


1850 Pts - Sentinels of Terra - Nick Rose 2nd Overall Las Vegas Open 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (Primary Detachment) (47 \times, 1250 pts)												
Captain Lysander (HQ) [SoT]	1		6	5	4	4	4	5	3	10	2+3(i)	230
(C:SM, pp. 114 & 161); Infantry (Character); Fist of Dorn; Iron Halo; Storm Shield; Terminator Armour; And They Shall Know No Fear; Bulky; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Eternal Warrior; Icon of Obstinacy; Independent Character												
<i>Fist of Dorn</i> [SoT]	1	S 10; AP 1; Melee, Concussive, Master-crafted, Specialist Weapon, Unwieldy (see C:SM, pg. 114).										[0]
Centurion Devastator Squad (Elite) [SoT]	2		4	4	5	5	2	4	1	8	2+	270
(C:SM, pgs. 94 & 175); Infantry ; Grav-amp; Hurricane Bolter (x2); Grav-cannon (x2); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Decimator Protocols; Siege Masters; Slow and Purposeful; Tank Hunters; Very Bulky												
Centurion Sergeant [SoT]	1		4	4	5	5	2	4	2	9	2+	[100]
(C:SM, pgs. 94 & 175); Infantry (Character); Grav-amp; Missile Launcher; Grav-cannon; Omniscopes; And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Decimator Protocols; Night Vision; Slow and Purposeful; Split Fire; Very Bulky												
Scout Squad (Troops) [SoT]	9		3	3	4	4	1	4	1	8	4+	110
(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x9); Boltgun (x9); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Infiltrate; Move Through Cover; Scout												
Sergeant [SoT]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Boltgun; And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad (Troops) [SoT]	9		3	3	4	4	1	4	1	8	4+	120
(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x9); Boltgun (x9); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Infiltrate; Move Through Cover; Scout												
Sergeant [SoT]	1		4	4	4	4	1	4	1	8	4+	[21]
Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Combi-Grav (x1); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Infiltrate; Move Through Cover; Scout												
Scout Squad (Troops) [SoT]	9		3	3	4	4	1	4	1	8	4+	120
(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x9); Boltgun (x9); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Infiltrate; Move Through Cover; Scout												
Sergeant [SoT]	1		4	4	4	4	1	4	1	8	4+	[21]
Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Boltgun; Combi-Grav (x1); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Infiltrate; Move Through Cover; Scout												
Devastator Squad (Heavy) [SoT]	4		4	4	4	4	1	4	1	8	3+	150
(C:SM, pgs. 83 & 175); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Lascannon (x4); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Siege Masters; Tank Hunters												
Sergeant [SoT]	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill												
Devastator Squad (Heavy) [SoT]	4		4	4	4	4	1	4	1	8	3+	150
(C:SM, pgs. 83 & 175); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Lascannon (x4); And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill; Combat Squads; Siege Masters; Tank Hunters												
Sergeant [SoT]	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Thunderfire Cannon (Heavy) [SoT]	1		-	-	-	7	2	-	-	-	3+	100
(C:SM, pg. 93 & 175); Artillery ; Thunderfire Cannon												
Techmarine Gunner [SoT]	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 Omnisiah; Bolster Defenses; Chapter Tactics (Imperial Fists); Close Ranged Bolter Drill												
Combined Arms Detachment (Primary Detachment) [SoT]	1	Grp: Detachment										0
: Flesh Tearers Strike Force (17 ⚔, 597 pts)												
Librarian	1	☠	5	4	4	4	2	4	2/3	10	3+	110
(C:BA, pp. 53); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Force Sword; Increase Mastery Level (x1); The Veritas Vitae; And They Shall Know No Fear; Furious Charge; Independent Character; Psyker (Mastery Level 2); Auspex; Warlord ; Biomancy ; Sanguinary ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Divination ; Pyromancy												
Mephiston	1	☠	6	5	5	5	3	5	4/5	10	2+	175
(C:BA, pg. 57); Infantry (Character); Frag Grenades; Krak Grenades; Artificer Armour; Digital Weapons; Psychic Hood; Force Sword; Plasma Pistol; And They Shall Know No Fear; Fleet; Furious Charge; Independent Character; Psyker (Mastery Level 3); Transfixing Gaze; Biomancy ; Sanguinary ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Divination ; Pyromancy												
Command Squad	3	☠	4	4	4	4	1	4	2	9	3+	165
(C:BA, pg. 67); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x3); Meltagun (x3); And They Shall Know No Fear; Furious Charge; Drop Pod												
Company Champion	1		5	4	4	4	1	4	2/3	9	3+/6(i)	[20]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Combat Shield; Power Sword; And They Shall Know No Fear; Furious Charge; Honour or Death												
Sanguinary Novitiate	1		4	4	4	4	1	4	2/3	9	3+	[20]
Infantry (Character); Frag Grenades; Krak Grenades; Narthecium; Power Armour; Bolt Pistol; Chainsword; And They Shall Know No Fear; Furious Charge												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[35]
(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Scout Squad	6	☠	3	3	4	4	1	4	1	8	4+	77
(C:BA, pg. 66); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x6); Boltgun (x6); And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
(C:BA, pg. 66); Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Flesh Tearers Strike Force	1	Grp: Detachment										0
Explosion of Bloodlust												
											Total Cost:	1847

