






▲ 1850 Pts - Space Marines - 5th Overall Julio Rodriguez Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Kor'sarro Khan (1 ⚔, 150 pts)												
Kor'sarro Khan	1		6	5	4	5	3	5	3	10	3+4(i)	150
(C:SM, pp. 111 & 161); Furious Charge; Infantry (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; Warlord ; Champion of Humanity												
Moonfang	1	S User; AP 3; Melee, Prey's Bane (see C:SM, pg. 111).										[0]
Elite: Sternguard Veteran Squad (6 ⚔, 210 pts)												
Sternguard Veteran Squad	4		4	4	4	4	1	4	2	9	3+	210
(C:SM, pp. 87 & 170); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol (x4); Combi-Meltagun (x4); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Drop Pod												
Veteran Sergeant	1		4	4	4	4	1	4	2	9	3+	[37]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol; Melta Bombs; Combi-Meltagun; And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3										[35]
(C:SM, pp. 99 & 169); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Troops: Tactical Squad (11 ⚔, 200 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	200
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x8); Meltagun; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[29]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Melta Bombs; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[35]
(C:SM, pp. 98 & 169); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Troops: Tactical Squad (11 ⚔, 200 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	200
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x8); Meltagun; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[29]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Melta Bombs; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[35]
(C:SM, pp. 98 & 169); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Troops: Tactical Squad (11 ⚔, 200 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	200
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x8); Meltagun; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[29]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Melta Bombs; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[35]
(C:SM, pp. 98 & 169); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Tactical Squad (11 \times, 200 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	200
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x8); Meltagun; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[29]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Melta Bombs; Combi-Meltagun (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[35]
(C:SM, pp. 98 & 169); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Troops: Tactical Squad (6 \times, 125 pts)												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	125
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x3); Flamer; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Rhino												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[29]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Melta Bombs; Combi-Flamer (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[35]
(C:SM, pp. 98 & 169); Vehicle (Transport, Tank); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair												
Heavy Support: Thunderfire Cannon (2 \times, 100 pts)												
Thunderfire Cannon	1		-	-	-	7	2	-	-	-	3+	100
(C:SM, pg. 93 & 175); Artillery ; Thunderfire Cannon												
Techmarine Gunner	1		4	4	4/8	4	1	4/1	1/2	8	2+	[0]
(C:SM, pg. 93 & 175); Artillery ; Frag Grenades; Krak Grenades; Artificer Armour; Servo-Harness; Bolt Pistol; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Chapter Tactics												
HQ: Chapter Master (1 \times, 260 pts)												
Chapter Master (HQ) [CR]	1		6	5	4/8	5	4	5/1	4	10	2+3(i)	260
(C:SM, pp. 79 & 163); Bikes (Character); Frag Grenades; Krak Grenades; Iron Halo; Artificer Armour; Thunder Hammer (x1); Twin-Linked Boltgun (x1); The Shield Eternal; The Shield Eternal (see C:SM, pg. 127).; Adamantium Will; And They Shall Know No Fear; Chapter Tactics (Iron Hands); Eternal Warrior; Independent Character; Orbital Bombardment; Digital Weapons; Space Marine Bike												
<i>The Shield Eternal</i> [CR]	1	The Shield Eternal (see C:SM, pg. 127).										[50]
Troops: Scout Squad (6 \times, 105 pts)												
Scout Squad (Troops) [CR]	4		3	3	4	4	1	4	1	8	4+	105
(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Chapter Tactics (Iron Hands); Combat Squads; Infiltrate; Move Through Cover; Scouts; Land Speeder Storm												
Sergeant [CR]	1		4	4	4	4	1	4	1	8	4+	[16]
Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Boltgun; Melta Bombs; And They Shall Know No Fear; Chapter Tactics (Iron Hands); Combat Squads; Infiltrate; Move Through Cover; Scouts												
Land Speeder Storm [CR]	1	Grp: BS: 3 FA: 10 SA: 10 RA: 10 HP: 2										[45]
(C:SM, pgs. 95 & 169); Vehicle (Skimmer, Fast, Open-Topped, Transport); 5 model capacity; Cerberus Launcher; Jamming Beacon; Heavy Flamer; Deep Strike; Jink; Scouts												
Heavy Support: Thunderfire Cannon (2 \times, 100 pts)												
Thunderfire Cannon (Heavy) [CR]	1		-	-	-	7	2	-	-	-	3+	100
(C:SM, pg. 93 & 175); Artillery ; Thunderfire Cannon												
Techmarine Gunner [CR]	1		4	4	4/8	4	1	4/1	1/2	8	2+	[0]
(C:SM, pg. 93 & 175); Artillery ; Frag Grenades; Krak Grenades; Artificer Armour; Servo-Harness; Bolt Pistol; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Chapter Tactics (Iron Hands)												
											Total Cost:	1850

Option Footnotes	
Warlord Traits	
Champion of Humanity	Champion of Humanity (see C:SM, pg. 76).
Warlord	See WH40k, pg. 111.
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 33).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Blessing of the Ommissiah	Blessing of the Ommissiah
Bolster Defenses	Bolster Defenses
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).
Chapter Tactics (Iron Hands)	Chapter Tactics (Iron Hands) (see C:SM, pg. 78).
Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (see C:SM, pg. 78).
Combat Squads	Combat Squads
Deep Strike	Deep Strike (see WH40k, pg. 36).
Drop Pod Assault	Drop Pod Assault; see (C:SM, pg. 69).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 35).
Furious Charge	Furious Charge (see WH40k, pg. 37).
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).
Infiltrate	Infiltrate (see WH40k, pg. 38).
Jink	Jink (see WH40k, pg. 38).
Master of the Hunt	Master of the Hunt (see C:SM, pg. 111).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Orbital Bombardment	Orbital Bombardment (see C:SM, pg. 79).
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shoting phase, and on a 6 the vehicle is no longer immobilized.
Scouts	Scouts (see WH40k, pg. 41).
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast, Open-Topped, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Artificer Armour (see C:SM, pg. 126).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Cerberus Launcher	See C:SM, pg. 75.
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).
Digital Weapons	Digital Weapons
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Iron Halo	Confers a 4+ Invulnerable save.
Jamming Beacon	Jamming Beacon; see C:SM, pg. 75.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
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).
Power Armour	Power Armour (see C:SM, pg. 126).

Scout Armour	Scout Armour (see C:SM, pg. 126).
Searchlight	(see WH40k, pg. 87).
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).
Smoke Launchers	(see WH40k, pg. 87).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
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.
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
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
Weapons	
Heavy Flamer	Template; S 5; AP 4; Assault 1.
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, 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: 8.1
 % Elite: 11.4
 % Troops: 50
 % Fast: 0
 % Heavy: 5.4
 % Fortification: 0
 % Wargear: 2.7
 Model Count: 68
 Files version: 1.46
 % Knight: 0

Group	Min	Max	Used
	1	2	1
	0	3	1
	2	6	5
	0	3	0
	0	3	1
	0	1	0