




# ▲ 1850 Pts - Space Marines - 10th Overall Ben Schimmoller Sprace Marines - Imperial Guard

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>HQ: Kor'sarro Khan (1 ⚔, 150 pts)</b>													
Kor'sarro Khan	1		6	5	4	5	3	5	3	10	3+4(i)	150	
(C:SM, pp. 111 & 161); Furious Charge; <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Bolt Pistol; Moonfang; Moondrakkan; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics (White Scars); Independent Character; Master of the Hunt; <b>Warlord</b> ; Champion of Humanity													
<i>Moonfang</i>	1	S User; AP 3; Melee, Prey's Bane (see C:SM, pg. 111).											[0]
<b>HQ: Master of the Forge (1 ⚔, 90 pts)</b>													
Master of the Forge	1		4	5	4/8	4	2	4/1	2	10	2+	90	
(C:SM, pp. 92 & 166); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Artificer Armour; Servo-Harness; Bolt Pistol; Boltgun; And They Shall Know No Fear; Blessing of the Ommissiah; Bolster Defenses; Chapter Tactics; Independent Character													
<b>: Command Squad (5 ⚔, 190 pts)</b>													
Command Squad	4		4	4	4	5	1	4	2	9	3+	190	
(C:SM, pp. 88 & 164); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Chainsword (x4); Equip with Space Marine Bikes; Combi-Meltagun (x4); Apothecary; Twin-Linked Boltgun (x4); And They Shall Know No Fear; Chapter Tactics													
Apothecary	1		4	4	4	5	1	4	2/3	9	3+	[20]	
<b>Infantry</b> ; Frag Grenades; Krak Grenades; Narthecium; Power Armour; Bolt Pistol; Chainsword; Space Marine Bike; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics													
<b>Troops: Bike Squad (6 ⚔, 190 pts)</b>													
Bike Squad	4		4	4	4	5	1	4	1	8	3+	190	
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads													
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]	
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics													
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[21]	
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Twin-Linked Boltgun (x1); Chapter Tactics; Combat Squads													
<b>Troops: Bike Squad (6 ⚔, 190 pts)</b>													
Bike Squad	4		4	4	4	5	1	4	1	8	3+	190	
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads													
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]	
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics													
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[21]	
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Twin-Linked Boltgun (x1); Chapter Tactics; Combat Squads													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Bike Squad (6 ⚔, 190 pts)</b>												
Bike Squad	4		4	4	4	5	1	4	1	8	3+	190
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[21]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Twin-Linked Boltgun (x1); Chapter Tactics; Combat Squads												
<b>Troops: Bike Squad (6 ⚔, 190 pts)</b>												
Bike Squad	4		4	4	4	5	1	4	1	8	3+	190
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x4); Twin-Linked Boltgun (x4); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[21]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Twin-Linked Boltgun (x1); Chapter Tactics; Combat Squads												
<b>Heavy Support: Thunderfire Cannon (2 ⚔, 100 pts)</b>												
Thunderfire Cannon	1		-	-	-	7	2	-	-	-	3+	100
(C:SM, pg. 93 & 175); <b>Artillery</b> ; Thunderfire Cannon												
Techmarine Gunner	1		4	4	4/8	4	1	4/1	1/2	8	2+	[0]
(C:SM, pg. 93 & 175); <b>Artillery</b> ; Frag Grenades; Krak Grenades; Artificer Armour; Servo-Harness; Bolt Pistol; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Chapter Tactics												
<b>HQ: Lord Commissar (1 ⚔, 80 pts)</b>												
Lord Commissar (HQ) [Mil]	1		5	5	3/4	3	3	3/1	3/4	10	5+5(i)	80
(Codex: Astra Militarum, iPad pg. 140); <b>Infantry</b> (Character); Bolt Pistol; Frag Grenades; Krak Grenades; Power Axe; Flak Armour; Refractor field; Aura of Discipline; Chain of Command; Independent Character; Stubborn; Summary Execution												
<b>: Ministorum Priest (1 ⚔, 25 pts)</b>												
Ministorum Priest [Mil]	1		3	3	3	3	1	3	2/3	7	5+4(i)	25
(Codex: Astra Militarum, iPad pg. 142); <b>Infantry</b> (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Infantry Platoon (56 <math>\frac{1}{2}</math>, 390 pts)</b>												
Infantry Platoon (Troops) [Mil]	1											390
	(Codex: Astra Militarum, iPad pg. 145); Platoon Command Squad; Infantry Squad; Infantry Squad; Infantry Squad; Infantry Squad; Infantry Squad; Infantry Squad											
Platoon Command Squad [Mil]	0											[30]
	(Codex: Astra Militarum, iPad pg. 145); Guardsman (x4); Platoon Commander											
Guardsman [Mil]	4		3	3	3	3	1	3	1	7	5+	[20]
	<b>Infantry</b> ; Lasgun (x4); Frag Grenades; Flak Armour											
Platoon Commander [Mil]	1		4	4	3	3	1	3	2/3	8	5+	[10]
	<b>Infantry</b> (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Voice of Command											
Infantry Squad [Mil]	0											[75]
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; Combined Squad											
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[50]
	<b>Infantry</b> ; Lasgun (x8); Frag Grenades; Flamer (x1); Flak Armour											
Sergeant [Mil]	1		3	3	3/4	3	1	3/1	2/3	8	5+	[25]
	Automatic Unit Type; Laspistol; Frag Grenades; Power Axe; Melta Bombs; Flak Armour											
Infantry Squad [Mil]	0											[75]
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; Combined Squad											
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[50]
	<b>Infantry</b> ; Lasgun (x8); Frag Grenades; Flamer (x1); Flak Armour											
Sergeant [Mil]	1		3	3	3/4	3	1	3/1	2/3	8	5+	[25]
	Automatic Unit Type; Laspistol; Frag Grenades; Power Axe; Melta Bombs; Flak Armour											
Infantry Squad [Mil]	0											[70]
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; Combined Squad											
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[45]
	<b>Infantry</b> ; Lasgun (x9); Frag Grenades; Flak Armour											
Sergeant [Mil]	1		3	3	3/4	3	1	3/1	2/3	8	5+	[25]
	Automatic Unit Type; Laspistol; Frag Grenades; Power Axe; Melta Bombs; Flak Armour											
Infantry Squad [Mil]	0											[70]
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; Combined Squad											
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[45]
	<b>Infantry</b> ; Lasgun (x9); Frag Grenades; Flak Armour											
Sergeant [Mil]	1		3	3	3/4	3	1	3/1	2/3	8	5+	[25]
	Automatic Unit Type; Laspistol; Frag Grenades; Power Axe; Melta Bombs; Flak Armour											
Infantry Squad [Mil]	0											[70]
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; Combined Squad											
Guardsman [Mil]	9		3	3	3	3	1	3	1	7	5+	[45]
	<b>Infantry</b> ; Lasgun (x9); Frag Grenades; Flak Armour											
Sergeant [Mil]	1		3	3	3/4	3	1	3/1	2/3	8	5+	[25]
	Automatic Unit Type; Laspistol; Frag Grenades; Power Axe; Melta Bombs; Flak Armour											
<b>Heavy Support: Wyvern Battery (2 <math>\frac{1}{2}</math>, 65 pts)</b>												
Wyvern Battery (Heavy) [Mil]	1	Grp:	BS:	FA:	SA:	RA:	HP:					65
	(Codex: Astra Militarum, iPad pg. 166); Wyvern											
Wyvern [Mil]	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10	HP: 3					[65]
	<b>Vehicle</b> (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers											
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Warlord Traits	
Champion of Humanity	Champion of Humanity (see C:SM, pg. 76).
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Aura of Discipline	Aura of Discipline (see "Codex: Astra Militarum", iPad pg. 140).
Blessing of the Ommissiah	Blessing of the Ommissiah (See C:SM, pg. 92).
Bolster Defenses	Bolster Defences (See C:SM, pg. 92).
Chain of Command	Chain of Command (see "Codex: Astra Militarum", iPad pg. 140).
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).

Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (see C:SM, pg. 78).
Combat Squads	Combat Squads
Combined Squad	Combined Squad (see "Codex: Astra Militarum", iPad pg. 146).
Furious Charge	Furious Charge (see WH40k, pg. 37).
Independent Character	Independent Character (see WH40k, pg. 39).
Master of the Hunt	Master of the Hunt (see C:SM, pg. 111).
Stubborn	Stubborn (see WH40k, pg. 43).
Summary Execution	Summary Execution (see "Codex: Astra Militarum", iPad pg. 140).
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).
War Hymns	War Hymns (see "Codex: Astra Militarum", iPad pg. 142).
Zealot	Zealot (see WH40k, pg. 43).
<b>Unit Type</b>	
<b>Artillery</b>	See WH40K rulebook, pgs. 44-49.
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Tank, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle Upgrades</b>	
Searchlight	(see WH40k, pg. 87).
Smoke Launchers	(see WH40k, pg. 87).
<b>Wargear</b>	
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Equip with Space Marine Bikes	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-gun	18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see C:SM, pg. 121).
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Moondrakkan	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Moonfang	S User; AP 3; Melee, Prey's Bane (see C:SM, pg. 111).
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Nartheicum	Nartheicum (see C:SM, pg. 125).
Power Armour	Power Armour (see C:SM, pg. 126).
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Rosarius	4+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 120).
Servo-Harness	Two Servo-Arms: S x2; AP 1; Melee, Unwieldy, Specialist Weapon. Plasma Cutter: 12" Range; S 7; AP 2; Assault 1, Gets Hot, Twin-linked. Flamer: Template; S 4 : AP 5; Assault 1 (see C:SM, pg. 125).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Thunderfire Cannon	Surface Detonation: 60" Range; S 6; AP 5; Heavy 4, Barrage, Blast. Airburst: 60" Range; S 5; AP 6; Heavy 4, Barrage, Blast, Ignores Cover. Subterranean Blast: 60" Range; S 4; AP -; Heavy 4, Barrage, Blast, Tremor.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
<b>Weapons</b>	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP -; Melee.
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.







Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Power Axe	S +1; AP 2; Melee, Unwieldy.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Two, Twin-lined Stormshard mortar	Range:48"; S 4; AP 6; Heavy 2, Barrage, Blast, Ignores Cover, Shred.

### Validation Report

*c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, Non-Codex Materials, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers*  
Warning: The current roster or units within it may need opponents's permission to use.

### Roster Statistics

% HQ: 13  
% Elite: 0  
% Troops: 41.1  
% Fast: 0  
% Heavy: 5.4  
% Fortification: 0  
% Wargear: 0  
Model Count: 85  
Files version: 1.46  
% Knight: 0

Group	Min	Max	Used
	1	2	2
	0	3	0
	2	6	4
	0	3	0
	0	3	1
	0	1	0