New Roster (Warhammer 40,000 7th Edition v2017) (1500pts)

Combined Arms Detachment (Astra Militarum: Codex (2014) v2011) (1500pts)

Ideal Mission Commander, Ideal Mission Commander (Combined Arms Detachment), Objective Secured (Combined Arms Detachment), Objective Secured (Troops)

HQ (593pts)

Company Command Squad (83pts)

Carapace Armour (8pts), 4x Veteran w/ Lasgun

Company Commander (15pts)

Carapace Armour (5pts), Close Combat Weapon, HoC: Volkov's Cane (10pts), Orders

Orders: Bring it Down!, Orders: Fire on my Target!, Orders: First Rank, FIRE! Second Rank, FIRE!, Orders: Forwards, for the Emperor!, Orders: Get Back in the Fight!, Orders: Move! Move! Move!, Orders: Smite at Will!, Orders: Suppressive Fire!, Orders: Take Aim!, Senior Officer, Voice of Command

Laspistol

Laspistol

Name	Unit Type	ws	BS	S	т	w	I	Α	Ld	Save	Ref
Company Commander (Carapace Armour)	Infantry (Character)	4	4	3	3	3	3	3	9	4+/5++	Codex: Astra Militarum p30
Veteran (Carapace Armour)	Infantry	3	4	3	3	1	3	1	7	4+	Codex: Astra Militarum p30

Name	Description	Ref
Carapace Armour	4+ Sv	Codex: Astra Militarum
Refractor Field	5+ Invul Sv	Codex: Astra Militarum
Volkov's Cane*	When a model carrying Volkov's Cane issues an order to a unit within 6", the Leadership test will only fail on a roll of a double 6.	

Name	Range	Strength	AP	Туре	Ref
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Frag Grenades	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
Lasgun	24	3	-	Rapid Fire	Codex: Astra Militarum
Laspistol	12	3	-	Pistol	Codex: Astra Militarum
Volkov's Cane	-	User	4	Melee, Concussive	

Tank Commander (510pts)

Battle Tank (150pts)

Heavy Bolter

Battle Tank (150pts)

Heavy Bolter

Command Punisher (180pts)

Heavy Bolter, Knight Commander Pask (40pts), Warlord Warlord, Warlord Trait: Astra Militarum

Name	Unit Type	WS	BS	S	т	W	I	Α	Ld	Save	Ref	
Knight Commander Pask	Tank, Heavy (Character)	-	4	-	-	-	-	-	-	-	Codex: Astra Militarum p59	

	В	S Front	Side	Rear	HP	Туре	Ref	
Leman Russ	3	14	13	10	3	Tank, Heavy	Codex: Astra Militarum p46	
Leman Russ Punisher	4	14	13	11	3	Tank, Heavy	Codex: Astra Militarum p47	
Name	Description							Ref
Searchlight	firing all of i illuminates has used its	s weapor iself. You searchlig	ns, choo may pla phts this	se to il ace ma turn. Il	lumir arkers Ilumii	nate its target wi s next to the uni	icle has a searchlight, it can, after ith the searchlight. If it does so, it als ts, and next to the vehicle, to show it I the end of the following turn. special rule.	
	vehicle with appropriate its weapons enemy Sho smoke disp	smoke la counter n in the sa oting phas erses with	unchers ext to th me turn se, recei n no furth	s can tr ne vehio as it us iving a her effe	igger cle to sed s 5+ co ect. N	them. Place so show it is obsc smoke launchers over save. After lote that a vehic	(or Running in the case of Walkers), ome cotton wool or some other cured. The vehicle may not fire any o s, but counts as obscured in the next the enemy's Shooting phase, the cle may still use smoke launchers tit does not have any shooting	Warhammer
Launchers	vehicle with appropriate its weapons enemy Sho smoke disp even if has	smoke la counter n in the sa oting phase erses with suffered a	unchers ext to th me turn se, recei n no furth	s can tr ne vehio as it us iving a her effe Shaken	igger cle to sed s 5+ c ect. N or S	them. Place so show it is obsc smoke launchers over save. After lote that a vehic tunned result or	the enemy's Shooting phase, the cle may still use smoke launchers	Warhammer
Smoke Launchers Name Battle Canno	vehicle with appropriate its weapons enemy Sho smoke disp even if has weapons.	smoke la counter n in the sa oting phase erses with suffered a	unchers ext to th me turn se, recei n no furth Crew S	s can tr ne vehio as it us iving a her effe Shaken	igger cle to sed s 5+ c ect. N or S	them. Place so show it is obsc smoke launchers over save. After lote that a vehic tunned result or	the enemy's Shooting phase, the cle may still use smoke launchers it does not have any shooting	F
Name	vehicle with appropriate its weapons enemy Sho smoke disp even if has weapons.	smoke la counter n in the sa oting phase erses with suffered a Range	unchers ext to th me turn se, recei n no furth Crew S Streng	s can tr ne vehic as it us iving a her effe Shaken	igger cle to sed s 5+ cr ect. N or S P Ty O	them. Place so show it is obsc smoke launchers over save. After lote that a vehic tunned result or	me cotton wool or some other cured. The vehicle may not fire any or s, but counts as obscured in the next the enemy's Shooting phase, the cle may still use smoke launchers tit does not have any shooting Ref	Warhammer

