

Scrim 3 - GER vs. IRL Listen Team Germany

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Malte "WolfvonMibu" Höfs - Astra Militarum

Army name: Irland Astra
Factions used: Imperium - Astra Militarum
Command Points: 6-1-1-1-1-1=0
Total cost: 1995 pts, 118 PL
Reinforcement Points: 5 pts

Number of Units: 17
Assassination: 19 points
Bring it Down: 24 points
No Prisoners: 2 points (total wounds: 22)
Abhor the Witch: 3 points

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== Armoured Superiority (Swift as the Wind) Arks of Omen == 0 CP, 1995 pts, 118 PL

HQ1: Cadian Command Squad: Astropath, Cadian Commander (Chainsword, Laspistol), Cadian Veterans (Cadian Veteran w/ Master-Vox (Laspistol, Master Vox), Cadian Veteran w/ Medi-pack, Cadian Veteran w/ Regimental Standard (Lasgun and Regimental Standard), Cadian Veteran w/ chainsword (Chainsword, Laspistol)), Ogryn Bodyguard (Brute Shield, Ripper Gun), Relic: Finial of the Nemrodesh 1st, Stratagem: Imperial Commander's Armoury [165 pts, 9 PL, -1 CP]

HQ2: Lord Solar Leontus: Stratagem: Warlord Trait, WT: Grand Strategist, Warlord [170 pts, 9 PL, -1 CP]

HQ3: Tank Commander: 2 Heavy Flamers (2xHeavy flamer), Armoured Tracks, Executioner Plasma Cannon, Heavy flamer [180 pts, 10 PL]

HQ4: Tank Commander: 2 Heavy Flamers (2xHeavy flamer), Armoured Tracks, Executioner Plasma Cannon, Heavy flamer [180 pts, 10 PL]

EL1: Commissar: Bolt pistol, Chainsword, Commanding Authority, Relic: Laurels of Command, Stratagem: Imperial Commander's Armoury, Stratagem: Officer Cadre, Stratagem: Relic, WT: Superior Tactical Training (Regimental Orders) [40 pts, 3 PL, -3 CP]

EL2: Kasrkin: Kasrkin Sargeant (Bolt pistol, Relic: The Barbicant's Key, Stratagem: Battlefield Bequest), 3xKasrkin w/ Hot-shot Lasgun, Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), 2xKasrkin w/ Special Weapon (Meltagun), 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster), Mechanised Infantry [100 pts, 5 PL, -1 CP]

EL3: Sly Marbo [50 pts, 3 PL]

FA1: Armoured Sentinels: 3xArmoured Sentinel (Militarum Plasma Cannon) [135 pts, 9 PL]

FA2: Armoured Sentinels: 3xArmoured Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [150 pts, 9 PL]

FA3: Armoured Sentinels: 3xArmoured Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [150 pts, 9 PL]

FA4: Scout Sentinels: 3xScout Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [135 pts, 9 PL]

FA5: Scout Sentinels: 3xScout Sentinel (Missile Launcher, Sentinel Chainsaw) [135 pts, 9 PL]

FA6: Scout Sentinels: 3xScout Sentinel (Missile Launcher, Sentinel Chainsaw) [135 pts, 9 PL]

HS1: Heavy Mortar Battery: Heavy Mortar [70 pts, 4 PL]

HS2: Heavy Weapons Squad: 3xHeavy Weapon Team (Mortar) [55 pts, 3 PL]

HS3: Heavy Weapons Squad: 3xHeavy Weapon Team (Mortar) [55 pts, 3 PL]

DT1: Chimera: Armoured Tracks, Chimera Heavy Flamer, Heavy Flamer [90 pts, 5 PL]

Micha "Micha13" Gemmeke - Aeldari - Drukhari

Army name: Drukhari Irland
Factions used: Aeldari - Drukhari
Command Points: 6-1-1-1-1=2
Total cost: 2000 pts, 106 PL
Reinforcement Points: none pts

Number of Units: 22
Assassination: 13 points
Bring it Down: 4 points
No Prisoners: 12 points (total wounds: 109)
Abhor the Witch: 0 points

