Gary Moore 2ⁿᵈ Place UCGs Galaxy In Grasp V 2023 – Astra Militarum

++ Arks of Omen Detachment (Imperium - Astra Militarum) [113 PL, 1CP, 2,000pts] ++

+ Configuration +

[Reference] Orders: Mechanised Orders, Prefectus Orders, Regimental Orders

Arks of Omen Compulsory Type: Fast Attack

Battle Size [6CP]: 3. Strike Force (101-200 Total PL / 1001-2000 Points)

Detachment Command Cost

Game Type: 5. Chapter Approved: Arks of Omen

Regimental Doctrine: Born Soldiers

+ HQ +

Cadian Command Squad [7 PL, -2CP, 125pts]: Relic: Finial of the Nemrodesh 1st, Stratagem: Imperial Commander's Armoury, Stratagem: Officer Cadre, WT: Master Tactician
. Cadian Commander: Laspistol, Power sword
. Cadian Veterans
. . Cadian Veteran w/ chainsword: Laspistol, Meltagun
. . Cadian Veteran w/ Master-Vox: Laspistol
. . Cadian Veteran w/ Regimental Standard
. . . Lasgun and Regimental Standard
. Ogryn Bodyguard: Brute Shield, Ripper Gun

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

Tank Commander [10 PL, -1CP, 180pts]: Armoured Tracks, Heavy bolter, Leman Russ Battle Cannon, Relic: Gatekeeper, Stratagem: Relic
. 2 Heavy Bolters: 2x Heavy bolter

Tank Commander [10 PL, 175pts]: Executioner Plasma Cannon, Heavy bolter
. 2 Heavy Bolters: 2x Heavy bolter

+ Troops +

Cadian Shock Troops [3 PL, 65pts]
. 6x Shock Trooper: 6x Lasgun
. Shock Trooper Sergeant: Drum-fed Autogun
. Shock Trooper w/ Special Weapon: Plasma gun
. Shock Trooper w/ Special Weapon: Plasma gun
. Shock Trooper w/ Vox-caster

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. Shock Trooper w/ Vox-caster

+ Elites +

Kasrkin [5 PL, -1CP, 100pts]: Veteran Guerrillas, Vox-Caster
. Kasrkin Sargeant: Chainsword, Hot-shot Laspistol, Relic: The Barbicant's Key, Stratagem: Battlefield Bequest
. 7x Kasrkin w/ Hot-shot Lasgun: 7x Frag & Krak grenades, 7x Hot-shot Lasgun
. Kasrkin w/ Special Weapon: Hot-shot Volley Gun
. Kasrkin w/ Special Weapon: Hot-shot Volley Gun

+ Fast Attack +

Armoured Sentinels [9 PL, 150pts]
. Armoured Sentinel: Hunter-killer missile, Missile Launcher
. Armoured Sentinel: Hunter-killer missile, Missile Launcher
. Armoured Sentinel: Hunter-killer missile, Missile Launcher

Armoured Sentinels [9 PL, 150pts]
. Armoured Sentinel: Hunter-killer missile, Militarum Plasma Cannon
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Armoured Sentinels [9 PL, 150pts]
. Armoured Sentinel: Hunter-killer missile, Militarum Plasma Cannon
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Scout Sentinels [9 PL, 150pts]
. Scout Sentinel: Heavy Flamer, Hunter-killer missile, Sentinel Chainsaw
. Scout Sentinel: Heavy Flamer, Hunter-killer missile, Sentinel Chainsaw
. Scout Sentinel: Heavy Flamer, Hunter-killer missile, Sentinel Chainsaw

Scout Sentinels [9 PL, 150pts]
. Scout Sentinel: Heavy Flamer, Hunter-killer missile, Sentinel Chainsaw
. Scout Sentinel: Heavy Flamer, Hunter-killer missile, Sentinel Chainsaw
. Scout Sentinel: Heavy Flamer, Hunter-killer missile, Sentinel Chainsaw

Scout Sentinels [9 PL, 150pts]
. Scout Sentinel: Hunter-killer missile, Missile Launcher, Sentinel Chainsaw
. Scout Sentinel: Hunter-killer missile, Missile Launcher, Sentinel Chainsaw
. Scout Sentinel: Hunter-killer missile, Missile Launcher, Sentinel Chainsaw

+ Heavy Support +

Heavy Weapons Squad [3 PL, 55pts]
. Heavy Weapon Team: Mortar
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Hydra [6 PL, 110pts]
. Heavy Bolter

++ Total: [113 PL, 1CP, 2,000pts] ++

Reinforcement Points: 1

Total Points: 1999