



Website  
Facebook

www.CommunityComp.Org  
www.facebook.com/CommunityComp

Player  
Event

Ethan Halliday  
Castle Assault

Faction

Detachment

Detachment name

Detachment 1	Space Marines	Gladius Strike Force	Ultramarines 3rd Company
Detachment 2	Space Marines	1st Company Task Force	< Detachment 2 >
Detachment 3	Fortification	Fortification	< Detachment 3 >

Total Points **1976** Kill Points **#** Warp Charge **0** # of Models **61** Credits Spent **9**

Army

Points

Comp

Ultramarines 3rd Company		No. items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
HQ	<b>Captain</b>	1	105	105	105	0	1	1	0	
	Power Sword			0						
				0						
				0						
				0						
TROOPS	<b>Tactical Squad</b>	1	170	170	170	0	2	11	0	0 Non Standard Deployment Free Transport
	10 Marines, Sergeant with combi plasma, Melta, Multi Melta			0						
	Drop Pod Transport			0						
				0						
				0						
TROOPS	<b>Tactical Squad</b>	1	205	205	205	0	2	11	0	0 Armour points 4 Free Transport
	Veteran Sergeant with Power Fist, Plasma Gun, Plasma Cannon, 10 Marines			0						
	Rhino Transport			0						
				0						
				0						
TROOPS	<b>Tactical Squad</b>	1	120	120	120	0	2	6	0	0 Armour Points 5 Free Transport
	5 Marines, Veteran Sergeant with Lightning Claw, Flamer			0						
	Razorback Transport with Assault Cannon			0						
				0						
				0						
FAST ATTACK	<b>Bike Squad</b>	1	191	191	191	0	1	6	0	
	6 Bikes, Veteran Sergeant with Power Fist 2X Plasma Gun			0						
				0						
				0						
				0						
ELITES	<b>Dreadnought</b>	1	115	115	115	0	1	1	0	0 Armour Points 4
	Lascannon			0						
				0						
				0						
				0						
HEAVY SUPPORT	<b>Centurion Devastator Squad</b>	1	240	240	240	0	1	3	0	
	Lascannons and Missile Launchers			0						
				0						
				0						
				0						
< SELECT ROLE >	< UNIT NAME >			0	0					
				0						
				0						
				0						
				0						

1st Company Task Force		Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
ELITES	<b>Sternguard Veteran Squad</b>	1	320	320	320	0	2	11	0	0 Non Standard Deployment
	10 Marines, 4 Combi Meltas, Power Fist			0						
	Drop Pod Transport			0						
				0						
				0						
ELITES	<b>Terminator Squad</b>	2	205	410	410	0	2	10	0	
	Cyclone Missile Launcher, 1 Chainfist			0						
				0						
				0						
				0						
ELITES	< UNIT NAME >			0	0					
				0						
				0						
				0						
				0						
< SELECT ROLE >	< UNIT NAME >			0	0					
				0						
				0						
				0						
				0						

Fortification		Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
FORTIFICATION	<b>Aegis Defence Line</b>	1	100	100	100	0	0	1	1	1 Fortifications
	Quad Gun Emplacement			0						
				0						
				0						
				0						
< SELECT ROLE >	< UNIT NAME >			0	0					
				0						
				0						
				0						
				0						
< SELECT ROLE >	< UNIT NAME >			0	0					
				0						
				0						
				0						

		0	
< SELECT ROLE >	< UNIT NAME >	0	0
		0	
		0	
		0	
		0	

Army Wide Credits		Credit Cost	Comp Rule Description
			1 Non Standard Deployment Points (17)
			3 Armoured Vehicle Points (35)
			1 Gladius Strike Force
			2 Free Transports (6)
			1 1st Company Task Force