

## Steal host (1850pts)

### Astra Militarum: Codex (2014) (Formation Detachment) (910pts)

#### Formation (910pts)

##### "The Steel Host" (910pts)

*Elite Tank Crews*

##### Hydra (70pts)

Heavy Bolter, Searchlight, Smoke Launchers, 2x Twin-linked Hydra Autocannon

##### Leman Russ Squadron (140pts)

##### Punisher (140pts)

Heavy Bolter, Searchlight, Smoke Launchers, Turret-mounted Punisher Gatling Cannon

##### Leman Russ Squadron (140pts)

##### Punisher (140pts)

Heavy Bolter, Searchlight, Smoke Launchers, Turret-mounted Punisher Gatling Cannon

##### Leman Russ Squadron (150pts)

##### Battle Tank (150pts)

Battle Cannon, Heavy Bolter, Searchlight, Smoke Launchers

##### Tank Commander (410pts)

##### Command Vanquisher (195pts)

2x Plasma Cannons (30pts), Camo Netting (15pts), Dozer Blade (5pts), Lascannon (10pts), Searchlight, Smoke Launchers, Turret-mounted Vanquisher Battle Cannon

##### Tank Commander

Tank Orders

*Leman Russ Commander, Tank Orders: Full Throttle!, Tank Orders: Gunners, Kill on Sight!, Tank Orders: Strike and Shroud!*

##### Punisher (185pts)

2x Plasma Cannons (30pts), Camo Netting (15pts), Heavy Bolter, Searchlight, Smoke Launchers, Turret-mounted Punisher Gatling Cannon

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Tank Commander	Tank, Heavy (Character)	-	4	-	-	-	-	-	-	-	Codex: Astra Militarum p32

Name	BS	Front	Side	Rear	HP	Type	Ref
Hydra	3	12	10	10	3	Tank, Open-topped	Codex: Astra Militarum p49
Leman Russ	3	14	13	10	3	Tank, Heavy	Codex: Astra Militarum p46
Leman Russ Punisher	3	14	13	11	3	Tank, Heavy	Codex: Astra Militarum p47
Leman Russ Vanquisher (Commander)	4	14	13	10	3	Tank, Heavy	Codex: Astra Militarum p47

Name	Description	Ref
Camo Netting	+1 to Cover Sv. Note that this means it always has a cover save of at least 6+, even in the open.	Codex: Astra Militarum
Dozer Blade	Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.	Warhammer 40k rulebook
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
Hydra Autocannon	72	7	4	Heavy 2, Skyfire	Codex: Astra Militarum p49
Lascannon	48	9	2	Heavy 1	Codex: Astra Militarum
Plasma Cannon	36	7	2	Heavy 1, 3" Blast, Gets	Codex: Astra Militarum

Plasma Cannon	30	7	2	Hot!	Codex: Astra Militarum
Punisher Gatling Cannon	24	5	-	Heavy 20	Codex: Astra Militarum
Vanquisher Battle Cannon	72	8	2	Heavy 1, Armourbane	Codex: Astra Militarum

## Astra Militarum: Codex (2014) (Combined Arms Detachment) (940pts)

### HQ (810pts)

#### Tank Commander (435pts)

##### Command Punisher (220pts)

2x Heavy Bolter (20pts), Camo Netting (15pts), Dozer Blade (5pts), Heavy Bolter, Searchlight, Smoke Launchers, Turret-mounted Punisher Gatling Cannon

##### Knight Commander Pask (40pts)

Tank Orders

*Crack Shot, Leman Russ Commander, Tank Orders: Full Throttle!, Tank Orders: Gunners, Kill on Sight!, Tank Orders: Strike and Shroud!, Warlord Trait: Old Grudges*

##### Punisher (185pts)

2x Plasma Cannons (30pts), Camo Netting (15pts), Heavy Bolter, Searchlight, Smoke Launchers, Turret-mounted Punisher Gatling Cannon

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Knight Commander Pask</b>	Tank, Heavy (Character)	-	4	-	-	-	-	-	-	-	Codex: Astra Militarum p59

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Leman Russ Punisher</b>	3	14	13	11	3	Tank, Heavy	Codex: Astra Militarum p47
<b>Leman Russ Punisher (Commander)</b>	4	14	13	11	3	Tank, Heavy	Codex: Astra Militarum p47

Name	Description	Ref
<b>Camo Netting</b>	+1 to Cover Sv. Note that this means it always has a cover save of at least 6+, even in the open.	Codex: Astra Militarum
<b>Dozer Blade</b>	Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.	Warhammer 40k rulebook
<b>Searchlight</b>	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
<b>Smoke Launchers</b>	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
<b>Heavy Bolter</b>	36	5	4	Heavy 3	Codex: Astra Militarum
<b>Plasma Cannon</b>	36	7	2	Heavy 1, 3" Blast, Gets Hot!	Codex: Astra Militarum
<b>Punisher Gatling Cannon</b>	24	5	-	Heavy 20	Codex: Astra Militarum

