



1850 Pts - Astra Militarum - Carlos Kaiser 11th Overall Nova Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (42 x, 605 pts)												
Company Command Squad	1	☠										75
(Codex: Astra Militarum, iPad pg. 135) Volkov's cane												
Veteran	4		3	4	3	3	1	3	1	7	5+	[24]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x4); Frag Grenades; Flak Armour												
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[51]
Infantry (Character); Close Combat Weapon; Frag Grenades; Plasma Pistol; Flak Armour; Refractor field; Senior Officer; Voice of Command; Warlord												
Veteran Squad	1	☠										60
Veteran	9		3	4	3	3	1	3	1	7	5+	[54]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x9); Frag Grenades; Flak Armour												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[6]
Automatic Unit Type; Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Veteran Squad	1	☠										60
Veteran	9		3	4	3	3	1	3	1	7	5+	[54]
(Codex: Astra Militarum, iPad pg. 149); Infantry ; Lasgun (x9); Frag Grenades; Flak Armour												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[6]
Automatic Unit Type; Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
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												
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												
Heavy Artillery Carriage Battery (IA)	2	Grp: ☠	To: 7 Wo: 4 Save: 3+									150
Artillery ; Earthshaker Cannon; Immobile												
Guardsmen	8		3	3	3	3	1	3	1	7	5+	[48]
Close Combat Weapon; Flak Armour; Assault Grenades; Lasgun (x8)												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Psykana Division (19 $\frac{1}{2}$, 305 pts)												
Psykana Division	1											305
	(Mont'ka - The Rules, pg. 45); Commissar; Commissar; Commissar; Empty Link; Encouraging Presence; Formation											
Primaris Psyker	1		4	4	3	3	2	3	2/3	9	5+5(i)	[50]
	(Codex: Astra Militarum, iPad pg. 143); Infantry (Character); Laspistol; Frag Grenades; Force Sword; Flak Armour; Refractor field; Independent Character; It's For Your Own Good; Psyker (Mastery Level 1); Biomancy; Divination; Pyromancy											
Wyrdvane Psykers	1											[60]
	(Codex: Astra Militarum, iPad pg. 155)											
Wyrdvane Psyker	5		2	3	2	3	1	3	1/2	8	5+	[60]
	Infantry ; Laspistol; Close Combat Weapon; Flak Armour; Brotherhood of Psykers; (Mastery Level 1); Biomancy; Daemonology; Malefic Powers ; Daemonology; Sanctic Powers ; Divination; Pyromancy; Telekinesis											
Wyrdvane Psykers	1											[60]
	(Codex: Astra Militarum, iPad pg. 155)											
Wyrdvane Psyker	5		2	3	2	3	1	3	1/2	8	5+	[60]
	Infantry ; Laspistol; Close Combat Weapon; Flak Armour; Brotherhood of Psykers; (Mastery Level 1); Biomancy; Daemonology; Malefic Powers ; Daemonology; Sanctic Powers ; Divination; Pyromancy; Telekinesis											
Wyrdvane Psykers	1											[60]
	(Codex: Astra Militarum, iPad pg. 155)											
Wyrdvane Psyker	5		2	3	2	3	1	3	1/2	8	5+	[60]
	Infantry ; Laspistol; Close Combat Weapon; Flak Armour; Brotherhood of Psykers; (Mastery Level 1); Biomancy; Daemonology; Malefic Powers ; Daemonology; Sanctic Powers ; Divination; Pyromancy; Telekinesis											
Commissar	1		4	4	3	3	1	3	2/3	9	5+	[25]
	(Codex: Astra Militarum, iPad pg. 141); Infantry (Character); Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Stubborn; Summary Execution											
Commissar	1		4	4	3	3	1	3	2/3	9	5+	[25]
	(Codex: Astra Militarum, iPad pg. 141); Infantry (Character); Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Stubborn; Summary Execution											
Commissar	1		4	4	3	3	1	3	2/3	9	5+	[25]
	(Codex: Astra Militarum, iPad pg. 141); Infantry (Character); Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Stubborn; Summary Execution											
: Combined Arms Detachment (16 $\frac{1}{2}$, 939 pts)												
Farseer Skyrunner (HQ) [EL]	1		5	5	3	4	3	5	1/2	10	3+4(i)	115
	(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology; Sanctic Powers ; Divination; Runes of Fate ; Telepathy											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	71
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x1); Scatter Laser (x2); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Eldar Hornet Squadron (IA) (Fast) [EL]	1											80
	(The Doom of Mymeara - 2E, pg. 192)											
Eldar Hornet (IA) [EL]	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 2 Save: -										[80]
	(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Acute Senses; Jink; Scout; Skimmer Assault											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Eldar Skathach Wraithknight (IA) [EL]	1		4	4	10	8	6	5	4	10	3+	330
(The Doom of Mymeara - 2E, pg. 216); Jump Gargantuan Creature ; Webway Shunt Generator; 2x Inferno Lances; Scatter Laser (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Wraith Construct												
Void Shield Generator [EL]	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment [EL]	1	Grp: Detachment										0
Total Cost:											1849	