Elites (215pts)

Militarum Tempestus Platoon (215pts)

Militarum Tempestus Command Squad (125pts)

4x Tempestus Scion w/ Meltagun (40pts)

Clarion Vox-net, Deep Strike, Move Through Cover

Tempestor Prime

Close Combat Weapon, Hot-shot Laspistol, Orders

Orders: Bring it Down!, Orders: Fire on my Target!, Orders: First Rank, FIRE! Second Rank, FIRE!, Orders: Forwards, for the Emperor!, Orders: Get Back in the Fight!, Orders: Move! Move! Move!, Orders: Smite at Will!, Orders: Suppressive Fire!, Orders: Take Aim!, Voice of Command

Militarum Tempestus Scions (90pts)

2x Tempestus Scion (24pts), 2x Tempestus Scion w/ Meltagun (44pts)

Deep Strike, Move Through Cover

4+ Sv

Tempestor

Close Combat Weapon, Hot-shot Laspistol

Name	Unit Type	ws	BS	s	т	w	I	A	Ld	Save	Ref
Tempestor	Infantry (Character)	3	4	3	3	1	3	2	8	4+	Codex: Astra Militarum p39
Tempestor Prime	Infantry (Character)	4	4	3	3	2	4	2	9	4+	Codex: Astra Militarum p39
Tempestus Scion	Infantry	3	4	3	3	1	3	1	7	4+	Codex: Astra Militarum p39
Name	Description Ref]					

Name

Carapace

Armour

Codex: Astra Militarum

Ref

Frag Grenades8"3-Assault 1, 3" BlastWarhammer 40k rulebookHot-shot Lasgun1833Rapid FireCodex: Astra MilitarumHot-shot Laspistol633PistolCodex: Astra MilitarumKrak Grenades8"64Assault 1Warhammer 40k rulebookMeltagun1281Assault 1, MeltaCodex: Astra Militarum	Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Hot-shot Laspistol633PistolCodex: Astra MilitarumKrak Grenades8"64Assault 1Warhammer 40k rulebook	Frag Grenades	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
Krak Grenades 8" 6 4 Assault 1 Warhammer 40k rulebook	Hot-shot Lasgun	18	3	3	Rapid Fire	Codex: Astra Militarum
	Hot-shot Laspistol	6	3	3	Pistol	Codex: Astra Militarum
Meltagun 12 8 1 Assault 1, Melta Codex: Astra Militarum	Krak Grenades	8"	6	4	Assault 1	Warhammer 40k rulebook
	Meltagun	12	8	1	Assault 1, Melta	Codex: Astra Militarum

Troops (497pts)

Infantry Platoon (202pts)

Infantry Squad (55pts)

8x Guardsman, Guardsman w/ Vox-caster (5pts) Combined Squad

Sergeant

Close Combat Weapon, Laspistol

Infantry Squad (55pts)

8x Guardsman, Guardsman w/ Vox-caster (5pts) Combined Squad

Sergeant

Close Combat Weapon, Laspistol

Platoon Command Squad (30pts)

4x Guardsman w/ Lasgun

Platoon Commander

Close Combat Weapon, Laspistol, Orders

Orders: Bring it Down!, Orders: Fire on my Target!, Orders: First Rank, FIRE! Second Rank, FIRE!, Orders: Forwards, for the Emperor!, Orders: Get Back in the Fight!, Orders: Move! Move! Move!, Orders: Smite at Will!, Orders: Suppressive Fire!, Orders: Take Aim!, Voice of Command

