

Tony Kopach - Astra Militarum (Warhammer 40,000 8th Edition) [103 PL, 2000pts]

B Battalion Detachment (Imperium - Adeptus Astra Telepathica) [6 PL, 120pts]

HQ

Primaris Psyker [2 PL, 40pts]

Force Stave

Primaris Psyker [2 PL, 40pts]

Force Stave

Primaris Psyker [2 PL, 40pts]

Force Stave

C Battalion Detachment (Imperium - Adeptus Astra Telepathica) [2 PL, 40pts]

HQ

Primaris Psyker [2 PL, 40pts]

Force Stave

A Battalion Detachment (Imperium - Adeptus Astra Telepathica) [2 PL, 40pts]

HQ

Primaris Psyker [2 PL, 40pts]

Force Stave

A Battalion Detachment +3CP (Imperium - Astra Militarum) [21 PL, 477pts]

HQ

Tempestor Prime [2 PL, 40pts]

Chainsword, Tempestus Command Rod

Tempestor Prime [2 PL, 40pts]

Chainsword, Tempestus Command Rod

Troops

Militarum Tempestus Scions [3 PL, 66pts]

2x Scion

2x Hot-shot Lasgun

Scion w/ Special Weapon

Plasma gun

Scion w/ Special Weapon

Plasma gun

Tempestor

Chainsword, Plasma pistol

Militarum Tempestus Scions [3 PL, 66pts]

2x Scion

2x Hot-shot Lasgun

Scion w/ Special Weapon

Plasma gun

Scion w/ Special Weapon

Plasma gun

Tempestor

Chainsword, Plasma pistol

Militarum Tempestus Scions [3 PL, 66pts]

2x Scion

2x Hot-shot Lasgun

Scion w/ Special Weapon

Plasma gun

Scion w/ Special Weapon

Plasma gun

Tempestor

Chainsword, Plasma pistol

Elites

Commissar [2 PL, 31pts]

Elites

Boltgun

Militarum Tempestus Command Squad [3 PL, 84pts]

Tempestus Scion

Meltagun

Tempestus Scion

Meltagun

Tempestus Scion

Meltagun

Tempestus Scion

Meltagun

Militarum Tempestus Command Squad [3 PL, 84pts]

Tempestus Scion

Meltagun

Tempestus Scion

Meltagun

Tempestus Scion

Meltagun

Tempestus Scion

Meltagun

B Battalion Detachment +3CP (Imperium - Astra Militarum) [39 PL, 698pts]

Troops

Militarum Tempestus Scions [3 PL, 66pts]

2x Scion

2x Hot-shot Lasgun

Scion w/ Special Weapon

Plasma gun

Scion w/ Special Weapon

Plasma gun

Tempestor

Chainsword, Plasma pistol

Militarum Tempestus Scions [3 PL, 66pts]

2x Scion

2x Hot-shot Lasgun

Scion w/ Special Weapon

Plasma gun

Scion w/ Special Weapon

Plasma gun

Tempestor

Chainsword, Plasma pistol

Militarum Tempestus Scions [3 PL, 66pts]

2x Scion

2x Hot-shot Lasgun

Scion w/ Special Weapon

Plasma gun

Scion w/ Special Weapon

Plasma gun

Tempestor

Chainsword, Plasma pistol

Dedicated Transport

Taurox Prime [6 PL, 100pts]

Heavy Stubber, Taurox Gatling Cannon, Two Hot-shot Volley Guns

Taurox Prime [6 PL, 100pts]

Heavy Stubber, Taurox Gatling Cannon, Two Hot-shot Volley Guns

Taurox Prime [6 PL, 100pts]

Heavy Stubber, Taurox Gatling Cannon, Two Hot-shot Volley Guns

Taurox Prime [6 PL, 100pts]

Heavy Stubber, Taurox Gatling Cannon, Two Hot-shot Volley Guns

Taurox Prime [6 PL, 100pts]

