









## 1850 Pts - Astra Militarum - Brandon Grant 1st Overall IO Renegade GT

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Lion's Blade Strike Force (73 <sup>k</sup>, 1490 pts)</b>												
Inner Circle	1	Comm: 										215
<i>(CAA:DA, pg. 94-95); Azrael</i>												
Azrael	1		6	5	4/6	4	4	5	4/5	10	2+/4(i)	[215]
<i>(CAA:DA, pg. 139); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Lion Helm; Master-crafted Combi-Plasmagun; Sword of Secrets; Deathwing; Fear; Fearless; Feel No Pain; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Master Tactician; Rites of Battle; Stubborn; Supreme Strategist; <b>Warlord</b></i>												
<i>Lion Helm</i>	1	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).										[0]
<i>Sword of Secrets</i>	1	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).										[0]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Battle Company	1	Core, 										1220	
(CAA:DA, pg. 174); Chaplain; Company Master; Dreadnoughts; Fear; Fearless; Fire Discipline; Objective Secured													
Chaplain	1		5	4	4/6	4	2	4	2/3	10	3+4(i)	[90]	
(CAA:DA, pg. 107); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Grim Resolve; Independent Character; Stubborn; Zealot													
Company Master	1		6	5	4/8	4	3	5/1	3/4	10	2+4(i)	[150]	
(CAA:DA, pg. 106); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Iron Halo; Artificer Armour; Lightning Claw (x1); Power Fist (x1); Deathwing; Fearless; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Stubborn													
Dreadnoughts	1	Grp:  WS: 4 BS: 4 St: 6 In: 4 At: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -											[110]
(CAA:DA, pg. 114); Drop Pod													
Dreadnought	1	Grp: WS: 4 BS: 4 St: 6/10 In: 4 At: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -											[110]
<b>Vehicle</b> (Walker); Searchlight; Smoke Launchers; Multi-melta; Power Fist; Heavy Flamer; Grim Resolve; Hammer of Wrath; Stubborn													
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -											[0]
(CAA:DA, 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	4		4	4	4	4	1	4	1	8	3+	[90]	
(CAA:DA, pg. 110); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod													
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]	
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn													
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -											[0]
(CAA:DA, 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	4		4	4	4	4	1	4	1	8	3+	[80]	
(CAA:DA, pg. 110); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback													
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]	
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn													
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[0]
(CAA:DA, pg. 121); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter													
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]	
(CAA:DA, pg. 110); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback													
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]	
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn													
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -											[0]
(CAA:DA, pg. 121); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter													
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[90]	
(CAA:DA, pg. 110); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod													
Sergeant	1		4	4	4	4	1	4	1	8	3+	[24]	
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Meltagun (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
		(CAA:DA, 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	4		4	4	4	4	1	4	1	8	3+	[80]
		(CAA:DA, pg. 110); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback										
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn										
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
		(CAA:DA, pg. 121); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter										
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[85]
		(CAA:DA, pg. 110); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback										
Sergeant	1		4	4	4	4	1	4	1	8	3+	[19]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; Melta Bombs; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn										
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
		(CAA:DA, pg. 121); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter										
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[80]
		(CAA:DA, pg. 123); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x2); Chainsword (x4); Flamer (x2); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod										
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn										
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12 HP: 3 Save: -										[0]
		(CAA:DA, 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										
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[75]
		(CAA:DA, pg. 123); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x3); Chainsword (x4); Flamer (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback										
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn										
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
		(CAA:DA, pg. 121); <b>Vehicle</b> (Tank, Transport); <b>6 model</b> capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter										
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[105]
		(CAA:DA, pg. 132); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino										
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn										
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
		(CAA:DA, pg. 120); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair										
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[105]
		(CAA:DA, pg. 132); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino										
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn										

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
		(CAA:DA, pg. 120); <b>Vehicle</b> (Tank, Transport); <b>10 model</b> capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair										
10th Company Support	1	Auxiliai										55
		☞										
		(CAA:DA, pg. 94-95)										
Scout Squad	4	☞	4	4	4	4	1	4	1	8	4+	[55]
		(CAA:DA, pg. 111); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn										
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
		<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn										
Lion's Blade Strike Force	1	Grp: Detachment										0
		(CAA:DA, pgs. 95-95); Company Support; Supreme Fire Discipline										
<b>Formation: Wolfkin (40 ⚔, 320 pts)</b>												
Wolfkin [SW]	1	Auxiliai Detach										320
		☞										
		(Curse of the Wulfen - The Rules, pg. 49); Fenrisian Wolves (Fast); Fenrisian Wolves (Fast); Fenrisian Wolves (Fast); Alpha Pack; Call of the Wolves; Monster Hunter; Outflank										
Fenrisian Wolves (Fast) [SW]	10		4	-	4	4	1	4	2	5	6+	[80]
		(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet										
Fenrisian Wolves (Fast) [SW]	10		4	-	4	4	1	4	2	5	6+	[80]
		(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet										
Fenrisian Wolves (Fast) [SW]	10		4	-	4	4	1	4	2	5	6+	[80]
		(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet										
Fenrisian Wolves (Fast) [SW]	5		4	-	4	4	1	4	2	5	6+	[40]
		(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet										
Fenrisian Wolves (Fast) [SW]	5		4	-	4	4	1	4	2	5	6+	[40]
		(C:SW, pg. 77); <b>Beasts</b> ; Acute Senses; Counter-attack; Fleet										
<b>: Ministorum Delegation (1 ⚔, 40 pts)</b>												
Ministorum Delegation [Mil]	1	Detach										40
		(Codex: Imperial Agents, pg. 58); Ministorum Priest; Adamantium Will; Shield of Faith										
Ministorum Priest [Mil]	1		3	3	3	3	1	3	2/3	7	5+/4(i)	[40]
		(Codex: Imperial Agents, pg. 61); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Rosarius; Close Combat Weapon; Laspistol; Litanies of Faith; Independent Character; War Hymns; Zealot										
<i>Litanies of Faith</i> [Mil]	1	(See Codex: Imperial Agents, pg. 80).										[15]
<b>Total Cost:</b>											<b>1850</b>	