

Betreutes Qualifying
Teamturnier 13.-14. Januar 2018



Reader

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Zeitplan Betreutes Qualifying

Samstag

09:00 – 09:30	Aufbauen, Hallo sagen, Kaffeetrinken
09:30 – 13:00	Partie 1
13:00 – 14:00	Mittagspause
14:00 – 17:30	Partie 2
17:45 – 21:15	Partie 3

Sonntag

08:30 – 09:00	Ankommen, Kaffeetrinken
09:00 – 12:30	Partie 4
12:30 – 13:30	Mittagspause und Wahl Best Painted
13:30 – 17:00	Partie 5
17:00 – 17:30	Abbau und Siegerehrung

Pairing



Das Paring der einzelnen Partien erfolgt nach dem normalen Verfahren.

- a) Jedes Team setzt verdeckt eine Armee. Diese werden gleichzeitig aufgedeckt.
- b) Jedes Team setzt nun zwei Armeen verdeckt dagegen. Diese werden ebenfalls gleichzeitig aufgedeckt.
- c) Jedes Team entscheidet nun, welches der beiden unter b) vorgeschlagenen Gegnerarmeen gegen die eigene unter a) gesetzte Armee spielen soll, die andere Armee wird dem Gegner zurückgegeben.
- d) Jedes Team setzt verdeckt eine weitere Armee. Diese werden gleichzeitig aufgedeckt.
- e) Jedes Team hat nun noch zwei Armeen auf der Hand. Aus diesen beiden Armeen kann der Gegner nun entscheiden, gegen welche Armee die unter d) gesetzte Armee spielen soll.
- f) Entsprechend spielt die unter e) nicht gewählte Armee gegen die entsprechende des Gegnerteams.

Nach dem Pairing wird zufällig bestimmt, welche Partie auf welchem Tisch stattfinden wird. Für jedes Spiel wird die Aufstellungsart und das Secondary Objective von den beiden Spielern ausgewürfelt.

Aufstellung



Es werden die Aufstellungsregeln nach den Regeln der Beta-Version für 2.0 verwendet (siehe Folgeseiten).

Achtung: Nach diesen Regeln werden **Kriegsmaschinen** nicht mehr alle auf einmal aufgestellt werden, sondern dürfen einzeln aufgestellt werden, wie normale Einheiten.

Die Aufstellungsart wird ausgewürfelt:

- 1: Frontline Clash
- 2: Dawn Assault
- 3: Counterthrust
- 4: Encircle
- 5: Refused Flank
- 6: Marching Columns

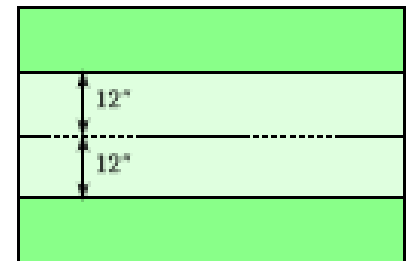
Deployment Types

(Quelle: T9A Rulesbook 0.201)



1: Frontline Clash

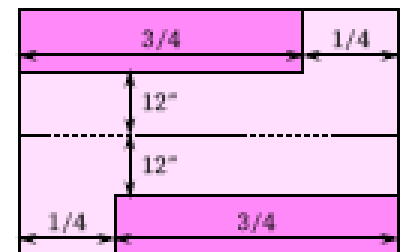
The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.



2: Dawn Assault

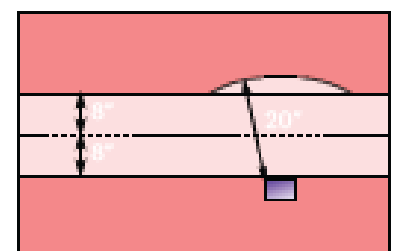
The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. The player who chooses the Deployment Zone must also choose a short table edge (the other player gets the opposite short table edge). Deployment Zones are areas more than 12" away from the centre line and more than 1/4 of the table's length from the opponent's short table edge (18" on a 72" table).

When declaring Special Deployment, players may choose to keep up to two of their units as reinforcement. These units follow the rules for Ambushing units, except that when they arrive they must be placed touching the controlling player's short table edge.



3: Counterthrust

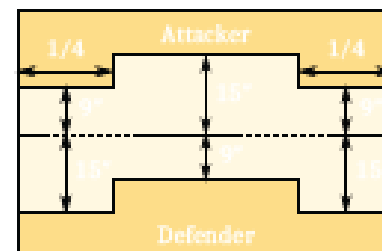
The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 8" away from this line. Units must be deployed more than 20" away from enemy units (units using Special Deployment, such as Scout, follow their normal rules). Until after a total of 6 units have been deployed (both sides combined), players must deploy only a single unit on their deployment turn and cannot deploy any Characters.