Sabre Weapons Battery (FW) (62pts)

Additional Sabre Crew (2pts), 2x Sabre w/ Twin-linked Heavy Bolter (60pts)

Name	Unit Type	ws	BS	s	т	w	I	A	Ld	Save	Ref
Guardsman	Infantry	3	3	3	3	1	3	1	7	5+	Codex: Astra Militarum p36
Platoon Commander	Infantry (Character)	4	4	3	3	1	3	2	8	5+	Codex: Astra Militarum p36
Sabre	Artillery (Immobile)	-	-	-	7	2	-	-	-	3+	IA1 2nd Ed p206
Sergeant	Infantry (Character)	3	3	3	3	1	3	2	8	5+	Codex: Astra Militarum p36

Name	Description	Ref
Flak Armour	5+ Sv	Codex: Astra Militarum
Vox- caster	Failed Leadership tests for orders issued to a unit with a vox-caster can be re-rolled, provided the officer's unit also has a vox-caster. An officer may not use a vox-caster's ability on his own unit.	Codex: Astra Militarum

Name	Range	Strength	AP	Туре	Ref
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Frag Grenades	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
Heavy Bolter	36	5	4	Heavy 3	Codex: Astra Militarum
Lasgun	24	3	-	Rapid Fire	Codex: Astra Militarum

Pistol

-

Infantry Platoon (150pts)

Infantry Squad (55pts)

8x Guardsman, Guardsman w/ Vox-caster (5pts) Combined Squad

12

Combined Oqua

Sergeant

Close Combat Weapon, Laspistol

Infantry Squad (55pts)

8x Guardsman, Guardsman w/ Vox-caster (5pts) Combined Squad

Sergeant

Close Combat Weapon, Laspistol

Platoon Command Squad (40pts)

2x Guardsman w/ Flamer (10pts), 2x Guardsman w/ Lasgun

Platoon Commander

Close Combat Weapon, Laspistol, Orders

Orders: Bring it Down!, Orders: Fire on my Target!, Orders: First Rank, FIRE! Second Rank, FIRE!, Orders: Forwards, for the Emperor!, Orders: Get Back in the Fight!, Orders: Move! Move! Move!, Orders: Smite at Will!, Orders: Suppressive Fire!, Orders: Take Aim!, Voice of Command

Name	Unit Type	ws	BS	s	т	w	I	A	Ld	Save	Ref
Guardsman	Infantry	3	3	3	3	1	3	1	7	5+	Codex: Astra Militarum p36
Platoon Commander	Infantry (Character)	4	4	3	3	1	3	2	8	5+	Codex: Astra Militarum p36
Sergeant	Infantry (Character)	3	3	3	3	1	3	2	8	5+	Codex: Astra Militarum p36

Name	Description	Ref
Flak Armour	5+ Sv	Codex: Astra Militarum
Vox- caster	Failed Leadership tests for orders issued to a unit with a vox-caster can be re-rolled, provided the officer's unit also has a vox-caster. An officer may not use a vox-caster's ability on his own unit.	Codex: Astra Militarum

Name	Range	Strength	AP	Туре	Ref
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Flamer	Template	4	5	Assault 1	Codex: Astra Militarum
Frag Grenades	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
Lasgun	24	3	-	Rapid Fire	Codex: Astra Militarum
Laspistol	12	3	-	Pistol	Codex: Astra Militarum

Veterans (145pts)

Grenadiers (15pts), 8x Veteran w/ Lasgun

Chimera (65pts)

Heavy Bolter, Multi-laser Amphibious, Mobile Command Vehicle

Veteran Sergeant

Close Combat Weapon, Laspistol

Veteran w/ Vox-caster (5pts)

Lasgun

Name	Unit Type	WS	BS	S	т	W	I	Α	Ld	Save	Ref
Veteran (Grenadiers)	Infantry	3	4	3	3	1	3	1	7	4+	Codex: Astra Militarum p30
Veteran Sergeant (Grenadiers)	Infantry (Character)	3	4	3	3	1	3	2	8	4+	Codex: Astra Militarum p38

Name	BS	Front	Side	Rear	HP	Туре	Ref
Chimera	3	12	10	10	3	Tank, Transport	Codex: Astra Militarum p40