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== Cult of the Cursed Blade: Only The Strong Will Survive Arks of Omen == 0 CP, 1140 pts, 59 PL

HQ1: Drazhar: Hatred Eternal, Stratagem: Warlord Trait, Warlord [145 pts, 8 PL, -1 CP]
HQ2: Succubus: 1 - Adrenalight (Combat Drug), Agoniser & Archite Glaive, Precision Blows, Show Stealer (Cursed Blade) (Show Stealer), Stratagem: Relic, Stratagem: Tolerated Ambition, The Triptych Whip [95 pts, 5 PL, -2 CP]

TR1: Wyches: 3 - Hypex (Combat Drug), Hekatrix (Hekatarii Blade, Splinter Pistol), 15xWych, 2xWych w/ Razorflails, 2xWych w/ Shardnet and Impaler [230 pts, 13 PL]
TR2: Wyches: 2 - Grave Lotus (Combat Drug), Hekatrix (Hekatarii Blade, Phantasm Grenade Launcher, Splinter Pistol), 4xWych [55 pts, 3 PL]
TR3: Wyches: 2 - Grave Lotus (Combat Drug), Hekatrix (Hekatarii Blade, Phantasm Grenade Launcher, Splinter Pistol), 4xWych [55 pts, 3 PL]

EL1: Incubi: 4xIncubi, Klaivex (Demiklaives) [90 pts, 4 PL]

FA1: Hellions: *Random x 2* (Combat Drug), Helliarch (Hellglaive, Phantasm Grenade Launcher), 4xHellion [90 pts, 4 PL]
FA2: Hellions: *Random x 2* (Combat Drug), Helliarch (Hellglaive, Phantasm Grenade Launcher), 4xHellion [90 pts, 4 PL]
FA3: Reavers: *Random x 2* (Combat Drug), Arena Champion (Blaster), 4xReaver [110 pts, 6 PL]
FA4: Reavers: *Random x 2* (Combat Drug), Arena Champion (Blaster), 2xReaver [70 pts, 3 PL]
FA5: Reavers: *Random x 2* (Combat Drug), Arena Champion (Blaster), 4xReaver [110 pts, 6 PL]

== Kabal of the Black Heart: Thirst for Power Patrol Detachment == 0 CP, 860 pts, 47 PL

HQ1: Archon: Ancient Evil, Blast Pistol, Overlord, Splintered Genius (Black Heart) (Splintered Genius), Stratagem: Tolerated Ambition, Venom Blade [85 pts, 5 PL, -1 CP]

HQ2: Lelith Hesperax [90 pts, 5 PL]

TR1: Kabalite Warriors: 3xKabalite Warrior, Kabalite Warrior w/ Special Weapon (Blaster), Sybarite (Phantasm Grenade Launcher, Splinter Rifle) [55 pts, 3 PL]

TR2: Kabalite Warriors: 3xKabalite Warrior, Kabalite Warrior w/ Special Weapon (Blaster), Sybarite (Phantasm Grenade Launcher, Splinter Rifle) [55 pts, 3 PL]

TR3: Kabalite Warriors: 3xKabalite Warrior, Kabalite Warrior w/ Special Weapon (Blaster), Sybarite (Phantasm Grenade Launcher, Splinter Rifle) [55 pts, 3 PL]

EL1: Incubi: 4xIncubi, Klaivex (Demiklaives) [90 pts, 4 PL]

EL2: Incubi: 4xIncubi, Klaivex (Demiklaives) [90 pts, 4 PL]

DT1: Venom: Chain-snares, Grisly Trophies, Splinter Cannon, Twin splinter rifle [85 pts, 5 PL]

DT2: Venom: Chain-snares, Grisly Trophies, Splinter Cannon, Twin splinter rifle [85 pts, 5 PL]

DT3: Venom: Chain-snares, Grisly Trophies, Splinter Cannon, Twin splinter rifle [85 pts, 5 PL]

