


1850 Pts - Chaos Marines - 1850 Chase Lindo Conquest GT 09

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Daemon Prince (1⁺, 135 pts)													
Daemon Prince	1		7	5	6	5	4	5/6	4	10	3+/5	135	
Monstrous Creature; Eternal Warrior; (C:CSM, pp. 32 & 92); Wings; Mark of Slaanesh; Close Combat Weapon; Fearless													
HQ: Daemon Prince (1⁺, 135 pts)													
Daemon Prince	1		7	5	6	5	4	5/6	4	10	3+/5	135	
Monstrous Creature; Eternal Warrior; (C:CSM, pp. 32 & 92); Wings; Mark of Slaanesh; Close Combat Weapon; Fearless													
Troops: Chaos Space Marines (11⁺, 220 pts)													
Chaos Space Marines	9		4	4	4	4	1	4	1/2	9	3+	220	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Chaos Glory; Bolt Pistol (x9); Bolter (x9); Close Combat Weapon (x9); Rhino													
Aspiring Champion	1		4	4	4	4	1	4	2/3	10	3+	[40]	
Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Close Combat Weapon; Combi-melta													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[35]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter													
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Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter													
Troops: Noise Marines (6⁺, 175 pts)													
Noise Marines	5		4	4	4	4	1	4/5	1/2	9	3+	175	
Infantry; (C:CSM, pp. 39 & 97); Frag Grenades; Krak Grenades; Power Armour; Mark of Slaanesh; Bolt Pistol (x5); Bolter (x4); Close Combat Weapon (x5); Blastmaster; Fearless; Rhino													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[35]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter													
Fast Attack: Bikers (8⁺, 334 pts)													
Bikers	7		4	4	4	4/5	1	4/5	1/2	9	3+	334	
Bikes; (C:CSM, pg. 27 & 99); Frag Grenades; Krak Grenades; Bike; Power Armour; Icon of Slaanesh; Mark of Slaanesh; Bolt Pistol (x7); Close Combat Weapon (x5); Twin Linked Bolter; Meltagun (x2)													
Biker Champion	1		4	4	4	4/5	1	4/5	2/3	10	3+	[63]	
Bikes; (C:CSM, pg. 27 & 99); Frag Grenades; Krak Grenades; Bike; Power Armour; Mark of Slaanesh; Bolt Pistol; Power Weapon													
Fast Attack: Bikers (8⁺, 334 pts)													
Bikers	7		4	4	4	4/5	1	4/5	1/2	9	3+	334	
Bikes; (C:CSM, pg. 27 & 99); Frag Grenades; Krak Grenades; Bike; Power Armour; Icon of Slaanesh; Mark of Slaanesh; Bolt Pistol (x7); Close Combat Weapon (x5); Twin Linked Bolter; Meltagun (x2)													
Biker Champion	1		4	4	4	4/5	1	4/5	2/3	10	3+	[63]	
Bikes; (C:CSM, pg. 27 & 99); Frag Grenades; Krak Grenades; Bike; Power Armour; Mark of Slaanesh; Bolt Pistol; Power Weapon													
Heavy Support: Vindicator (1⁺, 145 pts)													
Vindicator	1	Grp:		BS: 3	FA: 13	SA: 11	RA: 10					145	
Vehicle (Tank); (C:CSM, pp. 43 & 101); Dozer Blade; Searchlight; Smoke Launchers; Daemonic Possession; Demolisher Cannon													

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Vindicator	1	Grp: 	BS: 3	FA: 13	SA: 11	RA: 10						145
Vehicle (Tank); (C:CSM, pp. 43 & 101); Dozer Blade; Searchlight; Smoke Launchers; Daemonic Possession; Demolisher Cannon												
Total Cost:											1843	

Option Footnotes

Skills	
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Wargear	
Bike	
Chaos Glory	Re-roll failed morale checks (p81 C:CSM)
Daemonic Possession	Ignores shaken/stunned. BS reduced (p87 C:CSM)
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6" that turn. See Wargear, pg. 34.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Icon of Slaanesh	Unit gains benefits of the Mark of Slaanesh (p81 C:CSM)
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Mark of Slaanesh	Extra initiative (p25 C:CSM)
Power Armour	Confers a 3+ 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).
Wings	Move like jumpack infantry
Weapons	
Blastmaster	Varied: 36" Range; S5; AP4; Assault 2; Pinning Single: 48" Range; S8; AP3; Heavy 1; Blast; Pinning (p39 C:CSM)
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Combi-melta	Bolter: 24" Range; S4; AP5; Rapid Fire Melta: 12" Range; S8; AP1; Assault 1; Melta; One shot (p83 C:CSM)
Demolisher Cannon	24" Range; S10; AP2; Ordnance 1; Large Blast
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Twin Linked Bolter	24" Range; S4; AP5; Rapid Fire, Linked

Roster Statistics

% Elite: 0.0
 % Fast: 36.2
 % Heavy: 15.7
 % HQ: 14.7
 Model Count: 48
 % Troops: 33.4
 % Wargear: 0.0
 Files version: 1.05