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	T	W	I	A	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	Type	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	T	W	I	A	Ld	Save	Ref
Knight Commander Pask	Tank, Heavy (Character)	-	4	-	-	-	-	-	-	-	Codex: Astra Militarum p59

Name	BS	Front	Side	Rear	HP	Type	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	Used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may place markers next to the units, and next to the vehicle, to show it has used its searchlights this turn. Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.	Warhammer 40k rulebook
Smoke Launchers	Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save. After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.	Warhammer 40k rulebook

Name	Range	Strength	AP	Type	Ref
Battle Cannon	72	8	3	Ordnance 1, 5" Blast	Codex: Astra Militarum
Heavy Bolter	36	5	4	Heavy 3	Codex: Astra Militarum
Punisher Gatling Cannon	24	5	-	Heavy 20	Codex: Astra Militarum

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

Tempestor

Close Combat Weapon, Hot-shot Laspistol

Name	Unit Type	WS	BS	S	T	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
Carapace Armour	4+ Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref

Name	Range	Strength	AP	Type	Ref
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Frag Grenades	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
Hot-shot Lasgun	18	3	3	Rapid Fire	Codex: Astra Militarum
Hot-shot Laspistol	6	3	3	Pistol	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	T	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	Type	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

Laspistol	12	3	-	Pistol	Codex: Astra Militarum

Infantry Platoon (150pts)

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 (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	T	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

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Name	Range	Strength	AP	Type	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	T	W	I	A	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	Type	Ref
Chimera	3	12	10	10	3	Tank, Transport	Codex: Astra Militarum p40

Name	Description	Ref
Carapace Armour	4+ Sv	Codex: Astra Militarum
Lasgun Arrays	A Chimera has two separate arrays of three lasguns – one array located above each side of its hull. Up to six models in the embarked unit (a maximum of three per array) may fire one lasgun each from these lasgun arrays, provided those models are not using the Chimera's Fire Points this turn. To represent the unusual nature of these weapons, use the Chimera's Ballistic Skill for these shots – the lasgun arrays can shoot at this Ballistic Skill regardless of how far the Chimera has moved. If the Chimera has suffered a Crew Stunned or Crew Shaken result, the lasgun arrays can only make Snap Shots. Lastly, each array may shoot at a different target to the Chimera's other weaponry, though all lasguns in the same array must shoot at the same target.	Codex: Astra Militarum
Searchlight	Used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may place markers next to the units, and next to the vehicle, to show it has used its searchlights this turn. Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.	Warhammer 40k rulebook
Smoke Launchers	Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save. After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.	Warhammer 40k rulebook
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	Type	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
Laspistol	12	3	-	Pistol	Codex: Astra Militarum
Multi-laser	36	6	6	Heavy 3	Codex: Astra Militarum

Heavy Support (195pts)

Wyvern Battery (65pts)

Wyvern (65pts)

Heavy Bolter

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

Name	Description	Ref

Name	Description	Ref
Searchlight	Used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may place markers next to the units, and next to the vehicle, to show it has used its searchlights this turn. Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.	Warhammer 40k rulebook
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Name	Range	Strength	AP	Type	Ref
Heavy Bolter	36	5	4	Heavy 3	Codex: Astra Militarum
Stormshard Mortar	48	4	6	Heavy 2, Barrage, 3" Blast, Ignores Cover, Shred	Codex: Astra Militarum p51

Wyvern Battery (65pts)

Wyvern (65pts)

Heavy Bolter

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

Name	Description	Ref
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Name	Range	Strength	AP	Type	Ref
Heavy Bolter	36	5	4	Heavy 3	Codex: Astra Militarum
Stormshard Mortar	48	4	6	Heavy 2, Barrage, 3" Blast, Ignores Cover, Shred	Codex: Astra Militarum p51

Wyvern Battery (65pts)

Wyvern (65pts)

Heavy Bolter

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

Name	Description	Ref
Searchlight	Used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may place markers next to the units, and next to the vehicle, to show it has used its searchlights this turn. Illumination lasts until the end of the following turn.	Warhammer 40k rulebook

Illuminated units gain no benefit from the Night Fighting special rule.

Smoke Launchers	Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save. After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.	Warhammer 40k rulebook

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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)

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! 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)