

The Bissler's Epic War Campaign Roster: Marines 20,000 points

COM CVPs:	25
Broken Enemy Unit CVPs:	63
Battle Results CVPs:	12
Total CVPs:	100

Army Roster

Unit Name	Army Counter Code	Points Cost	Current Unit Members	BP	MV	VP	Notes
Army 1							
	G75						Move Rate 2: Close Combat Army, suitable for cities & forests
Deathwing Company	G75	1,000	1 Terminator HQ & Land Raider, 1	10	0	10	Eliminated Turn 1
Ravenwing	G75	500	1 HQ unit with Rhino, 5 bikes & 1	8	2	5	Eliminated Turn 1
Land Raider Company	G75	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	Eliminated Turn 1
Assault Company	G75	750	1 HQ unit with Rhino, 18 Assault :	15	2	8	Eliminated Turn 1
Devastator Detachment	G75	350	6 Devastator Stands & 3 Rhinos	5	2	4	Eliminated Turn 1
Vindicator Squadron	G75	150	3 Vindicators	2	2	2	Eliminated Turn 1
Warhounds	G75	500	2 Warhounds	1	0	5	Eliminated Turn 1
Chaplain	G75	50	1 Chaplain & Rhino	Stand	0	1	Eliminated Turn 1
Subtotal		4,000					
						43	
Army 2							
	C77						Move Rate 2: Heavy Weapons Army, suitable for open terrain battles
Devastator Company	C77	1000	HQ Rhino, 18 Devastator Stands &	15	2	10	Depleted Turn 1
Land Raider Company	C77	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	
Land Raider Company	C77	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	
Warlord Titan	C77	900	1 Warlord Titan	Model	0	9	2 Volcano Cannon, 1 Quake Cannon, 1 Turbo Laser Destructor, Deathstrike Cannon Head, 2 Experience Points
Deathwing Detachment	C77	300	4 Terminator Stands & 2 Land Rai	3	1	4	
Land Speeder Squadron	C77	200	1 Land Speeder	3	2	2	Depleted Turn 1
Land Speeder Squadron	C77	200	4 Land Speeders	3	2	2	Depleted Turn 1
		4000					
Army 3							
	M81						Move Rate 2: Tactical Army, adaptable for any battles
Battle Company	M81	850	1 HQ unit with Rhino, 6 Devastatc	15	2	9	
Battle Company	M81	850	1 HQ unit with Rhino, 6 Devastatc	15	2	9	
Land Raider Company	M81	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	
Reaver Titan	M81	500	1 Reaver Titan	Model	0	5	2 Turbo Laser Destructors, 1 Quake Cannon
Deathwing Detachment	M81	350	4 Terminator Stands & 2 Land Rai	3	1	4	
Land Speeder Squadron	M81	200	5 Land Speeders	3	2	2	
Land Speeder Squadron	M81	200	5 Land Speeders	3	2	2	
Bike Squad	M81	150	5 Bike stands	3	2	2	
Predator Squadron	M81	200	3 Predators	2	2	2	
		4000					
Army 4							
	S79						Move Rate 3: Tactical Army, adaptable for any battles
Battle Company	S79	850	1 HQ unit with Rhino, 6 Devastatc	15	2	9	Eliminated Turn 1
Land Raider Company	S79	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	Eliminated Turn 1
Land Speeder Squadron	S79	200	5 Land Speeders	3	2	2	Eliminated Turn 1
Bike Squad	S79	150	5 Bike stands	3	2	2	Eliminated Turn 1
Tech Marine	S79	100	Tech Marine & Command Rhino	Stand	0	1	Eliminated Turn 1
		2000					
Army 5							
	C98						Move Rate 3: Tactical Army, adaptable for any battles
Land Raider Company	C98	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	
Warhounds	C98	500	2 Warhounds	1	0	5	1 Warhound armed with 2 Inferno Guns, the other with 2 Turbo Laser Destructors
Assault Detachment	C98	250	6 Assault Stands & 3 Rhinos	5	2	3	
Deathwing Detachment	C98	350	4 Terminator Stands & 2 Land Rai	3	1	4	
Land Speeder Squadron	C98	200	5 Land Speeders	3	2	2	
		2000					
Army 6							
	P74						Move Rate 3: Close Combat Army, suitable for cities & forests
Battle Company	P74	850	1 HQ unit with Rhino, 2 Devastatc	15	2	9	Depleted Turn 4
Battle Company	P74	850	1 HQ unit with Rhino, 3 Devastatc	15	2	9	Depleted Turn 4
Assault Detachment	P74	250	6 Assault Stands & 3 Rhinos	5	2	3	Replenished Turn 4
Chaplain	P74	50	1 Chaplain & Rhino	Stand	0	1	
		2000					
Army 7							
	J74						Move Rate 3: Defensive Army, suitable for fortified positions
Land Raider Company	J74	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	Eliminated Turn 1
Land Raider Company	J74	700	1 Land Raider HQ, 9 Land Raiders	5	2	8	Eliminated Turn 1
Deathwing Detachment	J74	350	4 Terminator Stands & 2 Land Rai	3	1	4	Eliminated Turn 1
Assault Detachment	J74	250	6 Assault Stands & 3 Rhinos	5	2	3	Eliminated Turn 1
		2000					

In transit

4 Assault Stands

Reserves

17 Land Raiders
 8 Assault stands
 8 Devastator stands
 1 Tech marine with Rhino
 3 HQ stand
 9 Terminators
 3 Land Speeders
 3 bikes
 Chaplain

Notes: 3 Rhinos & 6 Assault Stands replenished army P74