

## Scrim 3 - GER vs. IRL Listen Team Ireland

<b>Joseph Musgrave (Captain) - World Eaters</b>	<b>2</b>
<b>Chris Musgrave (Vice Captain) - Imperial Knights</b>	<b>4</b>
<b>Pearce "Epsi" Condren - Chaos Daemons</b>	<b>5</b>
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# Joseph Musgrave (Captain) - World Eaters

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Player #1: Joseph Musgrave (Captain)

Team: Ireland

Factions used: World Eaters

Army points: 2000

Reinforcement Points: 0

Number of Units / Killpoints: 15

Pre Game Stratagems: Warlord Trait (-1CP), Relic (-1CP)

Starting Command Points: 4

Warlord & Trait: Angron, The Red Angel

Army Trait: Blood Tithe

Secondary Objectives Information

Assassination: 10

Bring it Down: 7

No Prisoners: 12 (total wounds: 103)

Abhor the Witch: 0

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== World Eaters - Arks of Omen = 0 CP, [104 PL, 2000pts] ==

Sub-Faction: World Eaters

HQ1: Lord Invocatus [8 PL, 160 pts]

HQ2: World Eaters Daemon Prince [10 PL, 165 pts] Hellforged sword, Wings

- Relic (-1CP): Helm of Brazen Ire

TR1: 10 Jakhals [4 PL, 75 pts] Dishonoured w/ skullsmasher, Jakhal Pack Leader, 8x Jakhals

TR2: 10 Jakhals [4 PL, 80 pts] Dishonoured w/ skullsmasher, Jakhal Pack Leader, Jakhal icon, 7x Jakhals

TR3: 5 Khorne Berserkers [6 PL, 120 pts] Berserker icon, Khorne Berserker Champion, 3xKhorne Berserker, Khorne Berserker w/ eviscerator

TR4: 5 Khorne Berserkers [6 PL, 120 pts] Berserker icon, Khorne Berserker Champion, 3xKhorne Berserker, Khorne Berserker w/ eviscerator

TR5: 5 Khorne Berserkers [6 PL, 120 pts] Berserker icon, Khorne Berserker Champion, 3xKhorne Berserker, Khorne Berserker w/ eviscerator

TR6: 5 Khorne Berserkers [6 PL, 120 pts] Berserker icon, Khorne Berserker Champion, 3xKhorne Berserker, Khorne Berserker w/ eviscerator

TR7: 10 Khorne Berserkers [12 PL, 235 pts] Berserker icon, Khorne Berserker Champion, 7xKhorne Berserker, 2xKhorne Berserker w/ eviscerator

EL1: 5 Eightbound [12 PL, 200 pts] 4xEightbound, Eightbound Champion (Lacerators)

FA1: Chaos Spawn [1 PL, 25 pts] Chaos Spawn

FA2: Chaos Spawn [1 PL, 25 pts] Chaos Spawn

FA3: Dreadclaw Drop Pod [6 PL, 115 pts]

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

LOW1: Angron [18 PL, 360 pts] Warlord

- Warlord Trait (-1CP): The Red Angel

END OF ROSTER

# Chris Musgrave (Vice Captain) - Imperial Knights

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Player #2: Chris Musgrave (Vice Captain)

Team: Ireland

Factions used: Imperial Knights

Army of Renown: Freeblade Lance

Army points: 2000

Reinforcement Points: 0

Number of Units / Killpoints: 11

Pre Game Stratagems: Warlord Trait (-1CP), Relic (-1CP), Heirlooms of the Household (-1CP), Knight Baron (-1CP)

Starting Command Points: 2

Warlord & Trait: Knight Errant, Ion Bulwark

Army Trait: Code Chivalric (Oaths: Defend the Realm, Protect those in Need)

Secondary Objectives Information

Assassination: 7 points

Bring it Down: 24 points

No Prisoners: 0 points

Abhor the Witch: 0 points

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== Imperial Knights - Arks of Omen == 2000 pts, 104 PL

Army of Renown: Freeblade Lance

LOW1: Armiger Helverins: Armiger Helverin (Heirloom: The Bastard's Helm, Heirlooms of the Household, Questor Ironhail Heavy Stubber), 2xArmiger Helverin (Questor Ironhail Heavy Stubber), Freeblade, Martial Tradition: Hunters of Beasts, Questor Imperialis [465 pts, 24 PL, -1 CP]

