combat round. (p50 WH40K 5E)
Lascannon	48" Range; S9; AP2; Heavy 1
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Sword	Ignores armour saves in close combat (p42 WH40K 5E)
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Storm Bolter	24" Range; S4; AP5; Assault 2
Thunder Hammer & Storm Shield	Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens. 3+ Invulnerable Save.
Twin Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

Validation Report

c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission; 1. Chapter: Codex Chapter

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 36.8

% Fast: 0.0

% Heavy: 12.4

% HQ: 6.8

Model Count: 55

% Troops: 44.0

% Wargear: 0.0

Files version: 1.05

Faith Points: 0

Group	Min	Max	Used
	1	2	1
	0	3	2
	2	6	4
	0	3	0
	0	3	2