DT4: Venom: Chain-snares, Grisly Trophies, Splinter Cannon, Twin splinter rifle [85 pts, 5 PL]

Grischa "Grischa" Gerwert - Chaos - Daemons, Chaos - Thousand Sons

Army name: TS Ireland

Factions used: Chaos - Daemons, Chaos - Thousand Sons

Command Points: 6-1-1-1=3

Total cost: 1994 pts, 101 PL

Cabal Points: 18

Reinforcement Points: 6 pts

Number of Units: 17

Assassination: 16 points

Bring it Down: 3 points

No Prisoners: 15 points (total wounds: 136)

Abhor the Witch: 25 points

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== Cult of Duplicity Arks of Omen == 0 CP, 1689 pts, 88 PL, 18 Cabal Points

HQ1: Ahriman: 12. Glamour of Tzeentch, 21. Presage, 22. Weaver of Fates, Smite [160 pts, 8 PL, 3 Cabal Points]

HQ2: Exalted Sorcerer: 11. Tzeentch's Firestorm, 13. Doombolt, Athenaeon Scrolls, Disc of Tzeentch, Inferno Bolt Pistol, Prosperine khopesh, Rehati, Smite, Stratagem: Sorcerous Arcana [145 pts, 8 PL, -1 CP, 3 Cabal Points]

HQ3: Infernal Master: Force stave, Master Misinformator, Smite, Stratagem: Relic, Stratagem: Warlord Trait, Umbraefic Crystal, Warlord [90 pts, 5 PL, -2 CP, 2 Cabal Points]

TR1: Rubric Marines: Aspiring Sorcerer (Inferno Bolt Pistol, Smite, 31. Empyric Guidance), Icon of Flame, 3xRubric Marine w/ inferno boltgun, Rubric Marine w/ soulreaper cannon [110 pts, 6 PL, 2 Cabal Points]

TR2: Rubric Marines: Aspiring Sorcerer (Inferno Bolt Pistol, Smite, 11. Gaze of Hate), Icon of Flame, 3xRubric Marine w/ inferno boltgun, Rubric Marine w/ soulreaper cannon [110 pts, 6 PL, 2 Cabal Points]

TR3: Rubric Marines: Aspiring Sorcerer (Inferno Bolt Pistol, Smite, 13. Dark Blessing), Icon of Flame, 3xRubric Marine w/ inferno boltgun, Rubric Marine w/ soulreaper cannon [110 pts, 6 PL, 2 Cabal Points]

TR4: Rubric Marines: Aspiring Sorcerer (Smite, 32. Pyric Flux, Warpflame pistol), Icon of Flame, 4xRubric Marine w/ warpflamer [117 pts, 6 PL, 2 Cabal Points]

EL1: Scarab Occult Terminators: 2xHellfyre missile rack, Scarab Occult Sorcerer (Inferno combi-bolter, Rites of Coalescence, Smite, 23. Temporal Surge), 7xTerminator, 2xTerminator w/ Heavy Weapon (Soulreaper cannon) [440 pts, 21 PL, 1 Cabal Points]

EL2: Tzaangor Shaman: Smite, 21. Temporal Manipulation [60 pts, 4 PL, 1 Cabal Points]

FA1: Chaos Spawn: 5xChaos Spawn [105 pts, 5 PL]

FA2: Tzaangor Enlightened: Aviarch, 2xEnlightened, Fatecaster greatbows [54 pts, 3 PL]

FA3: Tzaangor Enlightened: Aviarch, 2xEnlightened, Fatecaster greatbows [54 pts, 3 PL]

FA4: Tzaangor Enlightened: Aviarch, 2xEnlightened, Fatecaster greatbows [54 pts, 3 PL]

DT1: Chaos Rhino: Inferno combi-bolter [80 pts, 4 PL]

== Chaos Undivided Patrol Detachment == 0 CP, 305 pts, 13 PL

HQ1: Fateskimmer: Bolt of Change, Infernal Gateway, Retinue of Horrors, Smite, Staff of change [160 pts, 7 PL]