LOW2: Armiger Helverins: Armiger Helverin (Knight Baron, Questor Cognis Heavy Stubber, Warlord Trait: Blessed by the Sacristans), Freeblade, Martial Tradition: Machine Focus, Questor Mechanicus [155 pts, 8 PL, -1 CP]

LOW3: Armiger Warglaives: 3xArmiger Warglaive (Meltagun), Freeblade, Martial Tradition: Noble Combatants, Questor Imperialis [450 pts, 24 PL]

LOW4: Knight Errant: Character (Knight Lance), Exalted Court: Herald, Freeblade, Heirloom: The Helm Dominatus, Ironstorm Missile Pod, Martial Tradition: Mythic Hero, Questor Imperialis, Questor Ironhail Heavy Stubber, Reaper Chainsword, Stratagem: Relic, Stratagem: Warlord Trait, Warlord, Warlord Trait: Ion Bulwark [465 pts, 24 PL, -2 CP]

LOW5: Knight Moiraxes: Freeblade, 3xKnight Moirax (2xSiege Claw w/ Rad-Cleanser), Martial Tradition: Strike and Shield, Questor Imperialis [465 pts, 24 PL]

END OF ROSTER

## Pearce "Epsi" Condren - Chaos Daemons

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Player 3: Pearce "Epsi" Condren

Team: Ireland

Factions Used: Chaos Daemons

Army Points: 2000

Reinforcement Points: 0

Number of Units/Kill points: 15

Pre-game Stratagems: Warlord Trait (-1CP)

Starting Command Points: 5

Warlord & Trait: Skarbrand, Rage Incarnate

Army Trait: Warpstorm

Secondary Objective Information:

Assassination: 22 points

Bring it Down: 8 points

No Prisoners: 13 points (total wounds: 111)

Abhor the Witch: 6 points

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== Chaos Undivided Arks of Omen == 0 CP, 2000 pts, 102 PL

HQ1: Infernal Enraptureess [80 pts, 4 PL]

HQ2: Kairos Fateweaver: Bolt of Change, Boon of Change, Gaze of Fate, Infernal Flames, Infernal Gateway, Smite, Treason of Tzeentch [320 pts, 16 PL]

HQ3: Skarbrand: Rage Incarnate, Stratagem: Warlord Trait, Warlord [330 pts, 17 PL, -1 CP]

HQ4: Tranceweaver: Hysterical Frenzy, Smite [70 pts, 4 PL]

TR1: Daemonettes: Alluress, 9xDaemonette, Daemonicon, Instrument of Chaos [120 pts, 6 PL]

TR2: Daemonettes: Alluress, 9xDaemonette, Daemonicon, Instrument of Chaos [120 pts, 6 PL]

TR3: Daemonettes: Alluress, 9xDaemonette, Daemonicon, Instrument of Chaos [120 pts, 6 PL]

TR4: Nurglings: 3xNurgling Swarms [60 pts, 3 PL]

EL1: Exalted Flamer [75 pts, 4 PL]

EL2: Exalted Flamer [75 pts, 4 PL]

EL3: Exalted Flamer [75 pts, 4 PL]

EL4: Fiends: Blissbringer, 5xFiend [180 pts, 10 PL]

EL5: Flamers: 4xFlamer, Pyrocaster [125 pts, 6 PL]

EL6: Flamers: 4xFlamer, Pyrocaster [125 pts, 6 PL]

EL7: Flamers: 4xFlamer, Pyrocaster [125 pts, 6 PL]

# Ian Wilson - Adeptus Astartes - Space Wolves

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Player 4: Ian Wilson

Team: Ireland

Factions used: Adeptus Astartes - Space Wolves

Total cost: 2000

Reinforcement Points: 0

Number of Units/Kill points: 14

Pre Game Stratagems: Warlord Trait (-1CP), Relic (-1CP), Thane of the Retinue (-1CP), A

Trophy Bestowed (-1CP), Hero of the Chapter (-1CP)

