

## 1750 Pts - Space Marines - Harass

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>CRAWLERS (6<sup>+</sup>, 96 pts)</b>													
Scout Squad	5		3	3	4	4	1	4	1	8	4+	96	
(C:SM, pp. 85 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x5); Camo Cloaks; Sniper Rifle (x4); Heavy Bolter; Hellfire Shells (for Heavy Bolter); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scouts													
Sergeant	1		4	4	4	4	1	4	1	8	4+	[14]	
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Camo Cloaks; Sniper Rifle; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scouts													
<b>GOLD SCRATCH (16<sup>+</sup>, 475 pts)</b>													
Chaplain	1		5	4	4/6	4	2	4	2/3	10	3+/4(i)	105	
(C:SM, pp. 81 & 165); <b>Jump Units</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Chapter Tactics; Independent Character; Zealot; Jump Pack; <b>Warlord</b>													
Assault Squad	9		4	4	4	4	1	4	1/2	8	3+	175	
(C:SM, pp. 83 & 173); <b>Jump Units</b> ; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x8); Chainsword (x9); Flamer (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads													
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[17]	
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol; Chainsword													
Vanguard Veteran Squad	4		4	4	4	4	1	4	2/3	9	3+	195	
(C:SM, pg. 87 & 170); <b>Jump Units</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x2); Chainsword (x2); Jump Packs; Plasma Pistol (x2); Power Sword (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Heroic Intervention													
Veteran Sergeant	1		4	4	4/6	4	1	4	2	9	3+	[47]	
<b>Jump Units</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Jump Pack; Relic Blade; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Heroic Intervention													
<b>BASECAMP (3<sup>+</sup>, 175 pts)</b>													
Thunderfire Cannon	1		-	-	-	7	2	-	-	-	3+	100	
(C:SM, pg. 93 & 175); <b>Artillery</b> ; Thunderfire Cannon													
Techmarine Gunner	1		4	4	4/8	4	1	4/1	1/2	8	2+	[0]	
(C:SM, pg. 93 & 175); <b>Artillery</b> ; Frag Grenades; Krak Grenades; Artificer Armour; Servo-Harness; Bolt Pistol; And They Shall Know No Fear; Blessing of the Omnisiah; Bolster Defenses; Chapter Tactics													
Hunter	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3						75
(C:SM, pg. 101 & 176); <b>Vehicle</b> (Tank); Searchlight; Skyspear Missile Launcher; Smoke Launchers; Storm Bolter													
<b>MIKE (2<sup>+</sup>, 180 pts)</b>													
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10	180		
(C:SM, pp. 91 & 171); <b>Vehicle</b> (Walker); Searchlight; Smoke Launchers; Power Fist; Assault Cannon; Heavy Flamer; Drop Pod													
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3						[50]
(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.; Deathwind Missile Launcher; Drop Pod Assault; Immobile; Inertial Guidance System													
<b>PERISHER (1<sup>+</sup>, 140 pts)</b>													
Vindicator	1	Grp:	BS: 4	FA: 13	SA: 11	RA: 10	HP: 3						140
(C:SM, pp. 101 & 176); <b>Vehicle</b> (Tank); Demolisher Cannon; Searchlight; Smoke Launchers; Storm Bolter; Siege Shield; Storm Bolter													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>DIE BY THOUGHT (12 ⚔, 290 pts)</b>												
Librarian Red Eyes	1	☠	5	4	4/6	4	2	4	2/3	10	3+	90
	(C:SM, pp. 80 & 165); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2)											
Tactical Squad	9	👤	4	4	4	4	1	4	1	8	3+	200
	(C:SM, pp. 83 & 167); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Flamer; Missile Launcher; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Rhino											
Sgt Winters	1		4	4	4	4	1	4	1/2	8	3+	[14]
	<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Chainsword (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads											
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[40]
	(C:SM, pp. 98 & 169); <b>Vehicle</b> (Transport, Tank); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Storm Bolter; Repair											
<b>COCKY ONE (7 ⚔, 267 pts)</b>												
Sternguard Veteran Squad	5	👤	4	4	4	4	1	4	2	9	3+	267
	(C:SM, pg. 87 & 170); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol (x5); Boltgun (x1); Combi-Meltagun (x2); Heavy Bolter (x1); Heavy Flamer (x1); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Razorback											
Veteran Sergeant	1		4	4	4	4	1	4	2	9	3+	[27]
	<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Special Issue Ammunition; Bolt Pistol; Boltgun; Melta Bombs; And They Shall Know No Fear; Chapter Tactics; Combat Squads											
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[80]
	(C:SM, pgs. 98 & 169); <b>Vehicle</b> (Transport, Tank); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Twin-Linked Assault Cannon											
<b>BUZZER (1 ⚔, 125 pts)</b>												
Stormtalon Gunship	1	Grp: 🐉 BS: 4 FA: 11 SA: 11 RA: 11 HP: 2										125
	(C:SM, pgs. 96 & 173); <b>Vehicle</b> (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; Escort Craft; Strafing Run											
<b>Total Cost:</b>											<b>1748</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).
Blessing of the Omnisiah	Blessing of the Omnisiah
Bolster Defenses	Bolster Defenses
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).
Combat Squads	Combat Squads
Drop Pod Assault	Drop Pod Assault; see (C:SM, pg. 69).
Escort Craft	See White Dwarf article.
Heroic Intervention	Heroic Intervention (see C:SM, pg. 87).
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).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 41).
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 Shooting phase, and on a 6 the vehicle is no longer immobilized.
Scouts	Scouts (see WH40k, pg. 41).
Strafing Run	Strafing Run (see WH40k, pg. 42).
Venerable	Venerable; see (C:SM, pg. 25).
Zealot	Zealot (see WH40k, pg. 43).