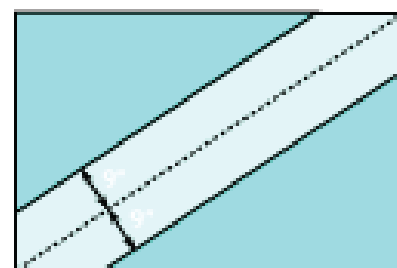
4: Encircle

The table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. The player who gets to choose the Deployment Zone decides if they want to be the attacker or the defender. The attacker may deploy more than 9" from the central line if within a quarter of the table's length from either table edge (18" on a 72" table), and more than 15" from the central line elsewhere. The defender does the opposite: more than 15" away from the central line if within a quarter of the table's length from the short table edge, and more than 9" away from the central line elsewhere.



5: Refused Flank

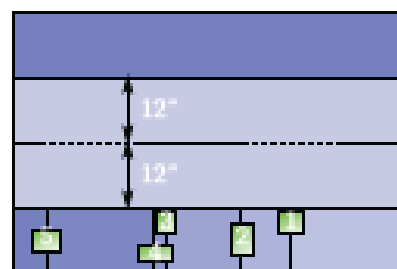
The table is divided into halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.



6: Marching Columns

The table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line. Each player must choose a short table edge when deploying their first unit. Each unit this player deploys afterwards must be deployed with its centre further away from the chosen short table edge than the centre of the last unit this player deployed (measure from the closest point on the short table edge). War Machines, Characters, and Scouting units ignore these rules. Until after a total of 6 units have been deployed (both sides combined), players must deploy only a single unit on their deployment turn and cannot deploy any Characters.

Instead of deploying a unit, a player may choose to make all **of his own** undeployed units, that are not making a Special Deployment, Delayed. Delayed units follow the rules for Ambushing units except they must be placed as close as possible to the centre of the long table edge in their owner's Deployment Zone.





Missionsziele

Es werden die Secondary Objectives nach den Regeln der Beta-Version für 2.0 verwendet (siehe Folgeseiten).

Das Secondary Objective wird ausgewürfelt:

- 1: Hold the Ground
- 2: Breakthrough
- 3: Spoils of war
- 4: King of the hill
- 5: Capture the flags
- 6: Secure Target



Secondary Objectives

(Quelle: T9A Rulesbook 0.201)

1: Hold the Ground

Place a marker to show the centre of the board if needed.

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre point of the Board gains a counter. At the end of the game the player with the most such counters wins this Secondary Objective.

2: Breakthrough

Keep track of the Deployment Zones.

The player with the most Scoring Units, up to a maximum of 3, within its opponent's Deployment Zone at the end of the game wins this Secondary Objective.

3: Spoils of War

Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing Deployment Types). One marker is placed on this line and as close as possible to the centre of the board while still being more than 1" away from Impassable Terrain. The other two markers are placed along the line dividing the board into halves on either side of the central marker, as close to the centre as possible but at least a third of the long table edge length (24" on a standard board) away from it, and more than 1" away from Impassable Terrain.

At the start of each of your Player Turns, any of your Scoring units that is not carrying a marker may pick up markers they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Unless a unit that is carrying a marker has at least 3 Full Ranks, **it cannot make a march move**. If a unit that is carrying a marker is destroyed, Flees or no longer contains any models with Scoring, the opponent must immediately place all markers carried by this unit within 3" of it. They cannot be placed within 1" of Impassable Terrain, but they can be placed inside a unit.

At the end of the game the player with the most units carrying markers wins this Secondary Objective.

4: King of the Hill

After Spell Selection (at the end of step 7 of the Pre-Game Sequence), starting with the player that picked Deployment Zone, both players choose a Terrain Feature that isn't Impassable Terrain (**Buildings are treated as Impassable Terrain**) and that is not entirely within their Deployment Zone.

If there are no enemy Scoring units within one and only one player's chosen Terrain Feature at the end of the game then this player wins this Secondary Objective.



5: Capture the Flags

After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all units with Scoring in both players' Army Lists. If either player has less than 3 marked units, their opponent must mark enough units from this player's Army List so that there are exactly 3 marked units in the army, starting with the player that finished deploying first.

The player that has the lowest number of their marked units dead at the end of the game wins this Secondary Objective.

6: Secure Target

Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked their Deployment Zone. Each player must place the marker more than 12" away from their Deployment Zone and a third of the long table edge length (24" on a standard board) from the other marker.

At the end of the game the player controlling the most markers wins this Secondary Objective. A marker is controlled by the player with the most Scoring Units within 6" of the marker. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomise if both markers are equally close).



Punkte

Turnierpunkte:

Das Cap in jeder Runde liegt bei 65 Punkten. Somit können insgesamt 325 Punkte erspielt werden. In der letzten Runde ist das Cap nach unten offen, das heißt in Runde 5 kann das unterlegene Team einer Partie auch weniger als 35 Punkte erhalten.