Starting Command Points: 1

Warlord & Trait: Captain on Bike, Rites of War & Hunter

Army Trait: Combat Doctrines

Secondary Objectives Information

Assassination: 7 points

No Prisoners: 14 points (total wounds: 129)

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== Space Wolves Successor (Custom Chapter, Born Heroes , Whirlwind of Rage) Arks of Omen == 0 CP, 2000 pts, 120 PL

HQ1: Captain on Bike: Chapter Command: Chapter Master, Combi-melta, Hunter, Power fist, Stratagem: A Trophy Bestowed, Stratagem: Relic, Stratagem: Warlord Trait, The Armour of Russ, Warlord [135 pts, 8 PL, -3 CP]

HQ2: Lieutenant: Bolt pistol, Combi-melta, Jump Pack, Power fist, Rites of War, Stratagem: Hero of the Chapter [95 pts, 5 PL, -1 CP]

EL1: Wolf Guard: Jump Pack, 4xWolf Guard (Combi-melta, Power axe), Wolf Guard Pack Leader (Combi-melta, Thunder hammer) [125 pts, 7 PL]

EL2: Wolf Guard: Jump Pack, 4xWolf Guard (Combi-melta, Power axe), Wolf Guard Pack Leader (Combi-melta, Thunder hammer) [125 pts, 7 PL]

EL3: Wolf Guard: Jump Pack, Wolf Guard (Combi-melta, Storm shield), 3xWolf Guard (Combi-melta, Power axe), Wolf Guard Pack Leader (Combi-melta, Thunder hammer) [130 pts, 7 PL]

EL4: Wolf Guard Terminators: Wolf Guard Terminator Pack Leader (Combi-melta, Thunder hammer), 3xWolf Guard in Terminator Armour (Combi-melta, Thunder hammer), Wolf Guard in Terminator Armour (Combi-melta, Cyclone missile launcher, Thunder hammer) [170 pts, 9 PL]

EL5: Wulfen: 5xStormfrag auto-launcher, Wulfen Pack Leader, 4xWulfen w/ thunder hammer & storm shield [145 pts, 6 PL]

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

FA1: Cyberwolves: Cyberwolf [15 pts, 1 PL]

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

FA3: Skyclaws: 2xSkyclaw, Skyclaw Pack Leader (Meltagun, Power fist), 2xSkyclaw with Special Weapon (Meltagun), Wolf Guard Skyclaw Pack Leader (Storm shield, Thunder hammer) [110 pts, 8 PL]

HS1: Desolation Squad: 8xDesolation Marine (Bolt pistol, Castellan Launcher), Desolation Sgt (Bolt pistol, Castellan Launcher, Master-Crafted Weapon, Replace Superfrak/krak with Vengor & Targeter Optics (Targeter Optics, Vengor Launcher), Stratagem: Thane of the Retinue), Superkrak Rocket Launcher [325 pts, 16 PL, -1 CP]

HS2: Desolation Squad: 4xDesolation 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 [185 pts, 16 PL]

HS3: Desolation Squad: 4xDesolation 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 [185 pts, 16 PL]

END OF ROSTER

# Tom Maher - T'au Empire Bork'an

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Player 5: Tom Maher

Team: Ireland

Factions used: T'au Empire

Total cost: 1998

Reinforcement Points: 0

Number of Units/Kill points: 14

Pre Game Stratagems: Warlord Trait (-1CP), Relic (-1CP), Emergency Dispensation (-1CP),

Emergency Dispensation (-1CP), Promising Pupil (-1CP), Heroic Support (-1CP)

Starting Command Points: 0

Warlord & Trait: Commander in Crisis Battlesuit, Precision of the Hunter

Army Trait: Philosophies of War

Secondary Objectives Information

Assassination: 13 points

Bring it Down: 6 points

No Prisoners: 9 points (total wounds: 82)

Abhor the Witch: 0 points

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== Bork'an Sept Arks of Omen == 0 CP, 1998 pts, 104 PL

HQ1: Commander in Coldstar Battlesuit: (Bork'an): Seeker of Perfection, 2xBurst Cannon, DW-02 Advanced Burst Cannon, High-output Burst Cannon, 2xMarker Drone, Missile Pod, Stratagem: Promising Pupil, Target Lock [205 pts, 9 PL, -1 CP]

