


## Unlimited Pts - 5th Edition - Last Standers

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>1st Platoon (26<sup>+</sup>, 360 pts)</b>												
Lord Commissar	1		5	5	3	3	3	3	3/4	10	4+/5	90
<b>Unit Type:</b> Infantry; Refractor Field; Bolt Pistol; Carapace Armour; Power Weapon; Aura of Discipline: Before deployment select one of the following Doctrines for the unit: Airborne Assault, Behind Enemy Lines or Reconnaissance.; Independent Character; Summary Execution; Stubborn												
Infantry Platoon	1											270
Platoon Command Squad	4		3	3	3	3	1	3	1/2	7	5+	[120]
<b>Unit Type:</b> Infantry; Flak Armour; Close Combat Weapon (x4); Lasgun (x1); Medi-pack; Vox Caster; Heavy Flamer; Laspistol (x1); Plasmagun (x1)												
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[26]
<b>Flak Armour; Plasma Pistol; Power Weapon; Junior Officer</b>												
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[75]
<b>Close Combat Weapon (x7); Flak Armour; Lasgun (x6); Vox Caster; Sniper Rifle; Heavy Weapons Team; Combined Squad</b>												
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[25]
<b>Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Missile Launcher</b>												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
<b>Flak Armour; Laspistol; Close Combat Weapon</b>												
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[75]
<b>Close Combat Weapon (x7); Flak Armour; Lasgun (x6); Vox Caster; Sniper Rifle; Heavy Weapons Team; Combined Squad</b>												
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[25]
<b>Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Missile Launcher</b>												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
<b>Flak Armour; Laspistol; Close Combat Weapon</b>												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>2nd Platoon (26<sup>+</sup>, 276 pts)</b>												
Ministorum Priest	1		3	3	3	3	1	3	2	7	5+/4	45
<b>Unit Type:</b> Infantry; Flak Armour; Rosarius; Close Combat Weapon; Shotgun; Independent Character; Righteous Fury												
Infantry Platoon	1											231
Platoon Command Squad	4		3	3	3	3	1	3	1/2	7	5+	[97]
<b>Unit Type:</b> Infantry; Flak Armour; Close Combat Weapon (x4); Lasgun (x1); Medi-pack; Platoon Standard; Vox Caster; Grenade Launcher (x1); Laspistol (x2)												
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[18]
<b>Flak Armour; Bolt Pistol; Power Weapon; Junior Officer</b>												
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[72]
<b>Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Vox Caster; Flamer (x1); Combined Squad</b>												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[17]
<b>Flak Armour; Bolt Pistol; Power Weapon</b>												
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[62]
<b>Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Vox Caster; Grenade Launcher (x1); Combined Squad</b>												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[7]
<b>Flak Armour; Close Combat Weapon; Bolt Pistol</b>												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>1st Armoured (2<sup>+</sup>, 430 pts)</b>												
Leman Russ Squadron	1											215
Leman Russ Eradicator	1	Grp:	BS: 3	FA: 14	SA: 13	RA: 10						[215]
<b>Unit Type:</b> Vehicle (Tank); Eradicator Nova Cannon; Searchlight; Smoke Launchers; Lascannon; Heavy Bolter Sponsons (x2); Dozer Blade; Pintle Heavy Stubber; Lumbering Behemoth												
Leman Russ Squadron	1											215
Leman Russ	1	Grp:	BS: 3	FA: 14	SA: 13	RA: 11						[215]
<b>Unit Type:</b> Vehicle (Tank); Punisher Gatling Cannon; Searchlight; Smoke Launchers; Lascannon; Dozer Blade; Pintle Heavy Stubber; Lumbering Behemoth												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>1st Cavalry (6<sup>+</sup>, 95 pts)</b>												
Rough Rider Squad	5		3	3	3	3	1	3	1	7	5+	95
<b>Unit Type:</b> Cavalry; Flak Armour; Krak Grenades; Hunting Lance (x3); Laspistol (x5); Meltagun (x2)												
Rough Rider Sergeant	1		3	3	3	3	1	3	2	8	5+	[25]
<b>Unit Type:</b> Cavalry; Flak Armour; Krak Grenades; Hunting Lance; Plasma Pistol												
<b>Total Cost:</b>											<b>1161</b>	

Option Footnotes	
Doctrines	
Airborne Assault	Re-roll scatter dice when the unit Deep Strikes (see C: IG, pg. 46).
Behind Enemy Lines	Grants the unit Infiltrate and the unit's weapons count as pinning the first time it fires (see C: IG, pg. 46).
Reconnaissance	Grants the unit Scouts and Move Through Cover (see C: IG, pg. 46).
Orders	
First Rank, FIRE! Second Rank, FIRE!	Lasguns in the ordered unit have plus 1 shots, so 3 at up to 12" and 2 at up to 24" with normal Rapid Fire restrictions (see C:IG, pg. 36).
Incoming!	The ordered unit may immediately go to ground, with an additional +1 bonus to cover saves (see C:IG, pg. 36).
Move! Move! Move!	The ordered unit immediately runs, rolling three dice and choosing the highest (see C:IG, pg. 36).
Special Rules	
Combined Squad	Infantry squads may combine during deployment (see C:IG, pg. 37).
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Junior Officer	The Junior Officer may issue 1 order per turn with a 6" command radius: First Rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! (see C:IG, pg. 36).
Lumbering Behemoth	Vehicle may fire it's main weapon when moving at Combat speed, but only moves 6+D6" when at Cruising speed (see C: IG, pg. 48).
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Righteous Fury	The Priest and his unit may re-roll to hit when charging (see C:IG, pg. 35).
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
Summary Execution	If Morale if failed, remove the highest Ld model, other than the Commissar, and re-roll (see C: IG, pg. 32).
Unit Type	
<b>Unit Type:</b> Cavalry	Unit Type: Cavalry (WH40k, pg. 54)
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Unit Type:</b> Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Wargear	
Bolt Pistol	12" Range; S4; AP5; Pistol
Carapace Armour	Confers a 4+ Armour Save.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain. See C:IG, pg. 70.
Eradicator Nova Cannon	36" Range; S6; AP4; Heavy 1, Large Blast (see C:IG, pg. 49).
Flak Armour	Confers a 5+ Armour Save.
Flamer	Template; S4; AP5; Assault 1
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Grenade Launcher	Frag: 24" Range; S3; AP6; Assault 1; Blast. Krak: 24" Range; S6; AP4; Assault 1.
Heavy Bolter Sponsons	36" Range; S5; AP4; Heavy 3
Heavy Flamer	Template; S5; AP4; Assault 1
Hunting Lance	+2 S and +2 I (exceptions apply, see C: IG, pg. 46).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Lascannon	48" Range; S9; AP2; Heavy 1
Lasgun	24" Range; S3; AP-; Rapid
Las pistol	12" Range; S3; AP-; Pistol
Medi-pack	While the model with this is alive, the squad has Feel No Pain.
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Pintle Heavy Stubber	36" Range; S4; AP6; Heavy 3.
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Plasmagun	24" Range; S7; AP2; Rapid Fire; Gets Hot!
Platoon Standard	Counts as scoring one additional wound for purposes of close combat results (see C:IG, pp. 36).
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Punisher Gatling Cannon	24" Range; S5; AP-; Heavy 20.
Refractor Field	Confers a 5+ Invulnerable save (see C:IG, pg. 35).






Rosarius	Confers a 4+ Invulnerable save. See C:WH, pg. 22 OR Wargear, pg. 56.
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.
Shotgun	12" Range; S3; AP-; Assault 2
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Vox Caster	If an officer is attempting to issue an order to a friendly unit and both the officer's Command Squad and the chosen unit contain a model with a vox caster, the Leadership test to see if the order has been understood can be re-rolled if failed (see C:IG, pg. 71).

### Validation Report

c-1. File Version: 1.07b For Bug Reports/www.ab40k.org; 1. Guard Regiments: 5th Edition Codex; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission  
Roster satisfies all enforced validation rules

### Roster Statistics

% Elite: 0.0  
% Fast: 8.2  
% Heavy: 37.0  
% HQ: 7.8  
Model Count: 58  
% Troops: 43.2  
% Wargear: 0.0  
Files version: 1.07  
Faith Points: 0

Group	Min	Max	Used
	1	2	1
	0	3	0
	2	6	2
	0	3	1
	0	3	2