Bemalpunkte:

Es wird für jeden Spieler maximal 8 Bemalpunkte geben, also 40 pro Team.

1-4 Punkte für die Bemalung (rein quantitativ)

1 Punkt für gestaltete Bases

1 Punkt für vollständige Regimentsbases passend zur Armee

1 Punkt für Wysiwyg an Charakteren

1 Punkt für Wysiwyg an Kommandomodellen

1-2 Punkte für Wow!-Effekte, also besonders schöne Armeen, Umbauten etc.

-1 Punkt für Proxis (bei deutlicher Abweichung vom dargestelltem)

Penalties:

20 Punkte verspätete Abgabe der Listen (im korrekten Format)

5 Punkte bei Überschreitung der Spielzeit um mehr als 5 Minuten

15 Punkte bei Überschreitung der Spielzeit um mehr als 10 Minuten

Ab 15 Minuten behalten wir uns vor, das Ergebnis nicht mehr abzuwarten und die Partie mit 0:0 zu werten.

Als Abgabe gilt die vollständige Eingabe der Ergebnisse auf Tourneykeeper.

Am Samstagabend, beim Spiel 3, ist es uns egal, wie lange ihr spielt. Wenn beide Spieler eine Partie und beide Team-Captains bestätigen, dass die Partie länger gehen soll, dann heben wir die Zeitbeschränkung auf.

Armeelisten



1. Asinative für Deutschland
2. Betreutes Würfeln
3. Clowns Chapter Munich
4. Die Gefährten
5. Dreiradgang
6. Henri's chosen
7. Jenaer Fluffbunnies
8. Josse 4Evvah!
9. Legion Schwaben und Franken
10. nerdy by nature
11. Ohne Toto zum Saufen
12. Sieger der Herzen
13. Team Akistan
14. TGH
15. This is Sparta
16. Zensiert und nur zum Saufen da
- S. Springer

Asinative für Deutschland



Dennis Klein – Dread Elves

625 – **Oracle**, General, Cult of Yema, 4 Spells, Ring of Fire, Skull Splitter, Wandering Familiar, Wizard Master, Divination
310 – **Cult Priest**, BSB, Cult of Yema, Gladiator Weapons, War Standard, Bronze Breastplate, Lucky Charm
372 – **Assassin**, Path of Silent Death, Assassin Throwing Weapon, Paired Weapons, Sprout of Rebirth, Nightshade
292 – **Assassin**, Path of Silent Death, Assassin Throwing Weapon, Paired Weapons, Nightshade
200 – 3x10 **Corsairs**, Cult of Yema, Repeater Handbows, M
200 – 15 **Dread Legionnaires**, Cult of Yema, M
170 – 2x5 **Dark Riders**, Cult of Yema
662 – 26 **Dancers of Yema**, M, C, S, Banner of Speed
260 – 10 **Dancers of Yema**, Skirmish, C, S
298 – 8 **Raven Cloaks**, Great Weapons
180 – 3x1 **Dread Reaper**
4499

Fabian Baier – Dwarfen Holds

279 – **Runic Smith**, General, Shield, 2x Rune of Iron, Rune of Gleaming, Rune of Resilience, Rune of Resolve
300 – **Anvil of Power**, Rune of Resolve, Rune of Shattering, Rune of Storms
814 – 28 **Greybeards**, Shields, Throwing Weapons, M, C, S, Gleaming Icon
160 – 2x10 **Clan Warriors**, Shields, M
570 – 2x25 **Seekers**, M
250 – 2x10 **Miners**, Pistols, M
300 – 2x2 **Steam Copters**, Attack Copters, Skirmish
270 – 2x1 **Field Artillery**, Cannon
4493

Guiseppe Sbirziola – Highborn Elves

600 – **Mage**, General, Asfad Scholar, 4 Spells, Essence of a Free Mind, Ring of Fire, Wizard Master, Pyromancy/Divination
340 – **Lord of the Seas**, BSB, Commander, Queen's Companion, Light Armour, Great Weapon, Longbow, Moonlight Arrows, Banner of Becalming
290 – 15 **Citizen Archers**, M
280 – 20 **Citizen Spears**, M
190 – 2x5 **Elein Reavers**, Bows
180 – 5 **Elein Reavers**
810 – 28 **Sword Masters**, M, S, Stalker's Standard
700 – 24 **Sword Masters**, M, C, S, Icon of the Relentless Company
440 – 15 **Queen's Guard**, M
240 – 2x1 **Sky Sloop**, Sea Reaper
4500



Sebastian von Glahn – Undying Dynasties

530 – **Death Cult Hierarchy**, General, Hierophant, 4 Spells, Book of the Dead, Sandstorm Cloak, Wizard Master, Evocation