HQ2: Commander in Crisis Battlesuit: 1. Precision of the Hunter, 3xCyclic Ion Blaster, Iridium battlesuit, 2xMarker Drone, Stratagem: Relic, Stratagem: Warlord Trait, T'au Flamer, The Be'gel Hunter's Plate, Thermoneutronic Projector, Warlord [220 pts, 9 PL, -2 CP]

HQ3: Ethereal: 2. Sense of Stone, 6. Wisdom of the Guides, Hover Drone, 2xMarker Drone, Stratagem: Emergency Dispensation, The Humble Stave [115 pts, 5 PL, -1 CP]

HQ4: Kroot Shaper: Advanced EM Scrambler, Ritual Blade, Shaper Kroot Rifle, Stratagem: Emergency Dispensation [25 pts, 2 PL, -1 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: 3xCrisis Shas'ui (Burst Cannon, 2xCyclic Ion Blaster, Target Lock), Crisis Shas'ui (Burst Cannon, 2xCyclic Ion Blaster, Early Warning Override), Crisis Shas'vre (Burst Cannon, 2xCyclic Ion Blaster, Iridium battlesuit, Shield Generator, Stimm Injectors), 4xMarker Drone, 6xShield Drone [555 pts, 24 PL]

EL2: Stealth Battlesuits: Marker Drone, 3xStealth Shas'ui w/ Burst Cannon, Stealth Shas'vre (Burst Cannon) [110 pts, 9 PL]

EL3: Stealth Battlesuits: Marker Drone, 3xStealth Shas'ui w/ Burst Cannon, Stealth Shas'vre (Burst Cannon) [110 pts, 9 PL]



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

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

HS1: Riptide Battlesuit: Ion Accelerator, Multi-tracker, 2xPlasma Rifle, Target Lock, Velocity Tracker [250 pts, 13 PL]

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

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

END OF ROSTER

## Colin Power - Aeldari - Craftworlds

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Player 6: Colin Power

Team: Ireland

Factions used: Aeldari - Craftworlds

Army points: 2000

Reinforcement Points: 0 pts

Number of Units / Killpoints: 17

Pre Game Stratagems: Warlord Trait (-1CP), Relic (-1CP), Relics of the Shrines (-1 CP)

Starting Command Points: 3

Warlord & Trait: Farseer Skyrunner, Mark Of the Incomparable Hunter

Army Trait: Strands of Fate

Secondary Objectives Information

Assassination: 16

Bring it Down: 9

No Prisoners: 6 (total wounds: 53)

Abhor the Witch: 8

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== Far-Flung Craftworld (Swift Strikes, Masterful Shots) Arks of Omen = 0 CP, [98 PL, 2000 pts] ==

HQ: Baharroth [7 PL, 160 pts]

HQ: Farseer Skyrunner [6 PL, 135 pts] 1. Guide, 4. Executioner, 5: Mark of the Incomparable Hunter, Kurnous' Bow (Treasures of the Aeldari Relic), Smite, Stratagem: Relic, Stratagem: Warlord Trait, Warlord, Witchblade

HQ: Jain Zar [7 PL, 150 pts]

HQ: Maugan Ra [8 PL, 160 pts]

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

EL: 5 Howling Banshees [5 PL, 110 pts] 4xHowling Banshee, Howling Banshee Exarch (Cronescream (Shrine Relic) (Aspect Shrine Relic), Mirrorswords, Piercing Strikes)

EL: 5 Striking Scorpions [5 PL, 110 pts] 4xStriking Scorpion, Striking Scorpion Exarch (Biting Blade, Crushing Blows)

EL: Warlock Skyrunners [3 PL, 65 pts] 4. Protect/Jinx, Smite, Warlock Skyrunner (Witchblade)

FA: 3 Shroud Runners [5 PL, 90 pts] 3xShroud Runner

FA: 3 Shroud Runners [5 PL, 90 pts] 3xShroud Runner

FA: 3 Shroud Runners [5 PL, 90 pts] 3xShroud Runner

FA: Vypers [3 PL, 40 pts] Vyper w/ Scatter Laser (Scatter Laser, Twin Shuriken Catapult)