Upgrades	
Increase Mastery Level	
Unit Type	
<b>Artillery</b>	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>Jump Units</b>	See WH40K rulebook, pgs. 44-49.
<b>Jump Units</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Tank)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Artificer Armour (see C:SM, pg. 126).
Assault Cannon	24" Range; S 6; AP 4; Heavy 4, Rending.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Camo Cloaks	Camo Cloaks (see C:DA, pg. 63).
Ceramite Plating	Ceramite Plating (see C:BA, pg. 38).
Chainsword	S User; AP -; Melee.
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Demolisher Cannon	24" Range; S10; AP2; Ordnance 1; Large Blast
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Hellfire Shells (for Heavy Bolter)	24" Range; S 1; AP -; Heavy 1, Blast, Poisoned (2+) (see C:SM, pg. 124).
Jump Pack	Jump Pack
Jump Packs	Jump Pack
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1.
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, 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.
Psychic Hood	Psychic Hood (see WH40k, pg. 68).
Relic Blade	S 6; AP 3; Melee, Two-handed.
Rosarius	Confers a 4+ Invulnerable save.
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).
Siege Shield	Siege Shield (see C:DA, pg. 65).
Skyhammer Missile Launcher	Range 60"; S 7; AP 4; Heavy 3.
Skyspear Missile Launcher	60" Range; S 7; AP 2; Heavy 1, Armourbane, Savant Lock, Skyfire (see C:SM, pg. 121).
Smoke Launchers	(see WH40k, pg. 87).
Sniper Rifle	Range 36"; S X; AP 6; Heavy 1, Sniper.
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.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.

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 Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Deathwind Missile Launcher	Range: 12"; S5; AP-; Heavy 1, Large Blast
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked

### Validation Report

c-1. File Version: 1.40 For Bug Reports/www.ab40k.org; b-1. Roster Options: 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: 11.2

% Elite: 36.7

% Troops: 16.9

% Fast: 17.2

% Heavy: 18







% Fortification: 0

% Wargear: 0

Model Count: 48

Files version: 1.4

% Knight: 0

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