

▲ 1850 Pts - Astra Militarum - Sean Porter 3rd Overall Wet Coast 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (90 ⚔, 1155 pts)												
Leman Russ Command Squadron	1	Grp: 🗡️										390
(Codex: Astra Militarum, iPad pg. 139); Knight Commander Pask												
Knight Commander Pask's Leman Russ Punisher	1	Grp: BS: 4 FA: 14 SA: 13 RA: 11 HP: 3 Save: -										[240]
(Codex: Astra Militarum, iPad pg. 139); Vehicle (Tank, Heavy); Leman Russ Punisher; Lascannon; Punisher Gatling Cannon; Multi-melta (pair); Crack Shot; Leman Russ Commander; Tank Orders; Searchlight; Smoke Launchers; Warlord ; Old Grudges												
Leman Russ Exterminator	1	Grp: BS: 3 FA: 14 SA: 13 RA: 10 HP: 3 Save: -										[150]
Vehicle (Tank, Heavy); Leman Russ Exterminator; Heavy Bolter; Exterminator Autocannon; Heavy Bolter (pair); Searchlight; Smoke Launchers												
Company Command Squad	1	🗡️										100
(Codex: Astra Militarum, iPad pg. 135)												
Veteran	4		3	4	3	3	1	3	1	7	5+	[64]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Frag Grenades; Meltagun (x4); Flak Armour												
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[36]
Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Refractor field; Senior Officer; Voice of Command												
Ministorum Priest	1		3	3	3	3	1	3	2/3	7	5+/4(i)	25
(Codex: Astra Militarum, iPad pg. 142); Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot												
Ministorum Priest	1		3	3	3	3	1	3	2/3	7	5+/4(i)	25
(Codex: Astra Militarum, iPad pg. 142); Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Rosarius; Independent Character; War Hymns; Zealot												
Veteran Squad	1	🗡️										120
Grenadiers												
Veteran	9		3	4	3	3	1	3	1	7	4+	[99]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x6); Frag Grenades; Plasma gun (x3); Carapace Armour												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[6]
Automatic Unit Type; Laspistol; Close Combat Weapon; Frag Grenades; Carapace Armour												
Infantry Platoon	1	🗡️										265
(Codex: Astra Militarum, iPad pg. 145); Conscripts												
Platoon Command Squad	1											[45]
(Codex: Astra Militarum, iPad pg. 145); Guardsman (x4); Platoon Commander												
Guardsman	4		3	3	3	3	1	3	1	7	5+	[35]
Infantry ; Lasgun (x1); Frag Grenades; Flamer (x3); Flak Armour												
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[10]
Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Voice of Command												
Infantry Squad	1											[50]
(Codex: Astra Militarum, iPad pg. 146); Combined Squad												
Guardsman	9		3	3	3	3	1	3	1	7	5+	[45]
Infantry ; Lasgun (x9); Frag Grenades; Flak Armour												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Infantry Squad	1											[50]
(Codex: Astra Militarum, iPad pg. 146); Combined Squad												
Guardsman	9		3	3	3	3	1	3	1	7	5+	[45]
Infantry ; Lasgun (x9); Frag Grenades; Flak Armour												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Conscripts	1											[120]
(Codex: Astra Militarum, iPad pg. 148)												
Conscript	40		2	2	3	3	1	3	1	5	5+	[120]
Infantry ; Lasgun (x40); Frag Grenades; Flak Armour												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Wyvern Battery	1	Grp: BS: FA: SA: RA: HP: Save: -										130
		(Codex: Astra Militarum, iPad pg. 166); Wyvern										
Wyvern	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[65]
		Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers										
Wyvern	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[65]
		Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers										
Void Shield Generator	1											100
		(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)										
Combined Arms Detachment	1	Grp: Detachment										0
: Company of the Great Wolf Detachment (15 ⌘, 615 pts)												
Wolf Guard Battle Leader in Power Armour (HQ) [CoF]	1		5	5	5/10	5	3	5/1	4	9	3+/3(i)	140
		(C:SW, pg. 56); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Thunderwolf Mount; Storm Shield (x1); Power Fist (x1); Acute Senses; And They Shall Know No Fear; Counter-attack; Independent Character; Rending										
Iron Priest Elite [CoF]	1		5	4	5/10	5	3	4/1	3	9	2+/6(i)	125
		(Curse o/t Wulfen - The Rules, pg. 34); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending										
Iron Priest Elite [CoF]	1		5	4	5/10	5	3	4/1	3	9	2+/6(i)	125
		(Curse o/t Wulfen - The Rules, pg. 34); Infantry (Character); Frag Grenades; Krak Grenades; Runic Armour; Servo-Arm; Boltgun; Thunder Hammer; Thunderwolf Mount; Acute Senses; And They Shall Know No Fear; Battlesmith; Counter-attack; Independent Character; Rending										
Drop Pod (Fast) [CoF]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
		(C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System										
Drop Pod (Fast) [CoF]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
		(C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System										
Space Marine Rapier Weapons Battery (IA) (Heavy) [CoF]	3		-	-	-	7	2	-	-	-	3+	120
		(IA2 - 2E, pg. 202); Artillery ; Quad Heavy Bolters (x3); Explosive Demise; Extremely Bulky										
Space Marine Crew [CoF]	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										
Drop Pod (Fast) [CoF]	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										35
		(C:SW, pg. 74); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System										
Company of the Great Wolf Detachment [CoF]	1	Grp: Detachment										0
		First Among Equals; Kingsguard; Preferred Enemy (Characters); Sagaborn										
: Inquisitorial Detachment (1 ⌘, 79 pts)												
Ordo Xenos Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	79
		(Codex: Inquisition); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Bolt Pistol; Chainsword; Psychotroke Grenades; Rad Grenades; Servo-skulls (x3); Liber Heresius; Independent Character; Stubborn										
<i>Liber Heresius</i> [Inq]	1	Liber Heresius (see Codex: Inquisition).										[15]
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
											Total Cost:	1849

