








## Unlimited Pts - Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost				
HQ: Captain Darnath Lysander (1 <sup>+</sup> , 200 pts)																
Captain Darnath Lysander	1		6	5	4/10	4	4	5/1	3	10	2+/3	200				
	Unit Type: Infantry Storm Shield Fist of Dorn And They Shall Know No Fear Bolster Defenses Bolter Drill Chapter Tactics Combat Tactics Eternal Warrior Independent Character															
	Fist of Dorn											1	Master-crafted Thunder Hammer; Hits resolved at a strength of 10 and +1 to Vehicle Damage		[0]	
Name#GrpWSBSSTTWoIALdSaveCost																
HQ: Space Marine Chaplain (1 <sup>+</sup> , 140 pts)																
Space Marine Chaplain	1											140				
	Unit Type: Infantry ...in Terminator Armour Combat Tactics Fearless Honour of the Chapter Independent Character Liturgies of Battle															
...in Terminator Armour	1		5	4	4	4	2	4	2	10	2+/4	[140]				
	Rosarius Crozius Arcanum Melta Bombs Combi-Meltagun															
Name#GrpWSBSSTTWoIALdSaveCost																
Elite: Terminator Assault Squad (10 <sup>+</sup> , 400 pts)																
Terminator Assault Squad	9		4	4	4/8	4	1	4/1	2/3	9	2+/3	400				
	Unit Type: Infantry Lightning Claws (pair) (x2) Thunder Hammer & Storm Shield (x7) And They Shall Know No Fear Combat Squads Combat Tactics															
Sergeant	1		4	4	4	4	1	4	2/3	9	2+/5	[40]				
	Unit Type: Infantry Lightning Claws (pair) (x1) And They Shall Know No Fear Combat Squads Combat Tactics															

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>Elite: Dreadnought (2<sup>+</sup>, 160 pts)</b>													
Dreadnought	1	Grp: 	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		160	
<b>Unit Type:</b> Vehicle (Walker) Searchlight Smoke Launchers Dreadnought CCW Heavy Flamer Plasma Cannon Drop Pod													
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[35]	
<b>Unit Type:</b> Vehicle (Open-topped) <b>Transport Capacity:</b> 12 models Storm Bolter Drop Pod Assault Immobile Inertial Guidance System													
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>Elite: Dreadnought (2<sup>+</sup>, 160 pts)</b>													
Dreadnought	1	Grp: 	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		160	
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Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Troops: Tactical Squad (11 <sup>+</sup> , 245 pts)													
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	245	
	<b>Unit Type:</b> Infantry												
	Frag Grenades												
	Krak Grenades												
	Power Armour												
	Bolt Pistol (x9)												
	Bolter (x7)												
	Plasmagun												
	Missile Launcher												
	And They Shall Know No Fear												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[53]	
	<b>Unit Type:</b> Infantry												
	Frag Grenades												
	Krak Grenades												
	Power Armour												
	Plasma Pistol (x1)												
	Power Weapon (x1)												
	And They Shall Know No Fear												
	Combat Squads												
	Combat Tactics												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[35]	
	<b>Unit Type:</b> Vehicle (Tank)												
	<b>Transport Capacity:</b> 10 models												
	<b>Access Points:</b> 3												
	<b>Fire Points:</b> 1												
	Searchlight												
	Smoke Launchers												
	Storm Bolter												
	Repair												

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Tactical Squad	9		4	4	4	4	1	4	1	8	3+	245		
	Unit Type: Infantry													
	Frag Grenades													
	Krak Grenades													
	Power Armour													
	Bolt Pistol (x9)													
	Bolter (x7)													
	Plasmagun													
	Missile Launcher													
	And They Shall Know No Fear													
	Combat Squads													
	Combat Tactics													
Rhino														
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[53]		
	Unit Type: Infantry													
	Frag Grenades													
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	Power Armour													
	Plasma Pistol (x1)													
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	Combat Squads													
	Combat Tactics													
	Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[35]	
		Unit Type: Vehicle (Tank)												
Transport Capacity: 10 models														
Access Points: 3														
Fire Points: 1														
Searchlight														
Smoke Launchers														
Storm Bolter														
Repair														

Option Footnotes	
Special Rules	
And They Shall Know No Fear	Automatically pass morale tests, can test if under 50%, conditions apply (p74 WH40K)
Bolster Defenses	Each Techmarine can bolster a single ruin in your deployment area before the game begins. The ruin's cover save is increased by one for the duration of the game. A ruin can only be bolstered once.
Bolter Drill	Any models in a squad Lysander has joined my re-roll failed "to hit" rolls when shooting with heavy bolters, storm bolters, bolters and bolt pistols.
Chapter Tactics	Units may exchange Combat Tactics special rule.
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Combat Tactics	A non-fearless Space Marine unit can choose to automatically fail any Morale check it is called upon to take.
Drop Pod Assault	At the beginning of your first turn, you must choose half of your Drop Pods to make a Drop Pod Assault. Units making a Drop Pod assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod cannot assault in the turn it arrives.
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Honour of the Chapter	This model, and all members of a squad he has joined are Fearless.
Immobile	A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilized damage result.
Independent Character	(See WH40k, pg. 50.)
Inertial Guidance System	Should a Drop Pod scatter o top of impassible terrain or another model, reduce the scatter distance by the minimum required in order to avoid the obstacle.
Liturgies of Battle	On a turn in which this model assaults, he and all models in a squad he is joined can re-roll failed rolls to hit.
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shoting phase, and on a 6 the vehicle is no longer immobilized.
Unit Type	
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Unit Type:</b> Vehicle (Open-topped)	Unit Type: Vehicle (Open-topped) (WH40k, pg. 70)
<b>Unit Type:</b> Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
<b>Unit Type:</b> Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
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)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Rosarius	Confers a 4+ Invulnerable Save.
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit 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.
Siege Shield	Vehicle automatically passes dangerous terrain tests.
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).
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
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
Combi-Meltagun	24" Range; S4; AP5; Rapid Fire (Bolter)
	12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle)

Crozius Arcanum	Ignores armour saves in close combat (p42 WH40K 5E)
Demolisher Cannon	24" Range; S10; AP2; Ordnance 1; Large Blast
Dreadnought CCW	Strength 10; Ignores armour saves in close combat.
Fist of Dorn	Master-crafted Thunder Hammer; Hits resolved at a strength of 10 and +1 to Vehicle Damage
Heavy Flamer	Template; S5; AP4; Assault 1
Lightning Claws (pair)	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Plasma Cannon	36" Range; S7; AP2; Heavy 1; Blast; Gets Hot!
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Plasmagun	24" Range; S7; AP2; Rapid Fire; Gets Hot!
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
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.