Option Footnotes

Warlord Traits	
1 - Conqueror of Cities	(See Warhammer 40,000: The Rules, pg. 125.)
2 - Night Attacker	(See Warhammer 40,000: The Rules, pg. 125.)
3 - Master of Ambush	(See Warhammer 40,000: The Rules, pg. 125.)
4 - Strategic Genius	(See Warhammer 40,000: The Rules, pg. 125.)
5 - Divide to Conquer	(See Warhammer 40,000: The Rules, pg. 125.)

6 - Princes of Deceit	(See Warhammer 40,000: The Rules, pg. 125.)
Warlord	See WH40k, pg. 124.
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Sanguinary	0 - Quickening, 1 - Fear of the Darkness, 2 - Unleash Rage, 3 - Shield of Sanguinius, 4 - Blood Boil, 5 - The Blood Lance, 6 - Wings of Sanguinius (see C:BA, pg. 109).
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Blessing of the Omnissiah	Blessing of the Omnissiah
Bolster Defenses	Bolster Defenses
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics (Imperial Fists)	Chapter Tactics (Imperial Fists) (see C:SM, pg. 78).
Close Ranged Bolter Drill	Models with this rule re-roll all failed To Hit rolls made with bolt pistols, boltguns, storm bolters, heavy bolters, or combi-weapons that are firing as boltguns when firing at a target up to half of the weapon's maximum range away. This rule does not apply to models firing Hellfire, Kraken, Vengeance, or Dragonfire rounds. (see Sentinels of Terra supplement).
Combat Squads	Combat Squads
Decimator Protocols	Decimator Protocols (see C:SM, pg. 94).
Drop Pod Assault	Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. (See C:BA, pg. 80).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Explosion of Bloodlust	Each time a unit from this Detachment successfully charges an enemy unit and the number rolled for its charge range is 10 or more (before modifiers), that unit gains the Rage special rule for the duration of that Assault phase. Note that the unit does not need to move the full distance rolled to gain this effect. (See Shield of Baal: Exterminatus).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Honour or Death	A model with this rule must always issue and accept a challenge when possible (see C:BA, pg. 67).
Icon of Obstinacy	Icon of Obstinacy (see C:SM, pg. 114).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point. (See C:BA, pg. 80).
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap. (See C:BA, pg. 80).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Lord of Cretacia	If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Flesh Tearers Warlord Traits table. (See Shield of Baal: Exterminatus).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Siege Masters	Models in this detachment's Devastator Squads and Centurion Devastator Squads have the Tank Hunter USR and add +1 to the result when rolling on the Building Damage Table. (see Codex: SM, pg. 78).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
Tank Hunters	Tank Hunters (see WH40k, pg. 172).

Transfixing Gaze	Roll 2D6 at the start of each Fight sub-phase in which Mephiston is fighting in a challenge; if the result is greater than or equal to his opponent's Leadership, Mephiston's melee attacks will, until the end of the Assault phase, hit on a 2+, irrespective of the two models' Weapon Skill values. (See C:BA, pg. 57).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Upgrades	
Increase Mastery Level	
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
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	
Artificer Armour	Artificer Armour (see C:SM, pg. 126).
Auspex	Auspex
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
Combat Shield	6+ Invulnerable Save.
Combi-Grav	Boltgun: 24" Range; S 4; AP 5; Rapid Fire. Grav-gun: 18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see C:SM, pg. 121).
Digital Weapons	Digital Weapons (see C:BA, pg. 105).
Fist of Dorn	Range: - ; S 10; AP 1; Melee, Concussive, Master-crafted, Specialist Weapon, Unwieldy (see C:SM, pg. 114).
Force Sword	S User; AP 3; Melee, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	Grav-amp (see C:SM, pg. 122).
Grav-cannon	24" Range; S *; AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lascannon	Range: 48"; S 9; AP 2; Heavy 1.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1.
Narthecium	As long as the model with the narthecium is alive, all models in his unit have the Feel No Pain special rule (see C:BA, pg. 106).
Omniscope	Omniscope (see C:SM, pg. 122).
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Power Armour	Power Armour (see C:SM, pg. 126).
Power Sword	S User; AP 3; Melee.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Scout Armour	Scout Armour (see C:SM, pg. 126).
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).
Signum	Signum; see (C:SM, pg. 125).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	Storm Shield
Terminator Armour	Terminator Armour (see C:SM, pg. 126).
The Veritas Vitae	A model with the Veritas Vitae generates an additional Warlord Trait from the Strategic Traits table in WH40K: The Rules. If the additional trait is the same as the first trait they generated, roll again until a different trait is generated. (See C:BA, pg. 108).
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.
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Force Sword	S User; AP 3; Melee, Force.