New Roster (Warhammer 40,000 9th Edition) [39 PL, 5CP, 750pts]

Patrol Detachment 0CP (Imperium - Astra Militarum) [39 PL, 5CP, 750pts]
Rules: *Defenders of Humanity*

Configuration [6CP]

Battle Size [6CP]
Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]
Categories: CONFIGURATION

Detachment Command Cost
Categories: CONFIGURATION

Regimental Doctrine
Selections: Astra Millitarum
Categories: CONFIGURATION

Regimental Doctrine
Selections: Regiment: Catachan
Categories: CONFIGURATION
Abilities: *Brutal Strength*

Abilities	Description	Ref
Brutal Strength	INFANTRY units with this doctrine add 1 to their Strength characteristic. In addition, they can add 1 to their Leadership characteristic if they are within 6" of a friendly CATACHAN OFFICER. Each time a VEHICLE with this doctrine fires a ranged weapon that makes a random number of attacks (e.g. Heavy D6, Heavy 2D6 etc.) you can re-roll one of the dice used to determine the number of attacks made.	

HQ [14 PL, -1CP, 300pts]

Company Commander [2 PL, 35pts]

Selections: Frag grenades, Laspistol, Relic: Kurov's Aquila, Warlord, WT: Grand Strategist

Categories: Officer, Character, Company Commander, Faction: <REGIMENT>, Faction: Imperium, Infantry, HQ, Warlord

Abilities: *Grand Strategist, Kurov's Aquila, Refractor Field, Senior Officer, Voice of Command,* **Unit:** *Company Commander,* **Weapon:** *Frag grenades, Laspistol*

Abilities	Description	Ref
Grand Strategist	Whilst your Warlord is alive, you can re-roll a single hit roll, wound roll or saving throw per battle. In addition, if your army is Battle-forged and this Warlord is on the battlefield, roll a D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is immediately refunded.	
Kurov's Aquila	OFFICERS only. Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem. On a 5+ you gain 1 Command Point.	
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.	
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Company Commander	6"	3+	3+	3	3	4	3	8	5+	Codex: Astra Militarum p30

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Laspistol	12"	Pistol 1	3	0	1	-	

Tank Commander [12 PL, -1CP, 265pts]

Selections: Heavy Stubber [5pts], Hunter-Killer Missile [5pts], Lascannon [20pts], Multi-meltas [50pts], Stat Damage (Leman Russ Commander), Track guards [5pts], Turret-mounted Demolisher Siege Cannon [5pts], Weapon Expert

Categories: Leman Russ, Character, Faction: <REGIMENT>, Faction: Imperium, Officer, Tank Commander, Vehicle, HQ

Abilities: *Emergency Plasma Vents, Explodes, Grinding Advance, Smoke Launchers, Tank Orders, Track guards, Weapon Expert,* **Stat Damage - M/BS/A:** *TC Russ 1, TC Russ 2, TC Russ 3,* **Unit:** *Tank Commander,* **Weapon:** *Demolisher cannon, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta*

Field Commander [-1CP]

Selections: Stratagem: Field Commander [-1CP]

Categories: Stratagems

Abilities: *Field Commander*

Abilities	Description	Ref
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	
Field Commander	Use this Stratagem before the battle if you used any Specialist Detachment Stratagems when choosing your army. Choose one CHARACTER from your army that has gained a keyword from a Specialist Detachment Stratagem that is not your Warlord and is not a named character. You can give that character the Warlord Trait of the Specialist Detachment they are part of (note that this character is only regarded as your Warlord for the purpose of that Warlord Trait). This Stratagem can only be used once for each Specialist Detachment Stratagem you have used (spend 1 CP each time you use it). No two characters can have the same Warlord Trait.	Imperium Nihilus: Vigilus Defiant p169
Grinding Advance	If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; Conqueror battle cannon; demolisher cannon; Eradicator nova cannon; Executioner plasma cannon; Exterminator autocannon; Punisher gatling cannon; Stygies Vanquisher battle cannon; twin lascannon and Vanquisher battle cannon.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book
Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each LEMAN RUSS can only be given a single order each turn.	
Track guards	A vehicle with track guards always counts as having its starting number of Wounds when determining its Move characteristic (i.e., its Move characteristic does not decrease as it suffers wounds).	
Weapon Expert	"Improve the Armour Penetration characteristic of turret weapons (see Codex: Astra Militarum) this model is equipped with by 1 (e.g. AP 0 becomes AP -1).	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
TC Russ 1	7-12+	10"	3+	3	
TC Russ 2	4-6	7"	4+	D3	
TC Russ 3	1-3	4"	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Troops [6 PL, 110pts]

Infantry Squad [3 PL, 55pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS
Weapon: *Frag grenades*

9x Guardsman
    Selections: 9x Lasgun
    Unit: *Guardsman*, **Weapon:** *Lasgun*

Sergeant
    Selections: Chainsword, Laspistol
    Unit: *Sergeant*, **Weapon:** *Chainsword, Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 55pts]

    Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

    Weapon: *Frag grenades*

9x Guardsman

    Selections: 9x Lasgun

    Unit: *Guardsman*, **Weapon:** *Lasgun*

Sergeant

    Selections: Chainsword, Laspistol

    Unit: *Sergeant*, **Weapon:** *Chainsword, Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Heavy Support [19 PL, 340pts]

Heavy Weapons Squad [3 PL, 50pts]

Categories: Faction: <REGIMENT>, Faction: Imperium, Heavy Weapons Squad, Infantry, Heavy Support

Weapon: *Frag grenades*

Heavy Weapon Team

Selections: Lasgun, Mortar
Unit: *Heavy Weapons Team*, **Weapon:** *Lasgun, Mortar*

Heavy Weapon Team

Selections: Lasgun, Mortar
Unit: *Heavy Weapons Team*, **Weapon:** *Lasgun, Mortar*

Heavy Weapon Team

Selections: Lasgun, Mortar
Unit: *Heavy Weapons Team*, **Weapon:** *Lasgun, Mortar*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Mortar	48"	Heavy D6	4	0	1	Blast. This weapon can target units that are not visible to the firer.	

Manticore [8 PL, 145pts]

Selections: Heavy Bolter, Stat Damage (HS), 4x Storm Eagle Rockets

Categories: Faction: <REGIMENT>, Faction: Imperium, Manticore, Vehicle, Faction: Astra Militarum, Heavy Support

Abilities: *Smoke Launchers*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1, Stat Damage (HS) 2, Stat Damage (HS) 3*, **Unit:** *Manticore*, **Weapon:** *Heavy bolter, Storm Eagle Rockets*

Abilities	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Stat Damage (HS) 1	6-11+	12"	4+	3	
Stat Damage (HS) 2	3-5	8"	5+	D3	
Stat Damage (HS) 3	1-2	4"	6+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Storm Eagle Rockets	120"	Heavy 2D6	10	-2	D3	Blast. This weapon can target units that are not visible to the bearer. A model can only fire a single storm eagle rocket per turn. Each storm eagle rocket can only be fired once per battle.	

Manticore [8 PL, 145pts]

Selections: Heavy Bolter, Stat Damage (HS), 4x Storm Eagle Rockets

Categories: Faction: <REGIMENT>, Faction: Imperium, Manticore, Vehicle, Faction: Astra Militarum, Heavy Support

Abilities: *Smoke Launchers*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1, Stat Damage (HS) 2, Stat Damage (HS) 3*, **Unit:** *Manticore*, **Weapon:** *Heavy bolter, Storm Eagle Rockets*

Abilities	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Stat Damage (HS) 1	6-11+	12"	4+	3	
Stat Damage (HS) 2	3-5	8"	5+	D3	
Stat Damage (HS) 3	1-2	4"	6+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Storm Eagle Rockets	120"	Heavy 2D6	10	-2	D3	Blast. This weapon can target units that are not visible to the bearer. A model can only fire a single storm eagle rocket per turn. Each storm eagle rocket can only be fired once per battle.	

Force Rules

Defenders of Humanity: If your army is Battle-forged, all Troops units in ASTRA MILITARUM Detachments and all LEMAN RUSS units in Spearhead Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal. ()

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