

all scars 2014 round 5 (28/07/14 19:28:09) (1999pts)

2000pt Chaos Space Marines: Supplement - Black Legion (2013) v1, Chaos Space Marines: Supplement - Black Legion (2013) v1, Fortifications and Stronghold Assault (2013) v2 Roster (Combined Arms Detachment, Combined Arms Detachment, Fortification Detachment)

Chaos Space Marines: Supplement - Black Legion (2013) v1 (Combined Arms Detachment)

Selections:

HQ (177pts)

<p>Sorcerer (177pts)</p> <p><i>Champion of Chaos, Independent Character, Psyker</i></p> <p>2x Additional Mastery Level, Mark of Tzeentch, Spell familiar, Veterans of the Long War</p> <p>Terminator Armour</p> <p>Combi-flamer/-melta/-plasma, Force Weapon</p>	<table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>Sorcerer</td> <td>Infantry (Character)</td> <td>5</td> <td>4</td> <td>4</td> <td>4</td> <td>2</td> <td>4</td> <td>2</td> <td>10</td> <td>3+</td> </tr> </tbody> </table> <p>Champion of Chaos:</p> <p>Independent Character:</p> <p>Psyker:</p>	Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Sorcerer	Infantry (Character)	5	4	4	4	2	4	2	10	3+
Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save													
Sorcerer	Infantry (Character)	5	4	4	4	2	4	2	10	3+													

Troops (128pts)

<p>Chaos Cultists (64pts)</p> <p><i>Champion of Chaos</i></p> <p>9x Autogun, Champion's upgrade, Heavy stubber, 10x Squad models (champion included)</p>	<table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>Chaos Cultist</td> <td>Infantry</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>7</td> <td>6+</td> </tr> <tr> <td>Cultist Champion</td> <td>Infantry (Character)</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>8</td> <td>6+</td> </tr> </tbody> </table> <p>Champion of Chaos:</p>	Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+	Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+
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Fast Attack (170pts)

<p>Heldrake (170pts)</p> <p><i>Daemon, Daemonforge, It Will Not Die, Meteroric Descent</i></p> <p>Baleflamer</p>	<table border="1" style="width: 100%;"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Heldrake</td> <td>3</td> <td>12</td> <td>12</td> <td>10</td> <td>3</td> <td>Vehicle (Flyer, Hover)</td> </tr> </tbody> </table> <table border="1" style="width: 100%; margin-top: 10px;"> <thead> <tr> <th>Name</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Daemonic possession</td> <td></td> </tr> </tbody> </table> <p>Daemon:</p> <p>Daemonforge:</p> <p>It Will Not Die:</p> <p>Meteroric Descent:</p>	Name	BS	Front	Side	Rear	HP	Type	Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)	Name	Description	Daemonic possession	
Name	BS	Front	Side	Rear	HP	Type													
Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)													
Name	Description																		
Daemonic possession																			

Heavy Support (600pts)

<p>Chaos Vindicator (150pts)</p> <p>Daemonic Possession, Siege Shield, Warpflame gargoyles</p>	<table border="1"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Chaos Vindicator</td> <td>4</td> <td>13</td> <td>11</td> <td>10</td> <td>3</td> <td>Vehicle (Tank)</td> </tr> </tbody> </table>	Name	BS	Front	Side	Rear	HP	Type	Chaos Vindicator	4	13	11	10	3	Vehicle (Tank)								
Name	BS	Front	Side	Rear	HP	Type																	
Chaos Vindicator	4	13	11	10	3	Vehicle (Tank)																	
<p>Defiler (225pts)</p> <p><i>Daemon, Daemonforge, Fleet, It Will Not Die</i></p> <p>Daemonic possession, Power Scourge, Reaper Autocannon, Warpflame gargoyles</p>	<table border="1"> <thead> <tr> <th>Name</th> <th>WS</th> <th>BS</th> <th>S</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>I</th> <th>A</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Defiler</td> <td>3</td> <td>3</td> <td>8</td> <td>12</td> <td>12</td> <td>10</td> <td>3</td> <td>3</td> <td>4</td> <td></td> </tr> </tbody> </table> <p>Daemon:</p> <p>Daemonforge:</p> <p>Fleet:</p> <p>It Will Not Die:</p>	Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type	Defiler	3	3	8	12	12	10	3	3	4	
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Defiler	3	3	8	12	12	10	3	3	4														
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Defiler	3	3	8	12	12	10	3	3	4														

Chaos Space Marines: Supplement - Black Legion (2013) v1 (Combined Arms Detachment) Selections:

HQ (135pts)