200 – **Casket of Phatep**

290 – 2x3 **Skeleton Chariots**, Light Troops

224 – 17 **Skeleton Archers**, M

140 – 10 **Skeleton Archers**, M

130 – 2x5 **Skeleton Scouts**

390 – 2x3 **Tomb Cataphracts**, Underground Ambush

260 – 4x15 **Necropolis Guard**, Paired Weapons, C, S

200 – 2x1 **Charnel Catapult**

170 – 2x1 **Sand Scorpion**

4494

Marvin Klein – Vampire Covenant

750 – **Midnight Aristocracy**, General, Vampire Count, 1 Spell, Fleshrender, Mantle of Night, Mithril Mail, Wizard Apprentice, Von Karstein Bloodline, Storm Caller, The Dead Arise, Evocation

445 – **Midnight Aristocracy**, BSB, Vampire Courtier, 1 Spell, Halberd, Stalker's Standard, Bronze Breastplate, Wizard Apprentice, Von Karstein Bloodline, Evocation

260 – **Necromancer**, 2 Spells, Unholy Tome, Wizard Apprentice, Evocation

200 – **Necromancer**, 1 Spell, Wand of Stability, Wizard Apprentice, Evocation

350 – 30 **Skeletons**, M, C, S, War Standard

192 – 27 **Zombies**, M, S

130 – 20 **Zombies**, M

116 – 2x8 **Dire Wolves**

460 – **Altar of Undeath**, Dark Tome

400 – **Altar of Undeath**

80 – 2 **Great Bats**

500 – 2x1 **Shrieking Horror**

4499

Betreutes Würfeln



Axel "banshee" Großmann (c) Daemons

1080 Scourge of Wrath Army General, Eternal Sword, Shackles of Reality, Supreme Aspect: Eternal Fury
680 28 x Slaughterers Blood Sword, Musician
230 10 x Slaughterers Blood Sword, Musician
330 2 x Blood Chariot
725 5 x Crusher Cavalry M,C,S Aspect: Onslaught, Aether icon
700 5 x Crusher Cavalry M,C,S Aspect: Onslaught War Standard
140 3x5x Fury, Wrath
4495

Stefan "lefy" Vossen WDG:

710 Lord of Lust: Steed of Lust, General, Waste Hardened Skin, Talisman of Supreme Shielding, Bluffer's Helm, Great Weapon,
510 Harbinger of Lust: Steed of Lust, Battle Standard, Hardened Shield, War Banner, Dusk Stone, Lance, Shield
525 Sorcerer: Master, Ring of Fire, Sceptre of Power, 4 spells, Alchemy,
754 19x Warriors of Pestilence: Great Weapon, Banner of Speed, Full Command
160 20x Barbarians: Musician, 160
420 10x Chosen of Lust: Standard, Nine-Tailed Standard, Paired Weapon, 420
360 2x10x Chosen of Lust: Halberd,
240 Battle Shrine,
160 5x Barbarian Horsemen, Shields, 160
300 Vortex Fiend
4499

Erik "Shikoran" Ogre Khans - Hellfist Characters

390 Mammoth Hunter, Hunting Spear, Iron Fist, Tusker, Dragonscale Helm, Dusk Stone
450 Mammoth Hunter Hunting Spear, Iron Fist, Trolleater, Tusker Bluffer's Helm,
650 Shaman 4 Learned Spells, Army General, Hellfist, Thaumaturgy ,Sceptre of Power
185 3*x3x Bruiser, Musician
176 15x Scrapling, Shield M Scrapling Foreman Great Weapon
398 5x Tribesman C M S Iron Fists,
320 2x Tusker Cavalry Light Armour and Iron Fist,
300 2x Thunder Cannon
480 2x Rock Auroch Hunting Spear
4499



Nils "der irre" Kietzmann - Saurian Ancients

670 - Cuatl Lord, General, Wisdom of the Ancients, 5 Spells, Wizard Master, Ring of Fire, Essence of Free Mind, Pyromancy/Alchemy
730 - Skink Captain, BSB, Taurosauro, Engine of the Ancients, Starfall Shard
400 - Veteran, Raptor, Great Weapon, Armour of Destiny
190 - 4x10 Saurian Warriors, Musician
170 - 10 Saurian Warriors
124 - 2x6 Skink Hunters, Blowpipe
140 - 5 Chameleons
240 - 2x2 Weapon Beast, Spearback
450 - 2x1 Taurosauro
4498

Artur "BigMac" Güttler - DE

600 Prince, Raptor Chariot, General, Cult of Nabh, Great Weapon, Repeater Handbow, Heavy Armor, Midnight Cloak, Bluffers Helm
520 Oracle, 4 Spells, Alchemy, Wizard Master, Familiar, Ring of Fire
680 Cult Priest, Divine Altar, BSB, Cult of Nabh, Executioners Blade, Stalker Standard
747 31 Corsairs, M, S, C, Paired Weapons, Cult of Nabh, Flaming Standard
200 2x10 Corsairs, M, Repeater Handbow
130 2x 5 Harpies
190 3x1 Raptor Chariot
360 2x1 Kraken
4497

