

## ▲ 2000 (+150) Pts - Steel Knights - Steel Knights Assault Force

Name	#	Grp	CC	Rng	Pow	Tgh	HP	Qck	#At	Ld	Save	Cost
<b>Command HQ (13<del>+</del>, 520 pts)</b>												
Commander Connor	1		5	5	4/5	4	[OOO]	14.0cm	4	10	3+	140
Special Abilities: C&C: <b>2 Units</b> Resources Required: Foot, Force, Launch "Timmy" the Rat; Assault Rifle; Combat Knife												
"Timmy" the Rat	1	-	2	2	2	2	1	10.0cm	1	5	4+	[10]
Models wishing to attack the mechanical squirrel must first pass a Ld test. Mechanical Squirrels may move at double speed through forest terrain												
<i>Heartbeat Sensor</i>	1	Doubles detection radius at night										[5]
<i>AP Grenades</i>	1	Assault grenade, base Power 5, -2 Save										[10]
<i>Combat Drugs</i>	1	+1 Power (included on profile)										[10]
<i>Cookie-Cutter Grenades</i>	1	Fragmentation grenade, base Power 3										[5]
Command Section	9		4	4	4	4	1	7.5cm	1	8	3+	260
Special Abilities: <b>Rapid Fire</b> Resources Provided: Foot, Force Assault Rifle (x7); Combat Knife (x8); MrT Railgun (x1); Super Sledgehammer (x1); Blast Laser (x1)												
Sergeant Kronchev	1	-	4	4	4	4	[O]	10.0cm	2	9	3+	[25]
Special Abilities: C&C: <b>2 Units</b> Assault Rifle; Combat Knife												
Bumblebee APC, "The Rocker"	1	Grp: - Rng: 4 FA: 12 SA: 10 RA: 10										120
Transport Capacity: 10 Assault Rifle (x2)												
<i>Electromag Plating</i>	1	Any model assaulting takes an S3 hit										[15]
<i>Faraday Cage</i>	1	4+ Unmodified Save against EMP attacks										[15]
<b>Tactical Squad (9<del>+</del>, 245 pts)</b>												
Tactical Marines	7		4	4	4	4	1	7.0cm	1	8	3+	195
Special Abilities: <b>Rapid Fire</b> Resources Provided: Foot, Foot, Force, Force Assault Rifle (x5); Combat Knife (x7); MrT Railgun (x1); Burst Cannon (x1)												
Sergeant Hart	1	-	4	4	4	4	[O]	10.0cm	2	9	3+	[25]
Special Abilities: C&C: <b>2 Units</b> Assault Rifle; Combat Knife												
Bumblebee APC, "The Roller"	1	Grp: - Rng: 4 FA: 12 SA: 10 RA: 10										50
Transport Capacity: 10 Assault Rifle (x2)												
<b>Conscript Platoon (60<del>+</del>, 400 pts)</b>												
Conscript Unit BDC-01	19		3	3	3	3	1	3.0cm	1	6	6+	135
Resources Provided: Foot, Foot, Foot The first unit of Conscripts in the army does not count toward mandatory Troops choices. Each unit of Conscripts allows you to add 50 bonus points of other units to the army.; Combat Knife (x19); Flamethrower (x1); Assault Rifle (x18)												
Sergeant	1	-	5	4	4	4	[O]	8.0cm	1	8	3+	[15]
Special Abilities: C&C: <b>1 Unit</b> Assault Rifle; Combat Knife												
Conscript Unit BDC-02	19		3	3	3	3	1	3.0cm	1	6	6+	135
Resources Provided: Foot, Foot, Foot The first unit of Conscripts in the army does not count toward mandatory Troops choices. Each unit of Conscripts allows you to add 50 bonus points of other units to the army.; Combat Knife (x19); Duran Laser (x1); Assault Rifle (x18)												
Sergeant	1	-	5	4	4	4	[O]	8.0cm	1	8	3+	[15]
Special Abilities: C&C: <b>1 Unit</b> Assault Rifle; Combat Knife												
Conscript Unit BDC-03	19		3	3	3	3	1	3.0cm	1	6	6+	130
Resources Provided: Foot, Foot, Foot The first unit of Conscripts in the army does not count toward mandatory Troops choices. Each unit of Conscripts allows you to add 50 bonus points of other units to the army.; Combat Knife (x19); 'Death Reaper' Cannon (x1); Assault Rifle (x18)												
Sergeant	1	-	5	4	4	4	[O]	8.0cm	1	8	3+	[15]
Special Abilities: C&C: <b>1 Unit</b> Assault Rifle; Combat Knife												