FA: Vypers [3 PL, 40 pts] Vyper w/ Scatter Laser (Scatter Laser, Twin Shuriken Catapult)

FA: 5 Warp Spiders [6 PL, 135 pts] 4xWarp Spider, Warp Spider Exarch (Two Death Spinners & The Spider's Bite (Shrine Relic) (Aspect Shrine Relic), Web of Deceit)

HS: 3 Support Weapons [9 PL, 195 pts] 3xSupport Weapon w/ D-Cannon

HS: 3 Support Weapons [9 PL, 195 pts] 3xSupport Weapon w/ D-Cannon

HS: Wraithseer [8 PL, 170 pts] 5. Quicken/Restrain, D-cannon, Smite

END OF ROSTER

# Rhys - Adeptus Custodes

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Player 7: Rhys

Team: Ireland

Factions used: Adeptus Custodes

Total cost: 2000

Reinforcement Points: 0

Number of Units/Kill points: 14

Pre-Game Stratagems: Open the Vaults (-1CP), Relic (-1CP), Warlord Trait (-1CP), The Emperor's Heroes x2 (-2CP)

Starting Command Points: 2

Warlord & Trait: Trajann Valoris, Master of Martial Strategy, Champion of the Imperium

Army trait: Martial Ka'tahs

Secondary Objective Information:

Assassination: 13 points

Bring it Down: 1 points

No Prisoners: 9 points (total wounds: 80)

Abhor the Witch: 0 points

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== Adeptus Custodes (Emissaries Imperatus) Arks of Omen == 0 CP, 2000 pts, 100 PL

Agent of the Imperium:

- Jokaero Weaponsmith: Jokaero weapons, Ordo Xenos [20 pts, 1 PL]

HQ1: Shield-Captain on Dawneagle Jetbike: 3. Superior Creation, Castellan's Mark, Misericordia, Salvo Launcher, Stratagem: Relic, Stratagem: The Emperor's Heroes [165 pts, 9 PL, -2 CP]

HQ2: Trajann Valoris: 1. Master of Martial Strategy, 2. Champion of the Imperium, Stratagem: Warlord Trait, Warlord [200 pts, 8 PL]

TR1: Sagittarum Custodians: 4xSagittarum w/ Misericordia [200 pts, 13 PL]

TR2: Sagittarum Custodians: 3xSagittarum w/ Misericordia [150 pts, 7 PL]

TR3: Sagittarum Custodians: 3xSagittarum w/ Misericordia [150 pts, 7 PL]

TR4: Sagittarum Custodians: 3xSagittarum w/ Misericordia [150 pts, 7 PL]

TR5: Sagittarum Custodians: 3xSagittarum w/ Misericordia [150 pts, 7 PL]

EL1: Allarus Custodians: Allarus w/ Guardian Spear [60 pts, 3 PL]

EL2: Allarus Custodians: Allarus w/ Guardian Spear [60 pts, 3 PL]

EL3: Contemptor-Achillus Dreadnought: 2xLastrum Storm Bolter [170 pts, 9 PL]

EL4: Vexilus Praetor: (Emissaries Imperatus): Voice of the Emperor, Fulminaris Aggressor, Guardian Spear, Misericordia, Stratagem: The Emperor's Heroes, Vexilla Imperius [105 pts, 6 PL, -1 CP]

FA1: Venatari Custodians: 3xVenatari Custodian /w Venetari Lance & Misericordia  
(Misericordia, Venatari Lance) [165 pts, 8 PL]

FA2: Vertus Praetors: 3xPraetor w/ Salvo Launcher & Misericordia [255 pts, 12 PL]

END OF ROSTER

# Peter Dunlea - Astra Militarum Mechanised Infantry

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Player 8: Peter Dunlea

Team: Ireland

Factions used: Astra Militarum

Total cost: 2000

Reinforcement Points: 0

Number of Units/Kill points: 19

Pre Game Stratagems: Warlord Trait (-1CP), Relic (-1CP), Officer Cadre x2 (-2CP)

Starting command points: 2

Warlord & Trait: Lord Solar Leontus, Grand Strategist

Army Trait: regimental tactics

Secondary Objective Information:

Assassination: 10 points

Bring it Down: 19 points

No Prisoners: 8 points (total wounds: 72)