Option Footnotes

Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
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).
Runes of Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Mind War, 6 - Eldritch Storm (C:E, pg. 71).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
(Mastery Level 1)	Psyker (see WH40k, pg. 170).
Acute Senses	Acute Senses (see WH40k, pg. 157).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Brotherhood of Psykers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Empyric Link	The Primaris Psyker knows any Psychic Powers known by units of Wyrdvane Psykers from the same Division while they are within 12". In addition, add 1 to the Primaris Psyker's Mastery Level until the end of the Psychic phase for every 5 Wyrdvane Psykers from the same Division that are within 12" at the start of the phase. Note that this does not cause him to generate any additional powers. (See Mont'ka, pg. xx).
Encouraging Presence	While a unit of Wyrdvane Psykers from this Formation is joined by a Commissar from this Formation, it successfully harnesses Warp Charge points on a roll of 2+ rather than 4+. However, if it attempts to manifest a Psychic Power and fails its psychic test, one randomly determined Wyrdvane Psyker from the unit is removed as a casualty. Furthermore, if it suffers Perils of the Warp, one randomly determined Wyrdvane Psyker from the unit is removed as a casualty and no roll is made on the Perils of the Warp table. (See Mont'ka, pg. xx).
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Immobile	Immobile unless towed.

Independent Character	Independent Character (see WH40k, pg. 166).
It's For Your Own Good	It's For Your Own Good (see "Codex: Astra Militarum", iPad pg. 143).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
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 target 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).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Scout	Scout (see WH40k, pg. 171).
Senior Officer	Senior Officer (see "Codex: Astra Militarum", iPad pg. 135).
Skimmer Assault	A vehicle with this special rule that moves Flat Out may fire all its weapons as Snap Shots in the same turn. (See IA11 - 2E, pg. 171.)
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
Summary Execution	Summary Execution (see "Codex: Astra Militarum", iPad pg. 140).
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).
Wraith Construct	When constructing an Eldar army using the Craftworld Warhost Detachment, a single Skathach Wraithknight may be selected as a Wraith Constructs Formation or may be selected instead of the Wraithknight included in a Wraith Host Formation. (See The Doom of Mymeara - 2E, pg. 216.)
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Artillery	Artillery (see WH40k, pg. 64).
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Inferno Lances	36" Range; S 8; AP 1; Heavy D3+2, Melta.
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Close Combat Weapon	S User; AP -; Melee.
Earthshaker Cannon	36" to 240" Range; S9; AP3; Ordnance Barrage 1, Large Blast (see C:IG, pg. 53).
Eldar Jetbike	See WH40k, pg. 45.
Flak Armour	Confers a 5+ Armour Save.
Ghosthelm	See C:EC, pg. 153.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Mesh Armour	See C:E, pg. 65.
Pulse Laser	48" Range; S 8; AP 2; Heavy 2 (C:EC, pg. 149).
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg. 149).
Star Engines	See C:EC, pg. 154.

Webway Shunt Generator	A Skathach Wraithknight may choose to engage its webway shunt generator instead of moving in the Movement phase. If the Skathach Wraithknight uses its webway shut generator, it cannot use the Jump type special rules in either the Movement phase or Assault phase of that turn, but may still fire its weapons normally, Run or declare a charge in the appropriate phases. If the Skathach Wraithknight chooses to use its webway shunt generator, its controlling player may redeploy the model to any point within 12" of its original position that is at least 1" away from any enemy models and then scatter it D6", or its controlling player may choose to place the Skathach Wraithknight immediately into Ongoing Reserves instead of redeploying the Skathach Wraithknight. If its final position after the Scatter roll places it within 1" of an enemy unit, in contact with any model or within impassible terrain, the Skathach Wraithknight must be placed into Ongoing Reserves and suffers a single wound (saves may not be taken against this wound). (See The Doom of Mymeara - 2E, pg. 216.)
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP - ; Melee.
Force Sword	S User; AP 3; Melee, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Two, Twin-lined Stormshard mortar	Range:48"; S 4; AP 6; Heavy 2, Barrage, Blast, Ignores Cover, Shred.
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).

Roster Design Information

Army Special Rules:

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