

## 1850 Pts - Ultramarines - 2nd Overall Carlos Kaiser Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Marneus Calgar (1 , 275 pts)</b>												
Marneus Calgar	1		6	5	4	4	4	5	4	10	2+/4(i)	275
(C:SM, pgs. 105 & 160); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Artificer Armour; Gauntlets of Ultramar; Iron Halo; Power Sword; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Eternal Warrior; God of War; Independent Character; Orbital Bombardment; Titanic Might; <b>Warlord</b>												
<i>Gauntlets of Ultramar</i>	1	S x2; AP 2; Melee, Unwieldy. 24" Range; S 4; AP 2; Assault 2 (see C:SM, pg. 105).										[0]
<b>Elite: Sternguard Veteran Squad (11 , 315 pts)</b>												
Sternguard Veteran Squad	9		4	4	4	4	1	4	2	9	3+	315
(C:SM, pg. 87 & 170); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol (x9); Boltgun (x4); Combi-Meltagun (x5); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Veteran Sergeant	1	4 4 4 4 1 4 2 9 3+										[22]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol; Boltgun; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3										[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
<b>Elite: Sternguard Veteran Squad (11 , 315 pts)</b>												
Sternguard Veteran Squad	9		4	4	4	4	1	4	2	9	3+	315
(C:SM, pg. 87 & 170); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol (x9); Boltgun (x4); Combi-Meltagun (x5); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Veteran Sergeant	1	4 4 4 4 1 4 2 9 3+										[22]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol; Boltgun; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3										[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
<b>Troops: Tactical Squad (11 , 210 pts)</b>												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	210
(C:SM, pp. 83 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Flamer; Lascannon; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1	4 4 4 4 1 4 1 8 3+										[24]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3										[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Tactical Squad (11 <math>\times</math>, 210 pts)</b>												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	210
(C:SM, pp. 83 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Flamer; Lascannon; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
<b>Troops: Tactical Squad (11 <math>\times</math>, 220 pts)</b>												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	220
(C:SM, pp. 83 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Plasma gun; Lascannon; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
<b>Troops: Tactical Squad (10 <math>\times</math>, 181 pts)</b>												
Tactical Squad	8		4	4	4	4	1	4	1	8	3+	181
(C:SM, pp. 83 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x8); Boltgun (x7); Meltagun; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
<b>Troops: Tactical Squad (6 <math>\times</math>, 120 pts)</b>												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	120
(C:SM, pp. 83 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x3); Flamer; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combi-Flamer (x1); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					[35]
(C:SM, pp. 99 & 169); <b>Vehicle</b> (Transport, Open-Topped); <b>10 model</b> capacity, or; <b>One Dreadnought</b> capacity, or; <b>One Thunderfire Cannon</b> and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
											<b>Total Cost:</b>	<b>1846</b>

#### Option Footnotes

Warlord Traits	
<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).

Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see C:SM, pg. 78).
Combat Squads	Combat Squads
Drop Pod Assault	Drop Pod Assault; see (C:SM, pg. 69).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 35).
God of War	God of War (see C:SM, pg. 105).
Immobile	Immobile; see (C:SM, pg. 69).
Independent Character	Independent Character (see WH40k, pg. 39).
Inertial Guidance System	Inertial Guidance System; see (C:SM, pg. 69).
Orbital Bombardment	Orbital Bombardment (see C:SM, pg. 79).
Titanic Might	Titanic Might (see C:SM, pg. 105).
<b>Unit Type</b>	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<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.
Combi-Flamer	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Flamer: Template; S 4; AP 5; Assault 1 (once per battle).
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Gauntlets of Ultramar	S x2; AP 2; Melee, Unwieldy. 24" Range; S 4; AP 2; Assault 2 (see C:SM, pg. 105).
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lascannon	Range: 48"; S 9; AP 2; Heavy 1.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Power Armour	Confers a 3+ Armour Save.
Power Sword	S User; AP 3; Melee.
Special Issue Ammunition	Special Issue Ammunition (see C:SM, pg. 87). Dragonfire Bolt: 24" Range; S 4; AP 5; Rapid Fire, Ignores Cover. Hellfire Round: 24" Range; S 1; AP 5; Rapid Fire, Poisoned (2+). Kraken Bolt: 30" Range; S 4; AP 4; Rapid Fire. Vengeance Round: 18" Range; S 4; AP 3; Rapid Fire, Gets Hot.
<b>Weapons</b>	
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.

### Validation Report






*c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, Named or Special Characters; a-1.*

*Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers*

Roster satisfies all enforced validation rules

### Roster Statistics

% HQ: 14.9  
 % Elite: 34.1  
 % Troops: 51  
 % Fast: 0  
 % Heavy: 0  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 72  
 Files version: 1.46  
 % Knight: 0

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
	1	2	1
	0	3	2
	2	6	5
	0	3	0
	0	3	0
	0	1	0