Abhor the Witch: 3 points

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== Mechanised Infantry (Swift as the Wind) Arks of Omen == 0 CP, 2000 pts, 110 PL

HQ1: Cadian Command Squad: Astropath (3. Psychic Barrier), Cadian Commander (Lasipistol, Power sword), Cadian Veterans (Cadian Veteran w/ Master-Vox (Lasipistol, Master Vox), Cadian Veteran w/ Medi-pack, Cadian Veteran w/ Regimental Standard (Lasgun and Regimental Standard), Cadian Veteran w/ chainsword (Lasipistol, Power Sword)), Nork Deddog, Stratagem: Officer Cadre, WT: Superior Tactical Training (Prefectus Orders) [175 pts, 9 PL, -1 CP]

HQ2: Death Korps Marshal: Lasipistol, Power sword, Stratagem: Officer Cadre, WT: Master Tactician [35 pts, 2 PL, -1 CP]

HQ3: Lord Solar Leontus: Stratagem: Warlord Trait, WT: Grand Strategist, Warlord [170 pts, 9 PL, -1 CP]

TR1: Cadian Shock Troops: 6xShock Trooper, Shock Trooper Sergeant (Drum-fed Autogun), Shock Trooper w/ Special Weapon (Plasma gun), Shock Trooper w/ Special Weapon (Meltagun), Shock Trooper w/ Vox-caster [65 pts, 3 PL]

TR2: Cadian Shock Troops: 6xShock Trooper, Shock Trooper Sergeant (Drum-fed Autogun), Shock Trooper w/ Special Weapon (Plasma gun), Shock Trooper w/ Special Weapon (Meltagun), Shock Trooper w/ Vox-caster [65 pts, 3 PL]

TR3: Cadian Shock Troops: 6xShock Trooper, Shock Trooper Sergeant (Drum-fed Autogun), Shock Trooper w/ Special Weapon (Plasma gun), Shock Trooper w/ Special Weapon (Meltagun), Shock Trooper w/ Vox-caster [65 pts, 3 PL]

EL1: Kasrkin: Elite Sharpshooters, Kasrkin Sargeant (Chainsword, Hot-shot Laspistol), 3xKasrkin w/ Hot-shot Lasgun, Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), 2xKasrkin w/ Special Weapon (Plasma gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster) [100 pts, 5 PL]

EL2: Kasrkin: Heirloom Weapons, Kasrkin Sargeant (Chainsword, Hot-shot Laspistol), 3xKasrkin w/ Hot-shot Lasgun, Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), 2xKasrkin w/ Special Weapon (Plasma gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster) [100 pts, 5 PL]

EL3: Kasrkin: Brutal Strength, Kasrkin Sargeant (Chainsword, Hot-shot Laspistol, Relic: The Barbican's Key, Stratagem: Battlefield Bequest), 5xKasrkin w/ Hot-shot Lasgun, Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster) [100 pts, 5 PL, -1 CP]

FA1: Armoured Sentinels: 3xArmoured Sentinel (Hunter-killer missile, Militarum Plasma Cannon, Sentinel Chainsaw) [165 pts, 9 PL]

FA2: Scout Sentinels: 3xScout Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [135 pts, 9 PL]

FA3: Scout Sentinels: 2xScout Sentinel (Militarum Plasma Cannon), Scout Sentinel (Militarum Multi-laser) [120 pts, 9 PL]

HS1: Heavy Weapons Squad: 3xHeavy Weapon Team (Mortar) [55 pts, 3 PL]

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

HS3: Leman Russ Battle Tanks: Leman Russ Battle Tank (2 Heavy Bolters, Executioner Plasma Cannon, Heavy flamer) [165 pts, 9 PL]

HS4: Leman Russ Battle Tanks: Leman Russ Battle Tank (2 Heavy Bolters, Dozer Blade, Executioner Plasma Cannon, Heavy flamer) [165 pts, 9 PL]

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

DT2: Chimera: Armoured Tracks, Chimera Heavy Flamer, Heavy Flamer [90 pts, 5 PL]

DT3: Chimera: Chimera Multi-laser, Heavy Flamer [85 pts, 5 PL]

END OF ROSTER