TR1: Blue Horrors: 10xBlue Horror [70 pts, 3 PL]

EL1: Flamers: 2xFlamer, Pyrocaster [75 pts, 3 PL]

Adrian "RamsesII" Willruth - Orks

Army name: Orks Irland Scrim Adrian

Factions used: Orks

Command Points: 6-1-1-1-1-1=1

Total cost: 2000 pts, 120 PL

Reinforcement Points: none pts

Number of Units: 21

Assassination: 13 points

Bring it Down: 10 points

No Prisoners: 15 points (total wounds: 135)

Abhor the Witch: 0 points

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== Goffs Arks of Omen == 0 CP, 2000 pts, 120 PL

Stratagems:

- Heroic Support (-1 CP)

HQ1: Beastboss on Squigosaur: Beasthide Mantle, Proper Killy (Goffs), Stratagem: Extra Gubbinz, Stratagem: Warlord Trait, Warlord [160 pts, 9 PL, -2 CP]

HQ2: Boss Zagstruk [110 pts, 6 PL]

HQ3: Warboss on Warbike: 4. Brutal but Kunnin, Da Killa Klaw, Power Klaw, Stratagem: Big Boss, Stratagem: Extra Gubbinz [115 pts, 6 PL, -2 CP]

TR1: Beast Snagga Boyz: 9xBeast Snagga Boy, Beast Snagga Nob [100 pts, 5 PL]

TR2: Beast Snagga Boyz: 9xBeast Snagga Boy, Beast Snagga Nob [100 pts, 5 PL]

TR3: Gretchin: 10xGretchin [40 pts, 2 PL]

TR4: Gretchin: 10xGretchin [40 pts, 2 PL]

TR5: Gretchin: 10xGretchin [40 pts, 2 PL]

EL1: Kommandos: Bomb Squig, Boss Nob (Power Klaw, Slugga), 8xKommando, Kommando w/ Breacha Ram [125 pts, 8 PL]

EL2: Meganobz: Boss Meganob (Kustom Shoota, Power Klaw), 3xMeganob (Kustom Shoota, Power Klaw) [120 pts, 12 PL]

EL3: Meganobz: Boss Meganob (Kustom Shoota, Power Klaw), 3xMeganob (Kustom Shoota, Power Klaw) [120 pts, 12 PL]

EL4: Nob with Waaagh! Banner [70 pts, 4 PL]

FA1: Stormboyz: Boss Nob (Power Klaw, Slugga), 9xStormboy [110 pts, 6 PL]

FA2: Stormboyz: Boss Nob (Power Klaw, Slugga), 9xStormboy [110 pts, 6 PL]

FA3: Stormboyz: Boss Nob (Power Klaw, Slugga), 4xStormboy [60 pts, 3 PL]

FA4: Warbikers: Boss Nob (2xDakkagun, Power Klaw), 2xWarbiker w/ Choppa [85 pts, 4 PL]

FA5: Warbikers: Boss Nob (2xDakkagun, Power Klaw), 2xWarbiker w/ Choppa [85 pts, 4 PL]

HS1: Battlewagon: 'ard Case, Deff Rolla [135 pts, 8 PL]

HS2: Battlewagon: 'ard Case, Deff Rolla [135 pts, 8 PL]

DT1: Trukk [70 pts, 4 PL]

DT2: Trukk [70 pts, 4 PL]

Martin "Ikarus_dV" Nguyen - Tyranids Jormungandr

Army name: Bootcamp Tyra
Factions used: Tyranids
Command Points: 6-1-1-1-3=0
Total cost: 2000 pts, 96 PL
Reinforcement Points: none pts

Number of Units: 12
Assassination: 16 points
Bring it Down: 19 points
No Prisoners: 1 points (total wounds: 12)
Abhor the Witch: 14 points

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== Jormungandr Arks of Omen == 0 CP, 2000 pts, 96 PL

Stratagems:

- Hive Predator (-3 CP)
- Rarefied Enhancements (-1 CP)
- Relic (-1 CP)
- Heroic Support (-1 CP)