Option Footnotes

Warlord Traits	
Old Grudges	(see "Codex Astra Militarum", iPad pg. 130)
Warlord	See WH40k, pg. 124.

Vehicle Equipment	
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Relics	
Liber Heresius	Liber Heresius (see Codex: Inquisition).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Battlesmith	In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilized result suffered earlier in the battle; this is effective immediately. (See C:SW, pg. 62).
Combined Squad	Combined Squad (see "Codex: Astra Militarum", iPad pg. 146).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Crack Shot	Crack Shot (see "Codex: Astra Militarum", iPad pg. 139).
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:SW, pg. 74).
Explosive Demise	See FW Website PDF.
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
First Among Equals	All Wolf Guard Battle Leaders, Wolf Guard Pack Leaders, Wolf Guard Terminator Leaders and Thunderwolf Cavalry Pack Leaders that are part of a Detachment or Formation presented in this book have the Preferred enemy (Characters) special rule when fighting in a challenge. (See Champions of Fenris, pg. 48).
Grimnar's Right Hand	If this detachment is your Primary Detachment, you can re-roll the result when rolling on the Chapions of Fenris Warlord Traits Table. (See Champions of Fenris, pg. 50).
Immoble	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:SW, pg. 74).
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:SW, pg. 74).
Kingsguard	The following models have +1 WS in their profile when chosen as part of this detachment: Wolf Guard, Wolf Guard Pack Leader, Wolf Guard Terminator, Wolf Guard Terminator Leader, Thunderwolf Cavalry, Thunderwolf Cavalry Pack Leader. (See Champions of Fenris, pg. 50).
Leman Russ Commander	Leman Russ Commander (see "Codex: Astra Militarum", iPad pg. 139).
Preferred Enemy (Characters)	Preferred Enemy (see WH40k, pg. 169).
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a tragte within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Rending	Rending (see WH40k, pg. 170).
Sagaborn	Characters that are part of a Detachment or Formation presented in this book must always issue and accept a challenge whenever possible. If you have several models in a combat with a special rule to this effect, you can choose which model issues or accepts the challenge. (See Champions of Fenris, pg. 48).
Senior Officer	Senior Officer (see "Codex: Astra Militarum", iPad pg. 135).
Stubborn	Stubborn (see WH40k, pg. 172).
Tank Orders	Tank Orders (see "Codex: Astra Militarum", iPad pg. 139).
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).
War Hymns	War Hymns (see "Codex: Astra Militarum", iPad pg. 142).
Zealot	Zealot (see WH40k, pg. 43).

Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Heavy)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Power Armour	Power Armour confers a 3+ Armour save. (See C:SW, pg. 99).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Psychotroke Grenades	Psychotroke Grenades (see C:GK, pg 60).
Psyk-out Grenades	Psyk-out Grenades (see Codex: Inquisition).
Quad Heavy Bolters	36" Range; S 5; AP 4; Heavy 6, Twin-linked.
Rad Grenades	Rad Grenades (see Codex: Inquisition).
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Rosarius	4+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 120).
Runic Armour	Runic Armour confers a 2+ Armour save and a 6+ invulnerable save. (See C:SW, pg. 99).
Servo-Arm	S x2; AP 1; Melee, Unwieldy, Specialist Weapon. (See C:SW, pg. 97).
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Storm Shield	A model with a storm shield has a 3+ invulnerable save. However, he can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault. (See C:SW, pg. 98).
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
Thunderwolf Mount	Models with a Thunderwolf Mount change their unit type to Cavalry, as described in Warhammer 40,000: The Rules. All close combat attacks made by a model with a Thunderwolf mount have the Rending special rule. In addition, a model upgraded to have a Thunderwolf mount increases their Strength, Toughness, Attacks, and Wounds characteristics by 1 (these bonuses are already included in the profiles of models that have a Thunderwolf mount as part of their standard wargear. (See C:SW, pg. 98).
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Close Combat Weapon	S User; AP -; Melee.
Exterminator Autocannon	Range: 48"; S 7; AP 4; Heavy 4, Twin-linked.
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 Bolter (pair)	Range 36"; S5; AP4; Heavy 3.
Lascannon	Range: 48"; S 9; AP 2; Heavy 1.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Multi-melta (pair)	Range 24"; S 8; AP 1; Heavy 1, Melta.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Punisher Gatling Cannon	Range: 24"; S 5; AP -; Heavy 20.
Two, Twin-lined Stormshard mortar	Range:48"; S 4; AP 6; Heavy 2, Barrage, Blast, Ignores Cover, Shred.

Roster Design Information

Army Special Rules:

Heavy Weapons Team (C:AM, pg. 27)