Name	Description	on						Ref
Carapace Armour	4+ Sv							Codex: Astra Militarum
Lasgun Arrays	hull. Up to each from this turn. T for these s Chimera h lasgun arr	six mode these las fo repres shots – th nas move rays can c	els in the en sgun arrays ent the unus e lasgun ar d. If the Chi only make S	nbark , prov sual i rays mera	ted unit (a maximum vided those models a nature of these weap can shoot at this Bal has suffered a Crev Shots. Lastly, each a	ne array located above each s of three per array) may fire or are not using the Chimera's Fir oons, use the Chimera's Ballist listic Skill regardless of how fa v Stunned or Crew Shaken res array may shoot at a different t same array must shoot at the	ne lasgun re Points tic Skill ar the sult, the target to	Codex: Astra Militarum
Searchlight	firing all of illuminates has used	f its weap s itself. Yo its search	ons, choose ou may plac llights this t	e to il ce ma urn. I	luminate its target w arkers next to the uni	ticle has a searchlight, it can, a tith the searchlight. If it does so ts, and next to the vehicle, to I the end of the following turn. special rule.	o, it also show it	Warhammei 40k rulebool
Smoke Launchers	vehicle wi appropriat its weapor enemy Sh smoke dis	th smoke the counter ns in the s pooting ph sperses w	launchers of next to the same turn a nase, receiv ith no furthe	can tr vehi s it u ing a er effe	igger them. Place so cle to show it is obso sed smoke launcher 5+ cover save. After ect. Note that a vehic	(or Running in the case of Wa ome cotton wool or some othe cured. The vehicle may not fire s, but counts as obscured in th the enemy's Shooting phase, cle may still use smoke launch es not have any shooting wea	r e any of he next , the ners even	Warhamme 40k rulebool
Vox-caster						vox-caster can be re-rolled, p ot use a vox-caster's ability on		Codex: Astra Militarum
Name		Range	Strength	AP	Туре	Ref		
Close Comba Weapon	at	-	User	-	Melee	Warhammer 40k rulebook		
Frag Grenad	es	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook		
Heavy Bolter	,	36	5	4	Heavy 3	Codex: Astra Militarum		
,								
Lasgun		24	3	-	Rapid Fire	Codex: Astra Militarum		

Heavy Support (195pts)

Multi-laser

vern Batt	ery (65pts)					
Wyvern (Heavy	-	-					
Name	BS	Front	Side	Rear	HP	Туре	Ref
Wyvern	3	12	10	10	3	Tank, Open- topped	Codex: Astra Militarum p51
6							

6

6

Heavy 3

Codex: Astra Militarum

36

Name Heavy Bolter	•	Strength 5	AP 4	Type Heavy 3	Ref Codex: Astra	a Militarum
Name	Range	Strength	AP	Туре	Ref	
Smoke Launchers	vehicle with sr appropriate co its weapons in enemy Shootii smoke dispers	moke launcl ounter next to the same to ng phase, ro ses with no	ners o o the urn a eceivi furthe	boting or moving Flat Out (or Running in the case of can trigger them. Place some cotton wool or some of evenicle to show it is obscured. The vehicle may no is it used smoke launchers, but counts as obscured ing a 5+ cover save. After the enemy's Shooting ph er effect. Note that a vehicle may still use smoke lau naken or Stunned result or it does not have any shoo	other t fire any of in the next ase, the unchers	Warhamme 40k ruleboo
Searchlight	illuminates itse has used its se	elf. You may earchlights	noose / plac this to	rules are in effect. If a vehicle has a searchlight, it c e to illuminate its target with the searchlight. If it doe ce markers next to the units, and next to the vehicle urn. Illumination lasts until the end of the following to fit from the Night Fighting special rule.	es so, it also , to show it	Warhamme 40k rulebool