HQ1: Hive Tyrant: Heavy Venom Cannon, Lash Whip and Monstrous Bonesword, Power: Lurking Maws, Power: Paroxysm, Power: Smite, Power: The Horror [195 pts, 9 PL]

HQ2: Hive Tyrant: Heavy Venom Cannon, Lash Whip and Monstrous Bonesword, Power: Lurking Maws, Power: Paroxysm, Power: Smite, Power: The Horror, Warlord [195 pts, 9 PL]

HQ3: Neurothrope: Power: Catalyst, Power: Lurking Maws, Relic: Gestation Sac, Warlord Trait: Synaptic Tendrils [110 pts, 5 PL]

HQ4: Tervigon: Massive Scything Talons, Power: Catalyst, Power: Lurking Maws, Relic: The Maw-claws of Thyrax, Warlord Trait: Adaptive Biology [235 pts, 11 PL]

EL1: Maleceptor: Power: Lurking Maws, Power: Neuroparasite, Power: Psychic Scream [220 pts, 9 PL]

EL2: Venomthropes: 3xVenomthrope [120 pts, 5 PL]

FA1: Mawloc: Toxinspike [125 pts, 7 PL]

FA2: Parasite of Mortrex: Warlord Trait: Alien Cunning [80 pts, 4 PL]

HS1: Exocrine [200 pts, 9 PL]

HS2: Screamer-Killers: 2xScreamer-Killer [260 pts, 14 PL]

HS3: Screamer-Killers: Screamer-Killer [130 pts, 7 PL]

HS4: Screamer-Killers: Screamer-Killer [130 pts, 7 PL]

Valentin "Blitzgulasch" Schefta - T'au Farsight

Army name: Tau - Steller Farsight
Factions used: T'au Empire
Command Points: 6-1-1-1-1-1=1
Total cost: 1998 pts, 104 PL
Reinforcement Points: none pts

Number of Units: 18
Assassination: 10 points
Bring it Down: 12 points
No Prisoners: 8 points (total wounds: 72)
Abhor the Witch: 0 points

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== Farsight Enclaves Arks of Omen == 0 CP, 1998 pts, 104 PL

HQ1: Cadre Fireblade: 5. Exemplar of the Kauyon, Stratagem: Warlord Trait, Warlord [50 pts, 3 PL, -1 CP]

HQ2: Commander in Coldstar Battlesuit: (Farsight Enclaves): Master of the Killing Blow, Airbursting Fragmentation Projector, 2xBurst Cannon, Dominator Fragmentation Launcher, High-output Burst Cannon, Solid-image Projection Unit, Stratagem: Emergency Dispensation, Stratagem: Promising Pupil, Target Lock [195 pts, 9 PL, -2 CP]

HQ3: Commander in Enforcer Battlesuit: 1. Precision of the Hunter, 2xCyclic Ion Blaster, 2xMarker Drone, Missile Pod, Stratagem: Emergency Dispensation, Stratagem: Promising Pupil, T'au Flamer, The Be'gel Hunter's Plate, Thermoneutronic Projector [215 pts, 10 PL, -2 CP]

TR1: Breacher Team: 9xBreacher Fire Warrior, Breacher Fire Warrior Shas'ui [85 pts, 5 PL]

TR2: Breacher Team: 9xBreacher Fire Warrior, Breacher Fire Warrior Shas'ui [85 pts, 5 PL]

EL1: Crisis Battlesuits: 2xCrisis Shas'ui (Burst Cannon, Cyclic Ion Blaster, Missile Pod, Target Lock), Crisis Shas'vre (Burst Cannon, Cyclic Ion Blaster, Missile Pod, Target Lock) [210 pts, 9 PL]

EL2: Stealth Battlesuits: 2xStealth Shas'ui w/ Burst Cannon, Stealth Shas'vre (Burst Cannon) [75 pts, 4 PL]

EL3: Stealth Battlesuits: 2xStealth Shas'ui w/ Burst Cannon, Stealth Shas'vre (Burst Cannon) [75 pts, 4 PL]