Clowns Chapter Munich



Christoph „JimmyGrill“ Reiter - Highborn Elves

Lion Prince & Lions

716 - High Prince, General, Royal Huntsman, Great Weapon, Heavy Armour, Lion Chariot Mount, Divine Icon, Dragonscale Helm, Talisman of Supreme Shielding

470 - Commander, BSB, Master of Canreig Tower (1x Alchemy, 1x Druidism), Light Armour, Great Bow of Elu, Shielding Scroll

600 - Mage, 4 Spells, Asfad Scholar, Essence of a Free Mind (Divination/Pyromancy), Ring of Fire, Wizard Master

200 - 10x Citizen Archers, M

280 - 20x Citizen Spears, M

270 - 5x Highborn Lancers, M

190 - 5x Elein Reavers, Bows

190 - 5x Elein Reavers, Bows

701 - 23x Lion Guard, C, M, S, Stalker's Standard

240 - 1x Sky Sloop with Sky Reaper

240 - 1x Sky Sloop with Sky Reaper

400 - 1x Frost Phoenix

4497

Carsten „LastGreenKnight“ Richter – Kingdom of Equitaine

Blessing – Favour of the Grail

490 - Damsel, 4 Spells, Barded Warhorse, Druidism, Wizard Master, Sceptre of Power, Ring of Fire

620 - Duke, General, Barded Warhorse, Audacity, Shield, Questing Oath, Crusader's Helm, Fleshrender, Dragonfire Gem

413 - Paladin, BSB, Barded Warhorse, Daring, Great Weapon, Questing Oath, Hardened Shield, The Oriflamme

260 - 5x Knight Aspirant, M

314 – 6x Knight of the Realm, MS

634 - 11x Knight of the Realm, CMS, Veteran Standard, War Banner

580 - 9x Knight of the Quest, Hedge Knights, CMS, Gleaming Icon

350 - 6x Knight of the Quest, Hedge Knights, M

360 - The Green Knight

110 - 5x Yeoman Outrider

360 - 3x Pegasus Knights

4491

Hajo „RiseAgainst“ Kruppa – Daemon Legions - Polytheistic

1190 – Courtesan of Lust, General, Daemon of Lust, 3 Spells, Supreme Aspect: Dance of Death, Eternal Sword, Shackles of Reality, Token of Lust, Divination

440 – Harbringer of Wrath, BSB, Daemon of Wrath, Supreme Aspect: Eternal Fury, Blood Sword, Black Orb, Stalker's Standard

700 – 26 x Slaughterers, Daemon of Wrath, M, C, S, Blood Sword, Veteran Standard Bearer, Icon of the Relentless Company

2x 240 – 15 x Sirens, Daemon of Lust

700 – 2 x 6 Clawed Fiends, Daemon of Lust

140 – 2 x 5 Furies, Daemon of Lust

4490



Jan „Drychon“ Plaustener – Sylvan Elves

670 – Treefather Ancient, General, Oaken Crown, Wizard Apprentice, 3 Spells, Divination
360 – Thicket Shepherd, Entangling Vines
355 – Thicket Shepherd, BSB, Flaming Standard
310 – Dryad Matriarch, Scarred Bark, Wizard Apprentice, 2 Spells, Druidism
718 – 30x Dryads, C
218 – 10x Dryads
194 – 9x Dryads
505 – 6x Thicket Beasts, C
100 – 1x Forest Eagle
100 – 1x Forest Eagle
480 – Treefather
480 – Treefather
4490

Andreas „DerBierbaron“ Matkovic – Warriors of the Dark Gods

730 – Anointed, Lord of Chaos, General, Mark of Lust, Steed of Lust, Great Weapon, Bluffer's Helm, Divine Icon, Sprout of Rebirth, Waste-Hardened Skin
480 - Anointed, Harbinger of Chaos, BSB, Mark of Lust, Steed of Lust, Dusk Stone, Hardened Shield, Sword of Strength
525 - Sorcerer , Mark of True Chaos, 4 Spells, Lucky Shield, Razor Blade, Ring of Fire, Wizard Master, Alchemy
232 - 8x Barbarian Horsemen, Mark of True Chaos, Shield
713 – 18x Wasteland Warriors, Mark of Pestilence, Great Weapon, C, M, S, Flaming Standard
240 - Battle Shrine, Mark of True Chaos
240 - Battle Shrine, Mark of True Chaos
420 – 10x Chosen, Mark of Lust, Paired Weapons, S, Nine-Tailed Standard
360 – 10x Chosen, Mark of Lust, Halberd
360 – 10x Chosen, Mark of Lust, Halberd
100 – 5x Warhounds
100 – 5x Warhounds
4500