Name	#	Grp	CC	Rng	Pow	Tgh	HP	Qck	#At	Ld	Save	Cost
<b>Tactical Squad (8♠, 180 pts)</b>												
Tactical Marines	5	♠	4	4	4	4	1	7.0cm	1	8	3+	180
Special Abilities: <b>Rapid Fire</b> Resources Provided: Foot, Foot, Force, Force Assault Rifle (x3); Combat Knife (x5); Flamethrower (x2)												
Command Team	1	-	5	5	4	4	[OOO]	8.0cm	3	9	3+	[70]
Special Abilities: C&C: <b>2 Units</b> The Command Team is made up of 3 models.; Assault Rifle; Ion Sword												
<b>Destructor Squad (10♠, 245 pts)</b>												
Destructor Marines	9	♠	4	4	4	4	1	6.0cm	1	8	3+	245
Special Abilities: <b>Rapid Fire</b> Resources Required: Foot, Force* Assault Rifle (x7); Combat Knife (x9); MrT Railgun (x1); Blast Laser (x1)												
Master Sergeant	1	-	4	4	4	4	[O]	10.0cm	2	9	3+	[25]
Special Abilities: C&C: <b>2 Units</b> Assault Rifle; Combat Knife												
<b>Hotspot Squadron (1♠, 105 pts)</b>												
Hotshot Flame Tank	1	Grp: ♠	Rng: 4	FA: 12	SA: 12	RA: 12						105
Transport Capacity: 6 Flamethrower (x2)												
Faraday Cage	1	4+ Unmodified Save against EMP attacks										[15]
<b>Tank Squadron (1♠, 295 pts)</b>												
Rumble Siege Tank	1	Grp: ♠	Rng: 4	FA: 14	SA: 12	RA: 11						295
Special Abilities: <b>Lumbering Vehicle</b> Transport Capacity: 8 Resources Required: Force*, Launch* The Rumble Siege Tank takes up 2 Heavy Machinery slots; MrT Railgun (x2); Blast Laser (x2)												
Faraday Cage	1	4+ Unmodified Save against EMP attacks										[15]
'EVAD' Point Defense	1	3+ Unmodified Save against Ballistic attacks										[45]
<b>Total Cost:</b>											<b>1990</b>	

#### Option Footnotes

Close Combat Weapons	
Combat Knife	
Ion Sword	+1 Power; -2 Save
Super Sledgehammer	+4 Power; Stun on hit
Ranged Weapons	
'Death Reaper' Cannon	48" Range; S8; -4 Save; 1 Shot, Cumbersome
Assault Rifle	24" Range; S4; -2 Save; 2 Shots
Blast Laser	36" Range; S6; -3 Save; 1 Shots, Template
Burst Cannon	24" Range; S4; -1 Save; 4 Shots
Duran Laser	36" Range; S5; -2 Save; 2 Shots; Cumbersome
Flamethrower	Teardrop Template; S4; -2 Save; 1 Shot, No cover save
MrT Railgun	60" Range; S8; -4 Save; 1 Shot, Cumbersome, Warmup Time

#### Validation Report

*Knight Company: 2nd Company - Wolves; Roster Options: Special Characters, Custom Vehicles, Planetary Assault 2004; Scenario: Pitched Battle - Defender*

Sample rule - should always fail

#### Roster Statistics

Army Break Point: 21.5

Average Unit Cost: 22

Total Models: 63

Total Units: 5

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
Command & Control	1	2	2
Elites	0	3	0
Troops	2	6	4
Speed Freaks	0	3	1
Heavy Machinery	0	3	2