

1850 Pts - Space Marines

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|---|---|------|-------|--------|--------|--------|--------|-----|-----|----|-------------|-------|
| HQ: Chapter Master Pedro Kantor (51, 325 pts) | | | | | | | | | | | | |
| Chapter Master Pedro Kantor | 1 | | 6 | 5 | 4/8 | 4 | 3 | 5/1 | 3 | 10 | 3+/4 | 325 |
| Infantry; And They Shall Know No Fear; Combat Tactics; Independent Character; Orbital Bombardment; Inspiring Presence; Chapter Tactics; Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Dorn's Arrow; Power Fist; Honour Guard Squad | | | | | | | | | | | | |
| Honour Guard Squad | 2 | | 4 | 4 | 4 | 4 | 1 | 4 | 2/3 | 10 | 2+ | [150] |
| Infantry; And They Shall Know No Fear; Combat Tactics.; Frag Grenades; Krak Grenades; Artificer Armour; Bolt Pistol (x2); Bolter (x2); Power Weapon (x2); Rhino | | | | | | | | | | | | |
| Chapter Champion | 1 | | 5 | 4 | 4 | 4 | 1 | 4 | 3/4 | 10 | 2+ | [0] |
| Infantry; And They Shall Know No Fear; Combat Tactics; Honour or Death. ; Frag Grenades; Krak Grenades; Artificer Armour; Bolt Pistol; Bolter; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: | BS: 4 | FA: 11 | SA: 11 | RA: 10 | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Troops: Tactical Squad (111, 230 pts) | | | | | | | | | | | | |
| Tactical Squad | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 230 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Lascannon; Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [38] |
| Frag Grenades; Krak Grenades; Bolter; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: | BS: 4 | FA: 11 | SA: 11 | RA: 10 | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Troops: Tactical Squad (111, 230 pts) | | | | | | | | | | | | |
| Tactical Squad | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 230 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Lascannon; Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [38] |
| Frag Grenades; Krak Grenades; Bolter; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: | BS: 4 | FA: 11 | SA: 11 | RA: 10 | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Troops: Tactical Squad (101, 185 pts) | | | | | | | | | | | | |
| Tactical Squad | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 185 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Missile Launcher | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [38] |
| Frag Grenades; Krak Grenades; Bolter; Power Weapon | | | | | | | | | | | | |
| Elite: Sternguard Veteran Squad (111, 315 pts) | | | | | | | | | | | | |
| Sternguard Veteran Squad | 9 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | 315 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol (x9); Bolter (x7); Meltagun (x2); Rhino | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | [45] |
| Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Combi-Flamer; Power Weapon | | | | | | | | | | | | |
| Rhino | 1 | Grp: | BS: 4 | FA: 11 | SA: 11 | RA: 10 | | | | | | [35] |
| Vehicle (Tank); Ten model capacity; Repair; Searchlight; Smoke Launchers; Storm Bolter | | | | | | | | | | | | |
| Elite: Terminator Assault Squad (61, 450 pts) | | | | | | | | | | | | |
| Terminator Assault Squad | 4 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | 450 |
| Infantry; And They Shall Know No Fear; Combat Squads; Combat Tactics; Thunder Hammer & Storm Shield (x4); Land Raider | | | | | | | | | | | | |
| Sergeant | 1 | | 4 | 4 | 4/8 | 4 | 1 | 4/1 | 2 | 9 | 2+/3 | [40] |
| Thunder Hammer & Storm Shield (x1) | | | | | | | | | | | | |
| Land Raider | 1 | Grp: | BS: 4 | FA: 14 | SA: 14 | RA: 14 | | | | | | [250] |
| Vehicle (Tank); Twelve Model Capacity; Assault Vehicle; Power of the Machine Spirit; Searchlight; Smoke Launchers; Twin Linked Heavy Bolter; Twin Linked Lascannon (x2) | | | | | | | | | | | | |
| Heavy Support: Vindicator (11, 115 pts) | | | | | | | | | | | | |
| Vindicator | 1 | Grp: | | BS: 4 | FA: 13 | SA: 11 | RA: 10 | | | | | 115 |
| Vehicle (Tank); Searchlight; Smoke Launchers; Demolisher Cannon; Storm Bolter | | | | | | | | | | | | |
| Total Cost: | | | | | | | | | | | 1850 | |

| Option Footnotes | |
|-------------------------------|---|
| Wargear | |
| Artificer Armour | Confers a 2+ Armour save. |
| Frag Grenades | Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E). |
| Iron Halo | Confers a 4+ Invulnerable save. |
| Krak Grenades | One attack with 6+D6 AP (exceptions apply p72 WH40K) |
| Power Armour | Confers a 3+ Armour Save. |
| Power of the Machine Spirit | See Codex Space Marines, page 81. |
| 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). |
| Special Issue Ammunition | All bolters in the squad may use any of the following profiles when firing: Dragonfire Bolts: Range: 24"; S4; AP5; Rapid Fire, Ignores Cover Hellfire Rounds: Range: 24"; SX; AP5; Rapid Fire, Poisoned (2+) Kraken Bolts: Range: 30"; S4; AP4; Rapid Fire Vengeance Rounds: Range: 18"; S4; AP3; Rapid Fire, Gets Hot! |
| Terminator Armour | Relentless; Cannot perform a Sweeping Advance; 2+ Armour Save and a 5+ Invulnerable Save; May always start the game in reserve and arrive using the Deep Strike rules even if it is not part of the mission being played; count as two models for transport capacity and may not embark on Rhinos or Razorbacks. |
| Weapons | |
| Bolt Pistol | 12" Range; S4; AP5; Pistol |
| Bolter | 24" Range; S4; AP5; Rapid Fire |
| Combi-Flamer | 24" Range; S4; AP5; Rapid Fire (Bolter) Template ; S4; AP5; Assault 1; No cover saves (Flamer - once per battle) |
| Demolisher Cannon | 24" Range; S10; AP2; Ordnance 1; Large Blast |
| Dorn's Arrow | Range: 24"; S4; AP4; Assault 4 |
| Flamer | Template; S4; AP5; Assault 1 |
| Lascannon | 48" Range; S9; AP2; Heavy 1 |
| Meltagun | 12" Range; S8; AP1; Assault 1; Melta. |
| Missile Launcher | Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1. |
| Power Fist | Ignores armour saves, increases strength in close combat. |
| Power Weapon | Ignores armour saves in close combat (p42 WH40K 5E) |
| Storm Bolter | 24" Range; S4; AP5; Assault 2 |
| Thunder Hammer & Storm Shield | Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens. 3+ Invulnerable Save. |
| Twin Linked Heavy Bolter | 36" Range; S5; AP4; Heavy 3 Linked |
| Twin Linked Lascannon | 48" Range; S9; AP2; Heavy 1 Linked |

Validation Report

b-2. Apocalypse Allies: Trusted Allies only; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse, Generic Unit, Special Characters; a-1. Scenario: Normal Mission; 1. Chapter: Codex Chapter

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 41.4

% Fast: 0.0

% Heavy: 6.2

% HQ: 17.6

Model Count: 55

% Troops: 34.9

% Wargear: 0.0

Files version: 1.05

Faith Points: 0

| Group | Min | Max | Used |
|-----------------|------------|------------|-------------|
| Formation | - | 0 | 0 |
| Other Units | - | 0 | 7 |
| Legendary Units | - | 0 | 0 |

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