EL4: Stealth Battlesuits: Homing Beacon, 2xStealth Shas'ui w/ Burst Cannon, Stealth Shas'vre (Burst Cannon) [80 pts, 4 PL]

FA1: Kroot Hounds: 4xKroot Hound [24 pts, 1 PL]

FA2: Kroot Hounds: 4xKroot Hound [24 pts, 1 PL]

FA3: Pathfinder Team: 6xPathfinder, Pathfinder Shas'ui, 3xPathfinder w/ Ion Rifle, Pulse Accelerator Drone, Recon Drone [130 pts, 7 PL]

HS1: Hammerhead Gunship: 2xAccelerator Burst Cannon, Railgun [155 pts, 8 PL]

HS2: Hammerhead Gunship: 2xAccelerator Burst Cannon, Railgun [155 pts, 8 PL]

HS3: Hammerhead Gunship: 2xAccelerator Burst Cannon, Railgun [155 pts, 8 PL]

DT1: Devilfish: 2xGun Drones [95 pts, 6 PL]

DT2: Devilfish: 2xGun Drones [95 pts, 6 PL]

DT3: Devilfish: 2xGun Drones [95 pts, 6 PL]

Dominik "bounce" De Cassan - Space Wolves

Army name: Space Wolves Test

Factions used: Imperium - Adeptus Astartes - Space Wolves

Command Points: 6-1-1-1-1-1=1

Total cost: 2000 pts, 111 PL

Reinforcement Points: none pts

Number of Units: 15

Assassination: 10 points

Bring it Down: 0 points

No Prisoners: 15 points (total wounds: 135)

Abhor the Witch: 0 points

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== Space Wolves Successor (Custom Chapter, Born Heroes , Whirlwind of Rage) Arks of Omen == 0 CP, 2000 pts, 111 PL

HQ1: Captain on Bike: Chapter Command: Chapter Master, Combi-melta, Hunter, Rites of War, Stratagem: A Trophy Bestowed, Stratagem: Relic of the Chapter, Stratagem: Warlord Trait, Stratagem: Warrior of Legend, The Armour of Russ, Thunder hammer, Warlord [145 pts, 8 PL, -4 CP]

HQ2: Primaris Lieutenant: Neo-volkite pistol, Master-crafted power sword and Storm Shield, Stratagem: Relic, The Vox Espiritum [65 pts, 5 PL, -1 CP]

TR1: Infiltrator Squad: Helix gauntlet, 4xInfiltrator, Infiltrator Sergeant [100 pts, 6 PL]

EL1: Judiciar [75 pts, 5 PL]

EL2: Scout Squad: 5xCamo cloak, Scout Sergeant (Combi-melta, Thunder hammer), 3xScout w/Scout sniper rifle, Scout w/Special weapon (Bolt pistol, Meltagun) [60 pts, 4 PL]

EL3: Wolf Guard: Jump Pack, Wolf Guard (Combi-melta, Power axe), 3xWolf Guard (Combi-melta, Lightning Claw), Wolf Guard Pack Leader (Combi-melta, Lightning Claw) [127 pts, 7 PL]

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EL4: Wolf Guard: Jump Pack, 4xWolf Guard (Combi-melta, Lightning Claw), Wolf Guard Pack Leader (Combi-melta, Lightning Claw) [130 pts, 7 PL]

EL5: Wolf Guard: Jump Pack, 4xWolf Guard (Combi-melta, Lightning Claw), Wolf Guard Pack Leader (Combi-melta, Lightning Claw) [130 pts, 7 PL]

EL6: Wulfen: 5xStormfrag auto-launcher, Wulfen Pack Leader, 4xWulfen w/ thunder hammer & storm shield [145 pts, 6 PL]

EL7: Wulfen: 5xStormfrag auto-launcher, Wulfen Pack Leader, 4xWulfen w/ thunder hammer & storm shield [145 pts, 6 PL]

