

## Véber Ákos 2nd Place Pergotuz LCOTSV 3 2023 – Adeptus Astartes - Salamanders

++ Arks of Omen Detachment (Imperium - Adeptus Astartes - Salamanders) [119 PL, 2CP, 1,995pts] +  
+

Rules: And They Shall Know No Fear, Angels of Death, Bolter Discipline, Combat Doctrines, Shock Assault

+ Configuration +

**\*\*Chapter Selector\*\***: Salamanders

. Rules: Forged in Battle

Arks of Omen Compulsory Type: Elites

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

Detachment Command Cost

Game Type: 5. Chapter Approved: Arks of Omen

+ HQ +

Primaris Librarian [5 PL, -1CP, 85pts]: 2) Fire Shield, 4) Drakeskin, Never Give Up, Stratagem: Hero of the Chapter

. Rules: Angels of Death

Primaris Lieutenant [5 PL, -1CP, 65pts]: Lord of Fire (Aura), Stratagem: Hero of the Chapter

. Rules: Angels of Death

. Neo-volkite pistol, Master-crafted power sword and Storm Shield

Vulkan He'stan [7 PL, 110pts]

+ Troops +

Infiltrator Squad [6 PL, 100pts]: Helix gauntlet

. Rules: Angels of Death, Combat Squads, Concealed Positions

. 4x Infiltrator: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine

. Infiltrator Sergeant

Infiltrator Squad [6 PL, 100pts]: Helix gauntlet

. Rules: Angels of Death, Combat Squads, Concealed Positions

. 4x Infiltrator: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine

. Infiltrator Sergeant

+ Elites +

Aggressor Squad [12 PL, 150pts]: 2x Flamestorm Gauntlets, 4x Aggressor, Aggressor Sergeant

. Rules: Angels of Death, Combat Squads

Aggressor Squad [12 PL, 150pts]: 2x Flamestorm Gauntlets, 4x Aggressor, Aggressor Sergeant  
. Rules: Angels of Death, Combat Squads

Primaris Apothecary [5 PL, -1CP, 100pts]: Chapter Command: Chief Apothecary, Selfless Healer,  
Stratagem: Warlord Trait, Warlord  
. Rules: Angels of Death

Relic Contemptor Dreadnought [8 PL, -1CP, 195pts]: Cyclone missile launcher, 2x Twin volkite  
culverin  
. Rules: Angels of Death, Explodes (3"/1), Martial Legacy

Scout Squad [4 PL, 60pts]: 5x Camo cloak  
. Rules: Angels of Death, Combat Squads, Concealed Positions, Outflank  
. Scout Sergeant: Combi-melta, Power fist  
. . Rules: Combi Weapon  
. 3x Scout w/Boltgun: 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades  
. Scout w/Heavy weapon: Missile launcher

Terminator Assault Squad [9 PL, 165pts]: Teleport Homer  
. Rules: Angels of Death, Combat Squads, Teleport Strike  
. Assault Terminator Sergeant  
. . Thunder Hammer & Storm Shield  
. 4x Assault Terminator w/THSS: 4x Storm shield, 4x Thunder hammer

+ Fast Attack +

Attack Bike Squad [6 PL, 150pts]  
. Rules: Angels of Death  
. Attack Bike: Multi-melta  
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. Attack Bike: Multi-melta

Bike Squad [5 PL, 90pts]  
. Rules: Angels of Death, Combat Squads  
. Biker Sergeant: Combi-melta  
. . Rules: Combi Weapon  
. Space Marine Biker w/Special Weapon: Meltagun  
. Space Marine Biker w/Special Weapon: Meltagun

Storm Speeder Hammerstrike [8 PL, 125pts]  
. Rules: Angels of Death, Explodes (6"/D3)

+ Heavy Support +

Eliminator Squad [4 PL, 75pts]: Las Fusil  
. Rules: Angels of Death, Concealed Positions  
. Eliminator Sergeant: Instigator Bolt Carbine  
. 2x Eliminators: 2x Bolt pistol, 2x Camo cloak, 2x Frag & Krak grenades

Eradicator Squad [14 PL, 225pts]: Heavy melta rifle

. Rules: Angels of Death, Combat Squads

. 3x Eradicator: 3x Bolt pistol

. Eradicator Sgt

. Eradicator with MM

+ Dedicated Transport +

Land Speeder Storm [3 PL, 50pts]

. Rules: Angels of Death, Explodes (3"/1), Open-topped, Outflank