Heavy Stubber, Taurox Gatling Cannon, Two Hot-shot Volley Guns

C Battalion Detachment +3CP (Imperium - Astra Militarum) [33 PL, 625pts]

HQ

Company Commander [3 PL, 31pts]

Boltgun, Chainsword

Warlord

Company Commander [3 PL, 30pts]

Chainsword, Laspistol

Troops

Conscript [5 PL, 120pts]

Troops

40x Conscript

Conscript [5 PL, 120pts]

Troops

40x Conscript

Conscript [5 PL, 114pts]

Troops

38x Conscript

Elites

Ratlings [2 PL, 35pts]

Elites

5x Ratling

5x Sniper Rifle

Ratlings [2 PL, 35pts]

Elites

5x Ratling

5x Sniper Rifle

Ratlings [2 PL, 35pts]

Elites

5x Ratling

5x Sniper Rifle

Ratlings [2 PL, 35pts]

Elites

5x Ratling

5x Sniper Rifle

Ratlings [2 PL, 35pts]

Elites

5x Ratling

5x Sniper Rifle

Ratlings [2 PL, 35pts]

Elites

5x Ratling

5x Sniper Rifle

Profile Summary

Abilities

Name	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Aura of Discipline	Any friendly ASTRA MILITARUM units within 6" of a COMMISSAR can use his Leadership instead of their own.	
Find the Best Spot	Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere on the board that is more than 18" from any enemy models.	
It's for Your Own Good	If this model is slain as a result of Perils of the Warp whilst within 6" of a friendly COMMISSAR, they are executed before anything untoward can happen - the power they are attempting still fails, but units within 6" of them do not suffer D3 mortal wounds as normal.	
Naturally Stealthy	Models in this unit receive a 2+ bonus to their saving throw when they receive the benefits of cover instead of only +1.	
Refractor Field	This model has a 5+ invulnerable save.	
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.	
Shoot Sharp and Scarper	Immediately after making a Shooting attack, this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).	
Summary Execution	Friendly ASTRA MILITARUM units within 6" of a COMMISSAR can never lose more than one model as the result of any single failed Morale test.	
Tempestus Command Rod	A model with a Tempestus command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Psyker

Name	Cast	Deny	Powers Known	Other	Ref
Psyker	This model can attempt to manifest 1 psychic power in each friendly Psychic phase, and attempt to deny 1 psychic power in each enemy Psychic phase. It knows the Smite power and 2 psychic powers from the Psykana discipline.				

Stat Damage - M/BS/A

Name	Remaining W	Movement	BS	Attacks	Ref
Taurox 1	6-10+	14"	3+	3	
Taurox 2	3-5	10"	4+	D3	
Taurox 3	1-2	6"	5+	1	

Transport

Name	Capacity	Ref
Transport: Taurox Prime	This model can transport 10 MILITARUM TEMPESTUS or OFFICIO PREFECTUS INFANTRY models.	

Unit

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commissar	6"	3+	3+	3	3	3	3	8	5+	Codex: Astra Militarum p33
Company Commander	6"	3+	3+	3	3	4	3	8	5+/5++	Codex: Astra Militarum p30
Conscript	6"	5+	5+	3	3	1	1	4	5+	Codex: Astra Militarum p36
Primaris Psyker	6"	3+	3+	3	3	4	3	8	5+	
Ratling	6"	5+	3+	2	2	1	1	5	6+	Codex: Astra Militarum p43
Taurox Prime	*	6+	*	6	6	10	*	7	3+	Codex: Astra Militarum p41
Tempestor	6"	4+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Weapon

Name	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Force stave	Melee	Melee	+2	-1	D3	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Las pistol	12	Pistol 1	3	0	1	-	

Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-laser	36"	Heavy 3	6	0	1	-
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Taurox Gatling Cannon	24"	Heavy 20	4	0	1	

Codex: Astra
Militarum p41