FA1: Skyclaws: 2xSkyclaw, Skyclaw Pack Leader (Meltagun, Power fist), 2xSkyclaw with Special Weapon (Meltagun), Wolf Guard Skyclaw Pack Leader (Combi-melta, Thunder hammer) [110 pts, 8 PL]

FA2: Skyclaws: 2xSkyclaw, Skyclaw Pack Leader (Meltagun, Power fist), 2xSkyclaw with Special Weapon (Meltagun), Wolf Guard Skyclaw Pack Leader (Combi-melta, Thunder hammer) [110 pts, 8 PL]

HS1: Desolation Squad: 9xDesolation Marine (Bolt pistol, Castellan Launcher), Desolation Sgt (Bolt pistol, Castellan Launcher, Replace Superfrak/krak with Vengor & Targeter Optics (Targeter Optics, Vengor Launcher)), Superkrak Rocket Launcher [360 pts, 16 PL]

HS2: Long Fangs: Armorium Cherub, 4xLong Fang (Grav-cannon), Long Fang Pack Leader (Meltagun, Power fist), Wolf Guard Terminator Pack Leader (Cyclone missile launcher, Storm shield, Thunder hammer) [149 pts, 9 PL]

HS3: Long Fangs: Armorium Cherub, 4xLong Fang (Grav-cannon), Long Fang Pack Leader (Meltagun, Power fist), Wolf Guard Terminator Pack Leader (Cyclone missile launcher, Storm shield, Thunder hammer) [149 pts, 9 PL]

Gordon "John" Schecker - Aeldari - Craftworlds

Army name: Eldar Ireland
Factions used: Aeldari - Craftworlds
Command Points: 6-1-1=4
Total cost: 2000 pts, 101 PL
Reinforcement Points: none pts

Number of Units: 15
Assassination: 16 points
Bring it Down: 0 points
No Prisoners: 13 points (total wounds: 119)
Abhor the Witch: 11 points
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== *Far-Flung Craftworld* (Hail of Doom) Arks of Omen == 0 CP, 2000 pts, 101 PL

No Force Org Slot:
- Seer Council (Unit): Warlock Skyrunners (4. Protect/Jinx, 5. Quicken/Restrain, Smite, 3xWarlock Skyrunner (Witchblade)) [120 pts, 5 PL]

HQ1: Baharroth [160 pts, 7 PL]
HQ2: Farseer: 1. Fateful Divergence, 1. Guide, Smite, Warlord, Witchblade [105 pts, 5 PL]
HQ3: Farseer Skyrunner: 2. Doom, 4. Executioner, 5: Mark of the Incomparable Hunter, Kurnous' Bow (Treasures of the Aeldari Relic), Smite, Stratagem: Champion of the Aeldari, Stratagem: Relic, Witchblade [135 pts, 6 PL, -2 CP]
HQ4: Karandras [150 pts, 7 PL]

TR1: Rangers: 5xRanger [65 pts, 4 PL]

EL1: Dire Avengers: 9xDire Avenger (Avenger Shuriken Catapult), Dire Avenger Exarch (Two Avenger Shuriken Catapults) [130 pts, 6 PL]
EL2: Dire Avengers: 9xDire Avenger (Avenger Shuriken Catapult), Dire Avenger Exarch (Two Avenger Shuriken Catapults) [130 pts, 6 PL]
EL3: Dire Avengers: 9xDire Avenger (Avenger Shuriken Catapult), Dire Avenger Exarch (Two Avenger Shuriken Catapults) [130 pts, 6 PL]
EL4: Warlock Skyrunners: 1. Conceal/Reveal, Smite, Warlock Skyrunner (Witchblade) [65 pts, 3 PL]

FA1: Shroud Runners: 3xShroud Runner [90 pts, 5 PL]
FA2: Shroud Runners: 3xShroud Runner [90 pts, 5 PL]
FA3: Windriders: 9xWindrider - Shuriken Cannon [270 pts, 12 PL]
FA4: Windriders: 9xWindrider - Twin Shuriken Catapults [180 pts, 12 PL]
FA5: Windriders: 9xWindrider - Twin Shuriken Catapults [180 pts, 12 PL]