Die Gefährten

Ricardo "Pater-LeXx" Bolz - Saurian Ancients

760pts 1xCuatl Lord Battle Standard Bearer [100pts], General, Pyromancy, Alchemy, Unconquerable Will [70pts] Essence of a Free Mind [50pts], Jade Staff [40pts]
210pts 1x Skink Priest Ring of Fire [50pts], Shielding Scroll [30pts], Shamanism
755pts 30x Saurian Warrior ,Serpent, MSC, Flaming Standart
687pts 29x Saurian Warrior , Serpent, Standard Bearer [20pts], MSC
160pts 6x Chameleon
180pts 7x Chameleon
120pts Weapon Beasts - Spearback
120pts Weapon Beasts - Spearback
110pts 2x Snake Swarm
110pts 2x Snake Swarm
450pts Stygiosaur Upgrade Skink Rider to Champion [120pts]
280pts Thyroscutus Altar of the Snake-God
280pts Thyroscutus Altar of the Snake-God
4494pts

Benjamin "Prophet_of_Truth" Kowalski – Ogre Khans

610 – Great Khan, General, Great Weapon, Iron Fist, Hoardmaster, Mammoth-Hide Cloak, Sprout of Rebirth
370 - Khan, BSB, War Standard, Great Weapon, Talisman of Greater Shielding
560 - Shaman, 3x Add up 1 Learned Spell, Wizard Master, Pyromancy, Book of Arcane Power
685 - 8x Bruisers, C, M, S, Skull of Qenghet
222 - 3x Tribesmen, M, Iron Fists
222 - 3x Tribesmen, M, Iron Fists
780 - 6x Mercenary Veterans, Ogre Pistols, C, M, S, Poisoned Attacks, Accurate
80 - 1x Sabretooth Tigers
490 - 1x Rock Auroch, Lance
480 - 1x Rock Auroch, Hunting Spear
4499

Lukas "Loec1" Maskow - Highborn Elves

1150 - High Prince, General, Ancient Dragon, Giant Blade, Divine Icon, Lucky Shield, Lucky Charm
355 – Commander, BSB, Queen's Companion, Longbow, Halberd, Moonlight Arrows, Aether Icon, Crown of Scorn
650 - 20x Sea Guard, Ambush, M, S, Gleaming Icon
210 - 5x Elein Reavers, Bows, C
270 - 5x Highborn Lancers, C
460 - 15x Queen's Guard, M, C
514 - 6x Knights of Ryma, M, S, C, War Banner of Ryma
230 – 3x1 Lion Chariot
100 – 2x1 Giant Eagle
4499



Maik „Athos“ Duus - Warriors of the Dark Gods

690 - Anointed/Lord of Chaos, Army General - Change, Daemonic Steed, Great Weapon, Bluffer's Helm, Talisman of Supreme Shielding
550 - Sorceror, True Chaos, 3x extra spells, Wizard Master, Alchemy, Ring of Fire, Hardened Shield, Sceptre of Power, Dragonfire Gem
236 - 8x Barbarian Horsemen, True Chaos, C
216 - 8x Barbarian Horsemen, True Chaos
280 - 10x Wasteland Warriors, Change, C, M
280 - 10x Wasteland Warriors, Change, C, M
240 - 1x Battle Shrine, True Chaos
500 - 10x Chosen, Change, Halberds, C, M
380 - 10x Chosen, Wrath, Halberds, C, M
560 - 1x Elder Dragon Centaur - Halberds
560 - 1x Elder Dragon Centaur - Halberds
4492

Stephan "Thalarion" Eggert - Deamonic Legion of Wrath

1095 - Scourge of Wrath - Army General, Eternal Sword, Iron Hide, Obsidian Horn
360 - Harbringer of Wrath, BSB, Crusher
500 - 20x Slaughterers, Standard, Champion
400 - 16x Slaughterers, Standard, Champion
695 - 5x Crusher Cavalry, Standard, Champion, Musician, Aether Standard
500 - 4x Crusher Cavalry, Standard, Champion
140 - 5x Furies of Wrath
140 - 5x Furies of Wrath
330 - Blood Chariot
330 - Blood Chariot
4490

Dreiradgang



Michael „Solar“ Grametzki - Vampire Covenant

1170 – Vampire Count, Von Karnstein Bloodline, General, The Dead Arise, Wizard Apprentice, 1 Learned Spell, Evocation, Storm Caller, Divine Icon, Fleshrender, Lucky Charm, Lucky Shield, Colossal Zombie Dragon
260 – Necromancer, Wizard Apprentice, 3 Learned Spells, Evocation
400 – Necromancer Wizard Apprentice, 2 Learned Spells, Evocation, Cadaver Wagon, Endless Horde
340 – 32 Skeletons, Spear, FCG
340 – 32 Skeletons, Spear, FCG
136 – 21 Zombies, Musician
130 – 20 Zombies, Musician
460 – Altar of Undeath, Dark Tome
400 – Altar of Undeath
80 – 2 Great Bats
80 – 2 Great Bats
704 – 4 Winged Reapers, Paired Weapons
4500 Points

