

▲ 1850 Pts - Ultramarines - 8th Overall Sean McNamara Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Marneus Calgar (1 ⚔, 285 pts)												
Marneus Calgar	1	☠	6	5	4	4	4	5	4	10	2+/4(i)	285
(C:SM, pgs. 105 & 160); Infantry (Character); Frag Grenades; Krak Grenades; Gauntlets of Ultramar; Iron Halo; Power Sword; Teleport Homer; Armour of Antilochus; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Eternal Warrior; God of War; Independent Character; Orbital Bombardment; Titanic Might; Warlord												
Gauntlets of Ultramar	1	S x2; AP 2; Melee, Unwieldy.										[0]
24" Range; S 4; AP 2; Assault 2 (see C:SM, pg. 105).												
HQ: Chief Librarian Tigurius (1 ⚔, 165 pts)												
Chief Librarian Tigurius	1	☠	5	4	4/6	4	3	4	2/3	10	3+	165
(C:SM, pgs. 107 & 160); Infantry (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Power Armour; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Psyker (Mastery Level 3)												
Elite: Sternguard Veteran Squad (8 ⚔, 234 pts)												
Sternguard Veteran Squad	6	☠	4	4	4	4	1	4	2	9	3+	234
(C:SM, pg. 87 & 170); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol (x6); Boltgun (x5); Heavy Flamer (x1); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Veteran Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[47]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Power Fist; 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); 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); Plasma gun; 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]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combi-Plasmagun (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); 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 ⚔, 205 pts)												
Tactical Squad	9	☠	4	4	4	4	1	4	1	8	3+	205
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Meltagun; Multi-melta; 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]
Infantry (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); 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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Tactical Squad (11 $\frac{\text{t}}$, 205 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	205
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Meltagun; Multi-melta; 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]
Infantry (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); 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 $\frac{\text{t}}$, 190 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	190
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x8); 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]
Infantry (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); 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 $\frac{\text{t}}$, 185 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	185
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x8); Heavy Bolter; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; 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); 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												
Fast Attack: Assault Squad (11 $\frac{\text{t}}$, 180 pts)												
Assault Squad	9		4	4	4	4	1	4	1/2	8	3+	180
(C:SM, pp. 83 & 173); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x7); Chainsword (x9); Remove Jump Packs; Flamer (x2); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Drop Pod												
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[17]
Infantry (Character); Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol; Chainsword; Remove Jump Packs												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3										[0]
(C:SM, pp. 99 & 169); Vehicle (Transport, Open-Topped); One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
											Total Cost:	1849

Option Footnotes

Warlord Traits	
Warlord	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).
Gift of Prescience	Gift of Prescience (see C:SM, pg. 107).
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).
Master Psyker	Master Psyker (see C:SM, pg. 107).
Orbital Bombardment	Orbital Bombardment (see C:SM, pg. 79).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Titanic Might	Titanic Might (see C:SM, pg. 105).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Armour of Antilochus	Armour of Antilochus (see C:SM, pg. 105).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
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).
Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (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).
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Hood of Hellfire	Hood of Hellfire (see C:SM, pg. 107)
Iron Halo	Confers a 4+ Invulnerable save.
Jump Pack	Jump Pack
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
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.
Teleport Homer	Teleport Homer (see C:SM, pg. 125).
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Rod of Tigurius	S +2; AP 4; Melee, Master-crafted, Force, Concussive, Soul-blaze (see C:SM, pg. 107).
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: 24.3

% Elite: 12.7
 % Troops: 53.3
 % Fast: 9.7
 % Heavy: 0
 % Fortification: 0
 % Wargear: 0
 Model Count: 76
 Files version: 1.46
 % Knight: 0

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