

# 1850 Pts - Space Marines - Steve Sisk 7th Overall Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (29  , 1476 pts)</b>												
Chapter Master	1		6	5	4/8	5	4	5/1	4	10	2+/3(i)	250
(C:SM, pp. 79 & 163); <b>Bikes</b> (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; Eternal Warrior; Hammer of Wrath; Independent Character; Jink; Orbital Bombardment; Relentless; Very Bulky; Space Marine Bike; <b>Warlord</b>												
<i>The Shield Eternal</i>	1	The Shield Eternal (see C:SM, pg. 127).										[50]
Kor'sarro Khan	1		6	5	4	5	3	5	3/4	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												
<i>Moonfang</i>	1	S User; AP 3; Melee, Prey's Bane (see C:SM, pg. 111).										[0]
Command Squad	4		4	4	4	5	1	4	2	9	3+/3(i)	200
(C:SM, pp. 88 & 164); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Melta Bombs (x2); Storm Shield (x2); Equip with Space Marine Bikes; Flamer (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> (Character); 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												
Bike Squad	3		4	4	4	5	1	4	1	8	3+	179
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
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; Hammer of Wrath; Jink; Relentless; Very Bulky												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[31]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Twin-Linked Boltgun (x1); Combi-Grav; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
Bike Squad	3		4	4	4	5	1	4	1	8	3+	179
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
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; Hammer of Wrath; Jink; Relentless; Very Bulky												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[31]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Twin-Linked Boltgun (x1); Combi-Grav; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Bike Squad	3		4	4	4	5	1	4	1	8	3+	169
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Meltagun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
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; Hammer of Wrath; Jink; Relentless; Very Bulky												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[31]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Twin-Linked Boltgun (x1); Combi-Meltagun; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
Bike Squad	3		4	4	4	5	1	4	1	8	3+	169
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Meltagun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
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; Hammer of Wrath; Jink; Relentless; Very Bulky												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[31]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Twin-Linked Boltgun (x1); Combi-Meltagun; Chapter Tactics; Combat Squads; Hammer of Wrath; Jink; Relentless; Very Bulky												
Relic Sicaran Battle Tank (IA)	1	Grp:	BS: 4	FA: 13	SA: 12	RA: 12	HP: 3	Save: -				180
(IA2 - 2E, pg. 79); <b>Vehicle</b> (Tank, Fast); Extra Armour; Searchlight; Smoke Launchers; Accelerator Autocannon; Heavy Bolter; Dozer Blade; 2x Lascannon (one each side); Relic of the Armoury												
Combined Arms Detachment	1	Grp: Detachment										0
<b>: Imperial Knights Detachment (1 , 370 pts)</b>												
Knight Errant [KNI]	1	Grp: {}	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		370
HP: 6 (C:IK, pg. 62); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Heavy Stubber; Reaper Chainsword; Thermal Cannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
Imperial Knights Detachment [KNI]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1846</b>	

#### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
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
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
Jink	Jink (see WH40k, pg. 167).
Master of the Hunt	Master of the Hunt (see C:SM, pg. 111).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Orbital Bombardment	Orbital Bombardment (see C:SM, pg. 79).

Relentless	Relentless (see WH40k, pg. 170).
Relic of the Armoury	(See IA2, 2E, pg. 243.)
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Very Bulky	Very Bulky (see WH40k, pg. 35).
<b>Unit Type</b>	
<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> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Tank, Fast)	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
2x Lascannon (one each side)	Range: 48"; S 9; AP 2; Heavy 1.
Accelerator Autocannon	48" Range; S 7; AP 4; Heavy 6, Rending, Rapid Tracking (see IA2 - 2E, pg. 79).
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Chainsword	S User; AP -; Melee.
Combi-Grav	Boltgun: 24" Range; S 4; AP 5; Rapid Fire. Grav-gun: 18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see WH40K, pg. 176-177).
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Dozer Blade	(see WH40k, pg. 98).
Equip with Space Marine Bikes	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Extra Armour	Extra Armour (see WH40k, pg. 98).
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-gun	18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see WH40K, pg. 177).
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	When an Imperial Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the Imperial Knight player must declare which facing each Imperial Knight's ion shield is covering. The choices are: front, left side, right side, or rear. The Knight has a 4+ invulnerable save against all hits on that facing until the start of your opponent's next Shooting phase. Ion Shields are repositioned before any attacks are carried out in the Shooting phase. Ion Shields may not be used to make saving throws against close combat attacks. See C:IK, pg.62.
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
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).
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Narthecium	Narthecium (see C:SM, pg. 125).
Power Armour	Power Armour (see C:SM, pg. 126).
Reaper Chainsword	S D; AP 2; Melee.
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Storm Shield	Storm Shield
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta.
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked