







# 1750 Pts - Ultramarines - Mark Crombleholme 2nd 'NO RETREAT IV' 40K INTERNATIONAL

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (45 人, 1375 pts)</b>												
Chief Librarian Tigurius	1		5	4	4/6	4	3	4	2/3	10	3+	165
(CAA:SM, pg. 117); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Master of Prescience; Psyker (Mastery Level 3); Scions of Guilliman; <b>Warlord</b> ; Storm of Fire; <b>Biomancy</b> ; <b>Daemonology: Malefic Powers</b> ; <b>Daemonology: Sanctic Powers</b> ; <b>Divination</b> ; <b>Pyromancy</b> ; <b>Telekinesis</b> ; <b>Telepathy</b>												
Ironclad Dreadnoughts	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 4	FA: 13	SA: 13	RA: 10		170
(CAA:SM, pg. 146); Drop Pod												
Ironclad Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 4	FA: 13	SA: 13	RA: 10		[135]
HP: 3 Save: - Chapter Tactics (Ultramarines); <b>Vehicle</b> (Walker); Extra Armour; Searchlight; Smoke Launchers; Meltagun; Power Fist; Seismic Hammer; Storm Bolter; Hammer of Wrath; Move Through Cover; Scions of Guilliman												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[35]
(CAA:SM, pg. 158); <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												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	220
(CAA:SM, pg. 135); Chapter Tactics (Ultramarines); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Boltgun (x7); Flamer; Heavy Bolter; And They Shall Know No Fear; Combat Squads; Scions of Guilliman; Rhino												
Sergeant	1		4	4	4/8	4	1	4/1	1	8	3+	[39]
Chapter Tactics (Ultramarines); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Power Fist (x1); And They Shall Know No Fear; Combat Squads; Scions of Guilliman												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[40]
(CAA:SM, pg. 156); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	220
(CAA:SM, pg. 135); Chapter Tactics (Ultramarines); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x9); Boltgun (x7); Flamer; Heavy Bolter; And They Shall Know No Fear; Combat Squads; Scions of Guilliman; Rhino												
Sergeant	1		4	4	4/8	4	1	4/1	1	8	3+	[39]
Chapter Tactics (Ultramarines); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Power Fist (x1); And They Shall Know No Fear; Combat Squads; Scions of Guilliman												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[40]
(CAA:SM, pg. 156); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Dozer Blade; Repair												
Scout Squad	4		4	4	4	4	1	4	1/2	8	4+	105
(CAA:SM, pg. 136); Chapter Tactics (Ultramarines); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Camo Cloaks; Close Combat Weapon (x4); And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scions of Guilliman; Scout; Land Speeder Storm												
Sergeant	1		4	4	4	4	1	4	1/2	8	4+	[13]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Camo Cloaks; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Infiltrate; Move Through Cover; Scout												
Land Speeder Storm	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[40]
(CAA:SM, pg. 154); <b>Vehicle</b> (Skimmer, Fast, Open-Topped, Transport); <b>5 model</b> capacity; Cerberus Launcher; Jamming Beacon; Heavy Bolter; Deep Strike; Jink; Scout												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Whirlwinds	1	Grp:  BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -										195
		(CAA:SM, pg. 164); Whirlwind; Whirlwind; Suppressive Bombardment										
Whirlwind	1	Grp: BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -										[65]
		<b>Vehicle</b> (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher										
Whirlwind	1	Grp: BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -										[65]
		<b>Vehicle</b> (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher										
Whirlwind	1	Grp: BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -										[65]
		<b>Vehicle</b> (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher										
Space Marine Rapier Weapons Battery (IA)	3	 - - - 7 2 - - - 3+										120
		(IA2 - 2E, pg. 202); <b>Artillery</b> ; Quad Heavy Bolters (x3); Explosive Demise; Extremely Bulky										
Space Marine Crew	6		4	4	4	4	1	4	1	8	3+	[0]
		Assault Grenades; Krak Grenades; Power Armour; Bolt Pistol (x6); Boltgun (x6); And They Shall Know No Fear; Chapter Tactics										
Stalkers	1	Grp:  BS: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										80
		(CAA:SM, pg. 167)										
Stalker	1	Grp: BS: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[80]
		<b>Vehicle</b> (Tank); Icarus Stormcannon Array; Searchlight; Smoke Launchers; Dozer Blade										
Void Shield Generator	1											100
		(Stronghold Assault, pg. 31); <b>Impassible Building</b> (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)										
Combined Arms Detachment	1	Grp: Detachment										0
<b>: Oathsworn Detachment (1 , 375 pts)</b>												
Knight Warden [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										375
		(C:IK, pg. 104); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Reaper Chainsword; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown										
Oathsworn Detachment [KNI]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1750</b>	