

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

COM CVPs: 20

Broken Enemy Unit CVPs: 151

Battle Results CVPs: 18

Total CVPS: 189

Army Roster

<u>Unit Name</u>	<u>Army</u>		<u>Current Unit Members</u>	<u>BP</u>	<u>MV</u>	<u>VP</u>	<u>Notes</u>
	<u>Counter</u>	<u>Points</u>					
<u>Army 1</u>	G75						Move Rate 2: Close Combat Army, suitable for cities & forests
			1 Terminator HQ & Land Raider, 12 Terminator Stands & 6 Land				
Deathwing Company	G75	1,000	Raiders	10	0		10 Eliminated Turn 1
			1 HQ unit with Rhino, 5 bikes & 10				
Ravenwing	G75	500	Land Speeders	8	2		5 Eliminated Turn 1
Land Raider Company	G75	700	1 Land Raider HQ, 9 Land Raiders	5	2		8 Eliminated Turn 1
			1 HQ unit with Rhino, 18 Assault				
Assault Company	G75	750	Stands & 9 Rhinos	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					

Move Rate 2: Heavy Weapons
Army, suitable for open terrain
battles

Army 2 C77

Devastator Company	C77	HQ Rhino, 18 Devastator Stands & 1000 9 Rhinos	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
		4 Terminator Stands & 2 Land			
Deathwing Detachment	C77	300 Raiders	3	1	4 Disbanded Turn 8
Land Speeder Squadron	C77	200 1 Land Speeder	3	2	2 Disbanded Turn 8
Land Speeder Squadron	C77	200 4 Land Speeders	3	2	2 Disbanded Turn 8
		4000			

Move Rate 2: Tactical Army,
adaptable for any battles

Army 3 M81

Battle Company	M81	1 HQ unit with Rhino, 1 Tactical Stands, 1 Assault Stands & 8 850 Rhinos	15	2	9 Eliminated Turn 10
Battle Company	M81	1 HQ unit with Rhino, 6 Devastator Stands, 6 Tactical Stands, 5 Assault 850 Stands & 6 Rhinos	15	2	9 Depleted Turn 8
Land Raider Company	M81	700 1 Land Raider HQ, 8 Land Raiders	5	2	8 Eliminated Turn 10
Reaver Titan	M81	500 1 Reaver Titan	Model	0	5 Eliminated Turn 10
Deathwing Detachment	M81	350 2 Terminator Stands	3	1	4 Eliminated Turn 10
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 Eliminated Turn 10
Bike Squad	M81	150 5 Bike stands	3	2	2 Eliminated Turn 8
Predator Squadron	M81	200 3 Predators	2	2	2 Eliminated Turn 10
		4000			

Move Rate 3: Tactical Army,
adaptable for any battles

Army 4

S79

		1 HQ unit with Rhino, 6 Devastator Stands, 6 Tactical Stands, 6 Assault Stands & 9 Rhinos	15	2	9 Eliminated Turn 1
Battle Company	S79				
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	<u>100</u> Tech Marine & Command Rhino 2000		0	1 Eliminated Turn 1

Move Rate 3: Tactical Army,
adaptable for any battles

Army 5

C98

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 4 Terminator Stands & 2 Land	5	2	3 Elininated Turn 5
Deathwing Detachment	C98	350 Raiders	3	1	4 Elininated Turn 5
Land Speeder Squadron	C98	<u>200</u> 5 Land Speeders 2000	3	2	2 Elininated Turn 5

Move Rate 3: Close Combat
Army, suitable for cities & forests

Army 6

P74

		1 HQ unit with Rhino, 2 Devastator Stands, 2 Tactical Stands, 6 Assault Stands & 9 Rhinos	15	2	9 Depleted Turn 4
Battle Company	P74				
		1 HQ unit with Rhino, 3 Devastator Stands, 6 Tactical Stands, 2 Assault Stands & 6 Rhinos	15	2	9 Depleted Turn 4
Battle Company	P74				
Assault Detachment	P74	250 6 Assault Stands & 3 Rhinos	5	2	3 Replenished Turn 4
Chaplain	P74	<u>50</u> 1 Chaplain & Rhino 2000		0	1

Move Rate 3: Defensive Army,
suitable for fortified positions

Army 7

J74

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 4 Terminator Stands & 2 Land	5	2	8 Eliminated Turn 1
Deathwing Detachment	J74	350 Raiders	3	1	4 Eliminated Turn 1
Assault Detachment	J74	250 6 Assault Stands & 3 Rhinos	5	2	3 Eliminated Turn 1
		2000			

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	1 HQ unit & Command Rhino, 18 1000 Devastator Stands & 9 Rhinos	5	2	4
1 Tech marine with Rhino	D75	100 1 Tech Marine & Command Rhino 1 Deathwing HQ, Command Land Raider, 12 Terminators & 6 Land	Model	0	1
Deathwing	D75	1000 Raiders	10	0	10
					2 Volcano Cannon, 1 Quake Cannon & 1 Turbo Laser
Warlord Titan	D75	900	Model	0	9 Destructor
		3950			

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