▲ Unlimited Pts - Astra Militarum

Name		Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
roops: Infantry Platoon (54 ᡮ, 330 ړ	ots)	68	1	1	1	1			1	1	1	
49th Infantry Platoon	1	D			L							330
											try Squa	d; Infantr
Platoon Command Squad	Squa 0	ad; 4th I	Infantry	Squad;	3rd Int	antry S	squad; 5	th Infant	ry Squa	d 		[30]
Flatoon Command Squad		dev: Act	ra Milit	anım iP	ed ng 1	145). (Guardem	an (x4);	Platoor	Comm	ander	
Guardsman		LEA. ASI	3	3	3	3	1	3	1 141001	7	5+	[20]
Guardoman		ntrv: L					lak Arm					[=0]
Platoon Commander	1	, ,	4	4	3	3	1	3	2/3	8	5+	[10]
	Infa	ntry (C	haracte	r); Lasp	istol; C	lose Co	mbat Wo	eapon; I	Frag Gre	enades;	Flak Ar	mour; Voi
	of C	omman	d	·		,						
1st Infantry Squad	0				L					L		[75]
								an (x7);	Sergea	nt; add l	Heavy W	Veapons
Guardsman		m; Heav	y Wear	ons Tea	1		Squad	3	4	7	5+	[25]
Guardsman		ntweet I			3 c. Crane	3	lak Arm		I		5+	[35]
Sergeant		intry, L	asguii (3	3	3	1	3	2/3	8	5+	[5]
Gergean		ıaracter)					apon: F	rag Gren				[0]
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[35]
, .	Infa	ntry; L	asgun;	Frag Gro	enades;	Missil	e Launch	ner; Flak	k Missi	les (for	Missile I	Launcher);
	Flak	Armou	r; Heav	y Weap	on Tean	n						
2nd Infantry Squad	0											[75]
								an (x7);	Sergea	nt; add l	Heavy W	Veapons
0		m; Heav		ons Tea	m; Co	mbined	Squad					[0.5]
Guardsman		4 T	3	3 T	3	3	1 1	3	1	/	5+	[35]
Sergeant		intry; L	asgun (x /); Fra 3	g Grena	ides; F	lak Arm	our 3	2/3	8	5+	[5]
Sergeant		l paracter)					anon: E	rag Gren				
Heavy Weapons Team	1	laracter)	3	3	3	3	2	3	2	7	5+	[35]
,,	Infa	ntry; L	asgun;	Frag Gro	enades;	Missil	e Launch		k Missi	les (for	Missile I	Launcher);
				y Weap						`		
4th Infantry Squad	0											[50]
		dex: Ast	1	1			Guardsm	an (x9);		1		
Guardsman			3	3	3	3	1 1	3	1	7	5+	[45]
Cornont		ntry; L					lak Arm	our 3	2/2		.	[6]
Sergeant		(amaatam)	3	3	3 Com	bot Wo	ononi E	rag Gren	2/3	8	5+	[5]
3rd Infantry Squad	0	iaracter)	, Laspis	stor, Cio	Se Com	Dat we	ароп, г	lag Gren	laues, r	lak Am	lloui	[50]
ord maritry oquad		dex: Ast	∟ ra Milit	⊥ arum iP	Pad ng 1	46).	 Guardsm	an (x9);	Sergea	nt. Com	bined So	
Guardsman	9	1100	3	3	3	3	1	3	1	7	5+	[45]
	Infa	ntry; L	asgun (x9); Fra	g Grena	des; F	lak Arm	our				
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
	(Ch	aracter)	; Laspis	stol; Clo	se Com	bat We	apon; F	rag Gren	ades; F	lak Arn	nour	
5th Infantry Squad	0											[50]
		dex: Ast		1	_		Guardsm	an (x9);	Sergea	nt; Com		
Guardsman		4 7	3	3	3	3	1 1	3	1	/	5+	[45]
Sergeant	Inta	ntry; L	asgun (x9); Fra 3	g Grena	ides; F	lak Arm	our 3	2/3	8	5+	[5]
Sergean		l voroctor)	·Loopie				opon: E	rag Gren				[၁]
Service August A					oc COIII	oat WE	αρυπ, Γ	iag UICII	iaucs, I	ian All	11041	
ast Attack: Armoured Sentinel Squ	ladro	on (3	, 110 p	ts)								440
7th Armoured Sentinel Squadron								A: RA				110
A was a constituted A was								d Sentin				
		Grp: \		മാ: 3	ડાં. 5 l	n. 3 A	AC T FA	A: 12 S	A: 10	KA: 10	HP:	[55]
Armoured Sentinel Ares	1			Autocon	non. L	inter b	iller Miss	cile. Un	mmer of	f Wroth		
Armoured Sentiner Ares		icle (W/						SUC [12]	пинсь ОІ	vvialii		
	Veh	icle (W										[55]
Armoured Sentinel Ursa	Veh	Grp: ۱	NS: 3					A: 12 S				[55]
	Veh 1	Grp: \ 2 Save	NS: 3 e: -	BS: 3	St: 5 I	n: 3 A	\t: 1 F		A: 10	RA: 10		[55]

Option Footnotes					
	Special Rules				
Combined Squad	Combined Squad (see "Codex: Astra Militarum", iPad pg. 146).				
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).				
Heavy Weapon Team	Heavy Weapon Team (see "Codex: Astra Militarum", iPad pg. 129).				
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).				
Unit Type					
(Character)	See WH40K rulebook, pgs. 44-49.				
Infantry	See WH40K rulebook, pgs. 44-49.				
Infantry (Character)	See WH40K rulebook, pgs. 44-49.				
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.				
Wargear					
Flak Armour	Confers a 5+ Armour Save.				
Weapons					
Autocannon	48" Range; S 7; AP 4; Heavy 2.				
Close Combat Weapon	S User; AP - ; Melee.				
Flakk Missiles (for Missile	48" Range; S 7; AP 4; Heavy1, Skyfire.				
Launcher)					
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.				
Hunter-killer Missile	Unlimited range, S8; AP3; Heavy 1; One use only; (see WH40k, pg. 98).				
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.				
Laspistol	Range: 12"; S 3; AP -; Pistol.				
Missile Launcher	Frag: Range 48"; S 4; AP 6; Heavy 1, Blast.				
	Krak: Range 48"; S 8; AP 3; Heavy 1.				

Validation Report

a-0. Army Selection: Battle-forged; c-1. File Version: 1.11 For Bug Reports/www.ab40k.org; b-1. Roster Options: Imperial Armour,

Named or Special Characters; a-1. Scenario: Normal Mission

You must have one Warlord in the army list

Battle-forged Armies must have at least one Detachment

Squad 'Troops: Infantry Platoon': All units in Battle-forged Armies must be in Detachments

Squad 'Fast Attack: Armoured Sentinel Squadron': All units in Battle-forged Armies must be in Detachments

Roster Statistics

% HQ: 0 % Knight: 0 % Elite: 0 % Troops: 75 % Fast: 25 % Heavy: 0 % Fortification: 0 % Wargear: 0

Model Count: 55 Files version: 1.11

Group	Min	Max	Used
R	-	-	0
	-	-	0
D	-	-	1
8	-	-	1
8	-	-	0
T	0	1	0
	0	1	0