

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

COM CVPs:	20
Broken Enemy Unit CVPs:	136
Battle Results CVPs:	<u>18</u>
Total CVPs:	174

Army Roster

<u>Unit Name</u>	<u>Army Counter</u>	<u>C Points</u>	<u>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 & 10	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 & 8	15	2	10	Disbanded Turn 8
Land Raider Company	C77	700		1 Land Raider HQ, 9 Land Raiders	5	2	8	Disbanded Turn 8
Land Raider Company	C77	700		1 Land Raider HQ, 9 Land Raiders	5	2	8	Disbanded Turn 8
Warlord Titan	C77	900		1 Warlord Titan	Model	0	9	Disbanded Turn 8
Deathwing Detachment	C77	300		4 Terminator Stands & 2 Land Rai	3	1	4	Disbanded Turn 8
Land Speeder Squadron	C77	200		1 Land Speeder	3	2	2	Disbanded Turn 8
Land Speeder Squadron	C77	<u>200</u>		4 Land Speeders	3	2	2	Disbanded Turn 8
		4000						

<u>Army 3</u>	M81					Move Rate 2: Tactical Army, adaptable for any battles
Battle Company	M81	850	1 HQ unit with Rhino, 1 Tactical Si	15	2	9 Depleted Turn 8
Battle Company	M81	850	1 HQ unit with Rhino, 6 Devastatc	15	2	9 Depleted Turn 8
Land Raider Company	M81	700	1 Land Raider HQ, 8 Land Raiders	5	2	8 Depleted Turn 8
Reaver Titan	M81	500	1 Reaver Titan Model		0	5 2 Turbo Laser Destructors, 1 Quake Cannon, 5 Experience Points
Deathwing Detachment	M81	350	2 Terminator Stands	3	1	4 Depleted Turn 8
Land Speeder Squadron	M81	200	5 Land Speeders	3	2	2 Eliminated Turn 8
Land Speeder Squadron	M81	200	2 Land Speeders	3	2	2 Depleted Turn 8
Bike Squad	M81	150	5 Bike stands	3	2	2 Eliminated Turn 8
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 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
		<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 Elininated Turn 5
Warhounds	C98	500	2 Warhounds	1	0	5 Elininated Turn 5
Assault Detachment	C98	250	6 Assault Stands & 3 Rhinos	5	2	3 Elininated Turn 5
Deathwing Detachment	C98	350	4 Terminator Stands & 2 Land Rai	3	1	4 Elininated Turn 5
Land Speeder Squadron	C98	200	5 Land Speeders	3	2	2 Elininated 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 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
		<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 Rai	3	1	4 Eliminated Turn 1
Assault Detachment	J74	250	6 Assault Stands & 3 Rhinos	5	2	3 Eliminated Turn 1
		<u>2000</u>				

Army 8	D75					
Land Raider Company	D75	700	1 Land Raider HQ, 9 Land Raiders	5	2	8
Land Raider Detachment	D75	250	3 Land Raiders	2	2	3
Devastator Company	D75	1000	1 HQ unit & Command Rhino, 18 I	5	2	4
1 Tech marine with Rhino	D75	100	1 Tech Marine & Command Rhino Model		0	1
Deathwing	D75	1000	1 Deathwing HQ, Command Land	10	0	10
Warlord Titan	D75	900	Model		0	9 2 Volcano Cannon, 1 Quake Cannon & 1 Turbo Laser Destructor
		<u>3950</u>				

In transit

Reserves

12 Land Raiders

12 Assault stands
3 Devastator Stands

2 HQ Stands

4 Land Speeders
3 bikes
Chaplain
1 Predator

2 Rhinos
1 Warhound with 2 Turbo Laser Destructors