#### Tank Commander (375pts)

##### Command Vanquisher (185pts)

2x Heavy Bolter (20pts), Camo Netting (15pts), Dozer Blade (5pts), Lascannon (10pts), Searchlight, Smoke Launchers, Turret-mounted Vanquisher Battle Cannon

##### Tank Commander

Tank Orders

*Leman Russ Commander, Tank Orders: Full Throttle!, Tank Orders: Gunners, Kill on Sight!, Tank Orders: Strike and Shroud!*

##### Exterminator (160pts)

2x Multi-meltas (20pts), Lascannon (10pts), Searchlight, Smoke Launchers, Turret-mounted Exterminator Autocannon

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Tank Commander</b>	Tank, Heavy (Character)	-	4	-	-	-	-	-	-	-	Codex: Astra Militarum p32

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Tank Commander</b>	4	14	13	11	3	Tank, Heavy	Codex: Astra Militarum p32

<b>Leman Russ Exterminator</b>	3	14	13	10	3	Tank, Heavy	Codex: Astra Militarum p46
<b>Leman Russ Vanquisher (Commander)</b>	4	14	13	10	3	Tank, Heavy	Codex: Astra Militarum p47

Name	Description	Ref
<b>Camo Netting</b>	+1 to Cover Sv. Note that this means it always has a cover save of at least 6+, even in the open.	Codex: Astra Militarum
<b>Dozer Blade</b>	Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.	Warhammer 40k rulebook
<b>Searchlight</b>	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
<b>Smoke Launchers</b>	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
<b>Exterminator Autocannon</b>	48	7	4	Heavy 4, Twin-linked	Codex: Astra Militarum
<b>Heavy Bolter</b>	36	5	4	Heavy 3	Codex: Astra Militarum
<b>Lascannon</b>	48	9	2	Heavy 1	Codex: Astra Militarum
<b>Multi-melta</b>	24	8	1	Heavy 1, Melta	Codex: Astra Militarum
<b>Vanquisher Battle Cannon</b>	72	8	2	Heavy 1, Armourbane	Codex: Astra Militarum

## Troops (130pts)

### Veterans (60pts)

Flak Armour for Squad

#### Veteran Sergeant

Close Combat Weapon, Frag Grenades, Laspistol

#### 9x Veteran w/ Lasgun

9x Frag Grenades, 9x Lasgun

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Veteran</b>	Infantry	3	4	3	3	1	3	1	7	5+	Codex: Astra Militarum p30
<b>Veteran Sergeant</b>	Infantry (Character)	3	4	3	3	1	3	2	8	5+	Codex: Astra Militarum p38

Name	Description	Ref
<b>Flak Armour</b>	5+ Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Lasgun</b>	24	3	-	Rapid Fire	Codex: Astra Militarum
<b>Laspistol</b>	12	3	-	Pistol	Codex: Astra Militarum

### Veterans (70pts)

Flak Armour for Squad

#### Forward Sentries (10pts)

Camo Gear for Squad, Snare Mines for Squad

*Doctrine: Forward Observers*

#### Veteran Sergeant

Close Combat Weapon, Frag Grenades, Laspistol

#### 9x Veteran w/ Lasgun

9x Frag Grenades, 9x Lasgun

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Veteran</b>	Infantry	3	4	3	3	1	3	1	7	5+	Codex: Astra Militarum p30
<b>Veteran Sergeant</b>	Infantry (Character)	3	4	3	3	1	3	2	8	5+	Codex: Astra Militarum p38

Name	Description	Ref
<b>Camo Gear</b>	+1 to Cover Sv. Note that this means it always has a cover save of at least 6+, even in the open.	Codex: Astra Militarum

<b>Flak Armour</b>	5+ Sv	Codex: Astra Militarum
<b>Snare Mines</b>	Enemy units that charge a unit with snare mines count as having made a disordered charge.	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Lasgun</b>	24	3	-	Rapid Fire	Codex: Astra Militarum
<b>Las pistol</b>	12	3	-	Pistol	Codex: Astra Militarum

### Roster Rules

**Ideal Mission Commander:** (Warhammer 40k rulebook)

**Objective Secured:** (Warhammer 40k rulebook)

### Selection Rules

**Crack Shot:** (Codex: Astra Militarum p59)

**Doctrine: Forward Observers:** (Codex: Astra Militarum p38)

**Elite Tank Crews:** (Sanctus Reach: The Red Waaagh!)

**Leman Russ Commander:** (Codex: Astra Militarum)

**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)

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

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