Pierre "Eloriel" Brumbach – Deamon Legions

1230-Courtesan of Lust,General,Daemon of Lust,Wizzard Apprentice,Supreme Aspect:Dance of Death,4 Spells,Divination,Black Orb,Eternal Sword,Shackles of Reality
300-15x Sirens,M,S,C,Daemon of Lust
300-15x Sirens,M,S,C,Daemon of Lust
300-15x Sirens,M,S,C,Daemon of Lust
200-1x5 Mounted Sirens,Daemon of Lust,Champion
630-1x5 Clawed Fiends,Daemon of Lust,Aspect:Clawed Caress
630-1x5 Clawed Fiends,Daemon of Lust,Aspect:Clawed Caress
630-1x5 Clawed Fiends,Daemon of Lust,Aspect:Clawed Caress
140-1x5 Furies,Mark of Lust
140-1x5 Furies,Mark of Lust
4500 Points

Christian “Starspieler” Mathieu – Saurian Ancients

720 Cuatl Lord, General, Wisdom of the Ancients, 5 Spells, Book of Arcane Power, Ring of Fire, Wizard Master, Pyromancy
600 Saurian Warlord, Raptor, Great Weapon, Glittering Cuirass, Talisman of Supreme Shielding, Devine Icon
440 Saurian Veteran, BSB, Raptor, Halberd, Armour of Destiny, Potion of Swiftiness
560 25 Saurus Warriors, Spears, M,S, Gleaming Icon
170 2 x10 Saurus Warriors
380 15 Temple Guards, M,
140 2x 5 Chameleons
240 2x2 Weapon Beasts - Spearback
450 Stygiosaurus, Wizard Conclave
250 Tyroscutus, Sun Engine
4500 Points



Henrik „Groudon“ Sühr – Orcs and Goblins

500 Cave Goblin Witch Doctor 4 Spells, Essence of a Free Mind, Ring of Fire, Wizard Master, Pyromancy/Thaumartugie
640 Iron Orc Warlord, Army General Waaagh!, Great Weapon, Orc Boar Chariot, Paired Weapons, Bluffer's Helm, Talisman of Supreme Shielding
204 Cave Goblin Chief, Battle Standard Bearer, Shield, Bow, Crown of the Cavern King
147 Cave Goblin, Chief, Cave Gnasher, Lance, Shield: Dragonfire Gem, Hardened Shield
152 Cave Goblin, Chief, Cave Gnasher, Lance, Shield, Dragonscale Helm
122 Cave Goblin, Chief, Cave Gnasher, Lance, Shield
360 30x Cave Goblin, Bow, 2x Mad Git, Musician
360 30x Cave Goblin, Bow, 2x Mad Git, Musician
401 32x Cave Goblin, Bow, 1x Mad Git Champion Musician Standard Bearer Banner of Discipline
180 5x Boar Rider, Common Orc, Light Lance, Musician, Shields
830 30x Iron Orc Champion Musician Standard Bearer Banner of Speed
200 Git Launcher, Orc Overseer
200 Git Launcher, Orc Overseer
200 Splatterer, Orc Overseer
4500 Points

Francesco „Lifetaker“ Sperandeo – Dread Elfes

680 – Cult Priest, Bsb, executioner's blade, Cult of Nabh, Divine Altar, Stalker's Standard
520 – Oracle, 3 additional spell, Alchemy, Wizard master, Ring of fire, Wandering familiar
600 – Dread Prince, General, Light armour, shield, Great Weapon, Bluffer's Helm, Midnight Cloak, Potion of Swiftness, Cult of Nabh, Raptor Chariot
681 28 Corsairs, Paired Weapons, Musician, Champion, Standard, Flaming Standard
230 15 x Dread Legionnaires, Musician, Spears
230 15 x Dread Legionnaires, Musician, Spears
190 – 1x Raptor Chariot
190 – 1x Raptor Chariot
190 – 1x Raptor Chariot
130 – 5 x harpies
130 – 5 x harpies
360 – 1 x Kraken
360 – 1 x Kraken

Henri's chosen



Charles "Kiri" Oiknine – warriors of the dark gods

1005 - Daemon prince of change, third eye of change, waste-hardened skin, Wizard apprentice with 4 spells of thaumaturgy, razor blade, hardened shield, dragonfire gem

650 - Lord of lust on steed of lust, General, shield, jack's Pickaxe, dragonscale helm, talisman of supreme shielding

