

500 Pts - Space Marines - 500 Pt Space Marine Battleforce Army

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Space Marine Captain (1⁺, 105 pts)												
Space Marine Captain	1											105
Unit Type: Infantry; ...in Power Armour; And They Shall Know No Fear; Combat Tactics; Independent Character												
...in Power Armour	1		6	5	4	4	3	5	3/4	10	3+/4(i)	[105]
Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Melta Bombs; Bolt Pistol; Chainsword												
Troops: Scout Squad (5⁺, 85 pts)												
Scout Squad	4		3	3	4	4	1	4	1	8	4+	85
Unit Type: Infantry; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Bolter (x3); Heavy Bolter w/Hellfire Shells; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Sergeant	1		4	4	4	4	1	4	2	9	4+	[10]
Unit Type: Infantry; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Bolter; And They Shall Know No Fear; Combat Squads; Combat Tactics; Infiltrate; Move Through Cover; Scouts												
Troops: Tactical Squad (11⁺, 205 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	205
Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Missile Launcher; And They Shall Know No Fear; Combat Squads; Combat Tactics; Rhino												
Sergeant	1		4	4	4	4	1	4	2	9	3+	[23]
Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Bolter; And They Shall Know No Fear; Combat Squads; Combat Tactics												
Rhino	1	Grp:	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												
Fast Attack: Assault Squad (5⁺, 105 pts)												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	105
Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x4); Chainsword (x4); And They Shall Know No Fear; Combat Squads; Combat Tactics												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[33]
Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Melta Bombs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Combat Tactics												
Total Cost:											500	

Option Footnotes

Special Rules	
And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:SM, pg 51).
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.
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
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 Shooting phase, and on a 6 the vehicle is no longer immobilized.
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jump Infantry	Unit Type: Jump Infantry (p.52 WH40k) 1) Move up to 12" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. 2) Assault 6" affected by Diff Terr. 3) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test.

Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Wargear	
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Iron Halo	Confers a 4+ Invulnerable save.
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
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.
Scout Armour	Confers a 4+ Armour 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.
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).
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.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Flamer	Template; S4; AP5; Assault 1
Heavy Bolter w/Hellfire Shells	Use one of the two profiles when firing: Range: 36"; S5; AP4; Heavy 3. Range: 36"; S1; AP-; Heavy 1, Blast, Posioned (2+).
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Kрак: 48" Range; S8; AP3; Heavy 1.
Storm Bolter	24" Range; S4; AP5; Assault 2