Heavy	5pt Bolte									
Name	BS	Front	Side	Rear	HP	Тур)	Ref		
Wyvern	3	12	10	10	3	Tanl topp	k, Open- ed	Codex: Astra Militarum p51		
Name		Descri	iption							Ref
Searchlig	ht	firing a illumina has us	II of its ates its ed its s	weapo elf. You earchli	ns, cl u may ghts i	hoose y plac this tu	e to illuminate its e markers next ırn. Illumination	ct. If a vehicle has a searchlight a target with the searchlight. If to the units, and next to the ver- lasts until the end of the follow Fighting special rule.	it does so, it also whicle, to show it	Warhamme 40k ruleboo
Smoke Launcher	'S	vehicle approp its wea enemy smoke	e with sr priate co apons ir Shooti dispers	moke la ounter r n the sa ng pha ses wit	aunch next t ame t ise, re h no f	ners o the urn a eceivi furthe	an trigger them vehicle to show s it used smoke ng a 5+ cover s r effect. Note th	Flat Out (or Running in the ca . Place some cotton wool or s it is obscured. The vehicle m launchers, but counts as obs ave. After the enemy's Shooti at a vehicle may still use smo d result or it does not have an	ome other ay not fire any of cured in the next ng phase, the ke launchers	Warhamme 40k ruleboo
			Range	Strer	ngth	AP	Туре		Ref	
Name	lter		36	5		4	Heavy 3		Codex: Ast	ra Militarum
Name Heavy Bo			48	4		6				ra Militarum p5

Name	BS	Front	Side	Rear	HP	Туре	Ref	
Wyvern	3	12	10	10	3	Tank, Open- topped	Codex: Astra Militarum p51	
Name		Descri	iption					 Ref

Name Heavy Bolte

the Night Fighting encoded rule

Force Rules

Ideal Mission Commander: If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Warlord Trait table. (BRB)

Ideal Mission Commander (Combined Arms Detachment): (Warhammer 40k rulebook)

atad unita agin na

fit fr.

Objective Secured (Combined Arms Detachment): (Warhammer 40k rulebook)

Objective Secured (Troops): A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule. (BRB)

Selection Rules

Amphibious: All water terrain is open ground. (Codex: Astra Militarum p40)

Clarion Vox-net: Friendly units within 18" may use this model's Leadership for Pinning, Morale, and Fear. (Codex: Astra Militarum)

Combined Squad: May combine Infantry Squads just before rolling for Warlord Traits. (Codex: Astra Militarum)

Crack Shot: Can re-roll armor penetration. Also bonuses for weapons:

* Battle Cannon, Vanquisher, Demolisher, Eradicator: re-roll To Hit

* Exterminator or Punisher: Rending

* Executioner: may fire 36" S7 AP2 Heavy 1, Large Blast, Blind, Gets Hot (Codex: Astra Militarum p59)

Deep Strike: (BRB 2014 p162)

Doctrine: Grenadiers: 4+ carapace armour (Codex: Astra Militarum p38)

Interceptor: May fire at enemies that arrived from Reserves at end of their movement phase. Cannot shoot same weapon during next turn. (BRB 167 p167)

Leman Russ Commander: (Codex: Astra Militarum)

Mobile Command Vehicle: (Codex: Astra Militarum p40)

Move Through Cover: Roll extra D6 for difficult terrain. Automatically pass Dangerous Terrain. (BRB 2014 p168)

Orders: Bring it Down!: (Codex: Astra Militarum)

Orders: Fire on my Target!: (Codex: Astra Militarum)

Orders: First Rank, FIRE! Second Rank, FIRE!: (Codex: Astra Militarum)

Orders: Forwards, for the Emperor !: (Codex: Astra Militarum)

Orders: Get Back in the Fight!: (Codex: Astra Militarum)

Orders: Move! Move!: (Codex: Astra Militarum)

Orders: Smite at Will!: (Codex: Astra Militarum)

Orders: Suppressive Fire!: (Codex: Astra Militarum)

Orders: Take Aim!: (Codex: Astra Militarum)

Senior Officer: (Codex: Astra Militarum p30)

Skyfire: (Warhammer 40k rulebook p42)

Tank Orders: Full Throttle!: (Codex: Astra Militarum p32)

Tank Orders: Gunners, Kill on Sight!: (Codex: Astra Militarum p32)

Tank Orders: Strike and Shroud!: (Codex: Astra Militarum p32)

Voice of Command: (Codex: Astra Militarum p28)

Warlord: (Warhammer 40k rulebook)

Warlord Trait: Astra Militarum: 1 Grand Strategist

2 Old Grudges

3 Draconian Disciplinarian

4 Implacable Determination

5 Bellowing Voice

6 Master of Command (Codex: Astra Militarum)

Warlord Trait: Old Grudges: (Codex: Astra Militarum)

Created with BattleScribe