<p>Sorcerer (135pts)</p> <p><i>Champion of Chaos, Independent Character, Psyker</i></p> <p>Additional Mastery Level, Aura of dark glory, Mark of Tzeentch, Spell familiar, Veterans of the Long War</p> <p>Power Armour</p> <p>Bolt Pistol, Force Weapon</p>	<table border="1"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>Sorcerer</td> <td>Infantry (Character)</td> <td>5</td> <td>4</td> <td>4</td> <td>4</td> <td>2</td> <td>4</td> <td>2</td> <td>10</td> <td>3+</td> </tr> </tbody> </table> <p>Champion of Chaos:</p> <p>Independent Character:</p> <p>Psyker:</p>	Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Sorcerer	Infantry (Character)	5	4	4	4	2	4	2	10	3+
Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save													
Sorcerer	Infantry (Character)	5	4	4	4	2	4	2	10	3+													

Troops (554pts)

<p>Chaos Space Marines (277pts)</p> <p>Autocannon, 9x Chaos Space Marine, Mark of Tzeentch, Plasma Gun, Veteran of the long war</p> <p>Aspiring Champion</p> <p><i>Champion of Chaos</i></p> <p>Bolt Pistol, Bolter, Melta Bombs, Power Weapon</p> <p>Chaos Rhino</p> <p><i>Repair</i></p> <p>Combi-bolter, Extra Armour, Havoc Launcher, Searchlight, Smoke launchers, Warpflame gargoyles</p>	<table border="1"> <thead> <tr> <th>Name</th> <th>Unit Type</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Save</th> </tr> </thead> <tbody> <tr> <td>Aspiring Champion</td> <td>Infantry (Character)</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>2</td> <td>9</td> <td>3+</td> </tr> <tr> <td>Chaos Space Marine</td> <td>Infantry</td> <td>4</td> <td>4</td> <td>4</td> <td>4</td> <td>1</td> <td>4</td> <td>1</td> <td>8</td> <td>3+</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Name</th> <th>BS</th> <th>Front</th> <th>Side</th> <th>Rear</th> <th>HP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Chaos Rhino</td> <td>4</td> <td>11</td> <td>11</td> <td>10</td> <td>3</td> <td>Vehicle(Tank, Transport)</td> </tr> </tbody> </table> <p>Champion of Chaos:</p> <p>Repair:</p>	Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Aspiring Champion	Infantry (Character)	4	4	4	4	1	4	2	9	3+	Chaos Space Marine	Infantry	4	4	4	4	1	4	1	8	3+	Name	BS	Front	Side	Rear	HP	Type	Chaos Rhino	4	11	11	10	3	Vehicle(Tank, Transport)
Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save																																						
Aspiring Champion	Infantry (Character)	4	4	4	4	1	4	2	9	3+																																						
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Chaos Space Marines (277pts)

Autocannon, 9x Chaos Space Marine, Mark of Tzeentch, Plasma Gun, Veteran of the long war

Aspiring Champion

Champion of Chaos

Bolt Pistol, Bolter, Melta Bombs, Power Weapon

Chaos Rhino

Repair

Combi-bolter, Extra Armour, Havoc Launcher, Searchlight, Smoke launchers, Warpflame gargoyles

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Aspiring Champion	Infantry (Character)	4	4	4	4	1	4	2	9	3+
Chaos Space Marine	Infantry	4	4	4	4	1	4	1	8	3+

Name	BS	Front	Side	Rear	HP	Type
Chaos Rhino	4	11	11	10	3	Vehicle(Tank, Transport)

Champion of Chaos:

Repair:

Heavy Support (135pts)

Havocs (135pts)

4x Autocannon, 4x Havoc, Mark of Nurgle, Veteran of the long war

Aspiring Champion

Bolt Pistol, CCW

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Aspiring Champion	Infantry	4	4	4	4	1	4	2	9	3+
Havoc	Infantry	4	4	4	4	1	4	1	8	3+

Fortifications and Stronghold Assault (2013) v2 (Fortification Detachment) Selections:

Fortification (100pts)

Aegis Defense Line (100pts)

Gun Emplacement with Quad-gun

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Gun Emplacement	Gun Emplacement	-	-	-	7	2	-	-	-	3+

Name	Description
Aegis Defence Line	A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain.
Gun Emplacement	A model in cover behind a gun emplacement has a 4+ cover save. One non-vehicle model in base contact with a gun emplacement can fire it instead of firing its own weapons. A model that fires a gun emplacement has the Relentless special rule for that shooting attack. A gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat.

Name	Range	Strength	AP	Type
Quad-gun	48	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked