




## 1850 Pts - 5th Edition - 1st Security/Assault Group

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>1st SAG HQ (5<sup>+</sup>, 150 pts)</b>													
SAG Command Section 005	4		3	4	3	3	1	3	1/2	7	5+	150	
Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Krak Grenades; Medi-pack; Regimental Standard; Vox Caster; Heavy Flamer; Laspistol (x3)													
Lieutenant Barnes	1		4	4	3	3	3	3	3/4	9	5+/5	[51]	
Infantry; Flak Armour; Frag Grenades; Refractor Field; Krak Grenades; Melta Bombs; Plasma Pistol; Power Weapon; Senior Officer													
<b>Assault Platoon (35<sup>+</sup>, 282 pts)</b>													
Infantry Platoon	1	Grp: 										282	
Squad 541													
Command Squad 3-6	4		3	3	3	3	1	3	1/2	7	5+	[102]	
Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x1); Krak Grenades; Medi-pack; Vox Caster; Grenade Launcher (x1); Laspistol (x1); Meltagun (x1)													
Ensign Conrad	1		4	4	3	3	1	3	2/3	8	5+	[23]	
Infantry; Junior Officer; Flak Armour; Frag Grenades; Krak Grenades; Melta Bombs; Bolt Pistol; Power Weapon; Junior Officer													
Squad 144	9		3	3	3	3	1	3	1	7	5+	[60]	
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Vox Caster; Flamer (x1)													
Petty Officer Tall a	1		3	3	3	3	1	3	2/3	8	5+	[5]	
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon													
Squad 609	9		3	3	3	3	1	3	1	7	5+	[60]	
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Vox Caster; Flamer (x1)													
Petty Officer Larioza	1		3	3	3	3	1	3	2/3	8	5+	[5]	
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon													
Squad 541	9		3	3	3	3	1	3	1	7	5+	[60]	
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Vox Caster; Flamer (x1)													
Petty Holl and	1		3	3	3	3	1	3	2/3	8	5+	[5]	
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Fire Support Platoon (34<sup>+</sup>, 457 pts)</b>												
Infantry Platoon	1	Grp:										457
Lascannon Section; Mortar Section 1; Autocannon Section												
Command Squad 4-9	4		3	3	3	3	1	3	1/2	7	5+	[77]
Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x1); Medi-pack; Vox Caster; Grenade Launcher (x1); Laspistol (x1); Sniper Rifle (x1)												
Ensign Wright	1		4	4	3	3	1	3	2/3	8	5+	[8]
Infantry; Junior Officer; Flak Armour; Frag Grenades; Close Combat Weapon; Bolt Pistol; Junior Officer												
Squad 317	7		3	3	3	3	1	3	1	7	5+	[70]
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x6); Flak Armour; Lasgun (x7); Flamer (x1); Heavy Weapons Team												
Missile Launcher Team	1		3	3	3	3	2	3	2	7	5+	[15]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Missile Launcher												
Petty Officer Pope	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon												
Squad 450	7		3	3	3	3	1	3	1	7	5+	[70]
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x6); Flak Armour; Lasgun (x7); Flamer (x1); Heavy Weapons Team												
Missile Launcher Team	1		3	3	3	3	2	3	2	7	5+	[15]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Missile Launcher												
Petty Officer Neace	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon												
Lascannon Section	3		3	3	3	3	2	3	2	7	5+	[105]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Lascannon (x3)												
Mortar Section 1	3		3	3	3	3	2	3	2	7	5+	[60]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Mortar (x3)												
Autocannon Section	3		3	3	3	3	2	3	2	7	5+	[75]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Autocannon (x3)												
<b>77th Vendetta Gunship Squadron (1<sup>+</sup>, 130 pts)</b>												
Vendetta Gunship	1	Grp:										130
Deep Strike; Scout; Grav Chute Insertion												
Vendetta 01 "Helen"	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10						[130]
Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Twin-linked Lascannon (x3)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>812th Valkyrie Assault Carrier Squadron (3<sup>x</sup>, 465 pts)</b>												
Val kyrie Assault Carrier Squadron	1	Grp: 										465
	Deep Strike; Scout; Grav Chute Insertion; Valkyrie 02; Valkyrie 03											
Val kyrie 01	1	Grp: BS: 3 FA: 12 SA: 12 RA: 10										[155]
	Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Lascannon; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2)											
Val kyrie 02	1	Grp: BS: 3 FA: 12 SA: 12 RA: 10										[155]
	Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Lascannon; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2)											
Val kyrie 03	1	Grp: BS: 3 FA: 12 SA: 12 RA: 10										[155]
	Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Lascannon; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2)											
<b>Total Cost:</b>											<b>1484</b>	

### Option Footnotes

Doctrines	
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).
Senior Officer	The Senior Officer may issue 2 orders per turn with a 12" command radius: Bring it Down, Fire on my Target!, Get Back in the Fight!, First Rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! (see C:IG, pg. 30).
Orders	
Bring It Down!	Choose one enemy unit, the weapons the ordered unit fires at this unit count as twin-linked (see C:IG, pg. 30).
Fire on my Target!	Choose one enemy unit, successful cover saves against firing by the ordered unit at this unit must be re-rolled (see C:IG, pg. 30).
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).
Get Back in the Fight!	The ordered unit immediately regroups or returns to normal. It may shoot and assault normally (see C:IG, pg. 30).
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).
Skills	
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Wargear	
Autocannon	48" Range; S7; AP4; Heavy 2
Bolt Pistol	12" Range; S4; AP5; Pistol
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Extra Armor	Count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead. See Wargear, pg. 34.
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
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
Laspistol	12" Range; S3; AP-; Pistol
Medi-pack	While the model with this is alive, the squad has Feel No Pain.
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
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.
Mortar	48" Range; S4; AP6; Heavy 1, Blast, Barrage.
Multiple Rocket Pods	24" Range; S4; AP6; Heavy 1, Large Blast.
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Refractor Field	Confers a 5+ Invulnerable save (see C:IG, pg. 35).
Regimental Standard	Counts as scoring one additional wound for purposes of close combat results. Any friendly units within 12" re-roll failed Morale and Pinning tests (see C:IG, pp. 71).
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target 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. See Wargear, pg. 36.
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Twin-linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked
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: 1.04a 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: 40.1  
% Heavy: 0.0  
% HQ: 10.1  
Model Count: 76  
% Troops: 49.8  
% Wargear: 0.0  
Files version: 1.04  
Faith Points: 0

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