

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

COM CVPs:	20
Broken Enemy Unit CVPs:	73
Battle Results CVPs:	<u>12</u>
Total CVPS:	105

**Army Roster**

<u>Unit Name</u>	<u>Army Counter Code</u>	<u>Points Cost</u>	<u>Current Unit Members</u>	<u>BP</u>	<u>MV</u>	<u>VP</u>	<u>Notes</u>
<u>Army 1</u>	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 & 1C	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 S	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	
<u>Army 2</u>	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, Death
Deathwing Detachment	C77	300	4 Terminator Stands & 2 Land Raic	3	1	4	
Land Speeder Squadron	C77	200	1 Land Speeder	3	2	2	Depleted Turn 1
Land Speeder Squadron	C77	<u>200</u>	4 Land Speeders	3	2	2	Depleted Turn 1
		4000					

<u>Army 3</u>	M81					Move Rate 2: Tactical Army, adaptable for any battles
Battle Company	M81	850 1 HQ unit with Rhino, 6 Devastato	15	2	9	
Battle Company	M81	850 1 HQ unit with Rhino, 6 Devastato	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 Raic	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	
		<u>4000</u>				

<u>Army 4</u>	S79					Move Rate 3: Tactical Army, adaptable for any battles
Battle Company	S79	850 1 HQ unit with Rhino, 6 Devastato	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
		<u>2000</u>				

<u>Army 5</u>	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	Eliminated Turn 5
Warhounds	C98	500 2 Warhounds	1	0	5	Eliminated Turn 5
Assault Detachment	C98	250 6 Assault Stands & 3 Rhinos	5	2	3	Eliminated Turn 5
Deathwing Detachment	C98	350 4 Terminator Stands & 2 Land Raic	3	1	4	Eliminated Turn 5
Land Speeder Squadron	C98	200 5 Land Speeders	3	2	2	Eliminated Turn 5
		<u>2000</u>				

<u>Army 6</u>	P74					Move Rate 3: Close Combat Army, suitable for cities & forests
Battle Company	P74	850 1 HQ unit with Rhino, 2 Devastato	15	2	9	Depleted Turn 4
Battle Company	P74	850 1 HQ unit with Rhino, 3 Devastato	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
		<u>2000</u>				

<u>Army 7</u>	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 Raic	3	1	4 Eliminated Turn 1
Assault Detachment	J74	250	6 Assault Stands & 3 Rhinos	5	2	3 Eliminated Turn 1
		<u>2000</u>				

**In transit**

- 1 Warhound with 2 Turbo Laser Destructors
- 4 Land Raiders
- 3 Rhinos
- 1 Land Speeder

**Reserves**

- 17 Land Raiders
- 12 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