




## **Unlimited Pts - Astra Militarum**

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Troops: Infantry Platoon (54  , 330 pts)													
49th Infantry Platoon	1											330	
	(Codex: Astra Militarum, iPad pg. 145); Platoon Command Squad; Infantry Squad; Infantry Squad; 4th Infantry Squad; 3rd Infantry Squad; 5th Infantry Squad												
Platoon Command Squad	0											[30]	
	(Codex: Astra Militarum, iPad pg. 145); Guardsman (x4); Platoon Commander												
Guardsman	4		3	3	3	3	1	3	1	7	5+	[20]	
	Infantry; Lasgun (x4); Frag Grenades; 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												
1st Infantry Squad	0											[75]	
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x7); Sergeant; add Heavy Weapons Team; Heavy Weapons Team; Combined Squad												
Guardsman	7		3	3	3	3	1	3	1	7	5+	[35]	
	Infantry; Lasgun (x7); Frag Grenades; Flak Armour												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
	(Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[35]	
	Infantry; Lasgun; Frag Grenades; Missile Launcher; Flakk Missiles (for Missile Launcher); Flak Armour; Heavy Weapon Team												
2nd Infantry Squad	0											[75]	
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x7); Sergeant; add Heavy Weapons Team; Heavy Weapons Team; Combined Squad												
Guardsman	7		3	3	3	3	1	3	1	7	5+	[35]	
	Infantry; Lasgun (x7); Frag Grenades; Flak Armour												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
	(Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[35]	
	Infantry; Lasgun; Frag Grenades; Missile Launcher; Flakk Missiles (for Missile Launcher); Flak Armour; Heavy Weapon Team												
4th Infantry Squad	0											[50]	
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; 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]	
	(Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
3rd Infantry Squad	0											[50]	
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; 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]	
	(Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
5th Infantry Squad	0											[50]	
	(Codex: Astra Militarum, iPad pg. 146); Guardsman (x9); Sergeant; 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]	
	(Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour												
Fast Attack: Armoured Sentinel Squadron (3  , 110 pts)													
7th Armoured Sentinel Squadron	1	Grp: 	WS:	BS:	St:	In:	At:	FA:	SA:	RA:	HP:	Save: -	110
	(Codex: Astra Militarum, iPad pg. 159); Armoured Sentinel; Armoured Sentinel Ursa												
Armoured Sentinel Ares	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 12 SA: 10 RA: 10 HP:											[55]
	2 Save: -												
	Vehicle (Walker); Autocannon; Hunter-killer Missile; Hammer of Wrath												
Armoured Sentinel Ursa	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 12 SA: 10 RA: 10 HP:											[55]
	2 Save: -												
	Vehicle (Walker); Autocannon; Hunter-killer Missile; Hammer of Wrath												
Total Cost:												440	

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.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (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 Launcher)	48" Range; S 7; AP 4; Heavy 1, Skyfire.
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
	-	-	0
	-	-	0
	-	-	1
	-	-	1
	-	-	0
	0	1	0
	0	1	0