

John Winter Russell 3rd Place Grand Clash 2023 – Astra Militarum

Command Points: 6-1-1-1-1=2

Total cost: 2000 pts, 116 PL

Reinforcement Points: none pts

Number of Units: 20

Assassination: 16 points

Bring it Down: 15 points

No Prisoners: 8 points (total wounds: 76)

Abhor the Witch: 3 points

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== Born Soldiers Arks of Omen == 0 CP, 1670 pts, 92 PL

HQ1: Death Korps Marshal: Laspistol, Power sword, Stratagem: Officer Cadre, WT: Superior Tactical Training (Prefectus Orders) [35 pts, 2 PL, -1 CP]

HQ2: Lord Solar Leontus: Warlord [170 pts, 9 PL]

HQ3: Tank Commander: Armoured Tracks, Heavy bolter, Leman Russ Battle Cannon, Stratagem: Officer Cadre, WT: Master Tactician [170 pts, 10 PL, -1 CP]

TR1: Infantry Squad: 5xGuardsman, Guardsman W/ Special Weapon (Plasma gun), Guardsman w/ Vox-caster, Heavy Weapon Team (Mortar), Sergeant (Chainsword, Laspistol) [65 pts, 3 PL]

TR2: Infantry Squad: 5xGuardsman, Guardsman W/ Special Weapon (Plasma gun), Guardsman w/ Vox-caster, Heavy Weapon Team (Mortar), Sergeant (Chainsword, Laspistol) [65 pts, 3 PL]

EL1: Combat Engineer Squad: 4xCombat Engineers (Engineer shotgun, Gas bombs), Engineer Watch Master (Engineer shotgun, Gas bombs) [40 pts, 2 PL]

EL2: Kasrkin: Brutal Strength, Kasrkin Sargeant (Chainsword, Hot-shot Laspistol, Relic: The Barbican's Key, Stratagem: Battlefield Bequest), 6xKasrkin w/ Hot-shot Lasgun, 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster) [100 pts, 5 PL, -1 CP]

EL3: Kasrkin: Heirloom Weapons, Kasrkin Sargeant (Chainsword, Hot-shot Laspistol), 6xKasrkin w/ Hot-shot Lasgun, 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster) [100 pts, 5 PL]

EL4: Kasrkin: Kasrkin Sargeant (Chainsword, Hot-shot Laspistol), 4xKasrkin w/ Hot-shot Lasgun, 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), 2xKasrkin w/ Special Weapon (Plasma gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster), Mechanised Infantry [100 pts, 5 PL]

EL5: Sly Marbo [50 pts, 3 PL]

FA1: Armoured Sentinels: 3xArmoured Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [150 pts, 9 PL]

FA2: Armoured Sentinels: Armoured Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [50 pts, 3 PL]

FA3: Scout Sentinels: Scout Sentinel (Militarum Multi-laser) [40 pts, 3 PL]

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

HS2: Leman Russ Battle Tanks: 2xLeman Russ Battle Tank (Armoured Tracks, Dozer Blade, Executioner Plasma Cannon, Heavy bolter) [320 pts, 18 PL]

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

DT2: Taurox [70 pts, 4 PL]

== Patrol Detachment == 0 CP, 330 pts, 24 PL

HQ1: Militarum Tempestus Command Squad: Astropath, Officer of the Fleet, Relic: Finial of the Nemrodesh 1st, Stratagem: Imperial Commander's Armoury, Tempestor Prime (Tempestor Command Rod), Tempestus Scion (Plasma gun), Tempestus Scion w/ Master-Vox (Hot-shot Laspistol, Master Vox), Tempestus Scion w/ Medi-pack, Tempestus Scion w/ Regimental Standard (Hot-Shot Lasgun, Regimental Standard) [165 pts, 9 PL, -1 CP]

TR1: Tempestus Scions: Tempestor (Plasma pistol, Power sword), 4xTempestus Scion, 2xTempestus Scion w/ Special Weapon (Hot-shot Volley Gun), 2xTempestus Scion w/ Special Weapon (Plasma gun), Tempestus Scion w/ Vox-caster [110 pts, 10 PL]

TR2: Tempestus Scions: Tempestor (Plasma pistol, Power sword), Tempestus Scion, Tempestus Scion w/ Special Weapon (Plasma gun), Tempestus Scion w/ Special Weapon (Hot-shot Volley Gun), Tempestus Scion w/ Vox-caster [55 pts, 5 PL]