268 - 8 barbarian horsemen, champion, shield, light lance

4 x 160 – 20 barbarians, musician

3 x 380 - 10 chosen of lust, halberd, champion

240 - Battle shrine

550 – elder dragon centaur, paired weapon

Total: 4493

Philipp "arnadil" Gisbertz – Beast Herds

630 - Beast Lord, General, Razortusk Chariot, Beast Axe, Shield, Bluffer's Helm, Crown of Horns, Sprout of Rebirth

446 - Beast Chieftain, BSB, Raiding Chariot, Beast Axe, Heavy Armour, Lucky Shield, Dusk Stone, Totem Bearer

585 - Soothsayer, 4 spells, Dark Rain, Talisman of Supreme Shielding, Wizard Master, Druidism

598 - 39 Wildhorns, Paired Weapons, M, S, C, Blooded Horn Totem, Banner of the Wild Herd

160 - 10 Wildhorns, Ambush, Paired Weapons, Throwing Weapons

160 - 10 Wildhorns, Ambush, Paired Weapons, Throwing Weapons

2 x 160 - 5 Centaurs, Paired Weapons

2 x 430 - Gortach

2 x 370 - Jabberwock, Breath Weapon

total: 4499

Karl-Erik "Kalerith" Hansen – Daemon legion

1110 - Courtesan of Lust, Army general, Supreme Aspect: Dance of Death, 2 spells (divination), Eternal Sword, Blissful Bindings, Token of Lust

540 - Harbinger of Change, 2 spells (divination), Blazing Chariot, Veil of Shadows

340 - 10 Horrors, champion, musician

340 - 10. Horrors, champion, musician

230 - 10. Slaughterers, champion

230 - 10. Slaughterers, champion

270 - Blazing Chariot

180 - 5 Mounted Sirens

180 - 5 Mounted Sirens

330 - Blood Chariot

600 - 5 Crusher Cavalry, musician

140 - 5 Furies of Lust

Total: 4490



Jérôme "Jerryh" Herveau – Ogre Khans

370 – Khan, Battle Standard Bearer, Brace of Ogre Pistols, Dragon Mantle, Talisman of Greater Shielding
450 - Mammoth Hunter, Hunting Spear, Iron Fist, Trolleater, Tusker, Bluffer's Helm
380 - Mammoth Hunter, Hunting Spear, Iron Fist, Tusker, Sprouth of Rebirth
522 – Shaman, 4 Learned Spells, Army General, Become Wizard Master, Pyromancy, Ring of Fire, Great Weapon
165 - 3 Bruiser
165 - 3 Bruiser
165 - 3 Bruiser
160 - 3 Tribesman Paired Weapons,
481 - 6 Tribesmen, Iron Fists, Musician, Standard Bearer, Veteran Standard: Banner of Discipline
80 - 1 Sabretooth Tigers
300 - Thunder Cannon
300 - Thunder Cannon
480 - Rock Auroch, Hunting Spear
480 - Rock Auroch, Hunting Spear
Total : 4498

Steffen "Ebolos" Mueller – Dwarven holds

790- King, General, War Throne, Shield, Rune of Destruction, Rune of Dragon's Breath, 2xRune of Might
360- Dragon Seeker, Monster Seeker, Rune of Smashing, 1 x Rune of Quickening
339- Runic Smith, Rune of Gleaming, Shield, 1 x Rune of Iron, Rune of Dragon's Breath, Rune of Courage
300- Anvil of Power, Rune of Storms, Rune of Shattering, Rune of Gleaming
752- 28 Greybeards, Shields, Musician, Standard Bearer, Champion, Runic Standard of Swiftiness
520- 20 Greybeards, Vanguard, Shields, Champion, Standard Bearer
250- 10 Miners, Pistols, Musician
120- Vengeance Seeker
412- 14 Seekers, Vanguard, Skirmish, Champion
325- Field Artillery, Organ Gun, Rune Crafted
325- Field Artillery, Organ Gun, Rune Crafted
total: 4493

Jenaer Fluffbunnies



Daniel „pfuetzi“ Seewald – HE

746 - High Prince, General, Royal Huntsmen, Lion Chariot, Heavy Armour, Great Weapon, Bluffer's Helm, Talisman of Supreme Shielding, Shard of Cenryn
640 - Mage, Asfad Scholar, 4 Spells, Book of Meladys, Ring of Fire, Wizard Master, Pyromancy
310 - Commander, BSB, Queens Companion, Great Bow of Elu
416 - 22x Citizen Archers, M
280 - 20x Citizen Spears, M
270 - 5x Highborn Lancers, M
190 - 5x Elein Reaver, Bow
100 - 2x1 Giant Eagle
900 - 30x Lion Guard, M, C, S, Banner of Becalming
180 - 3x1 Sea Guard Reaper
4496

Markus „Korhedron“ Glänzel – WDG

740 - Lord of Chaos, General, Mark of Change, Disc of Change, Burning Blade of Chaos, Lucky Shield, Potion of Swiftiness, Talisman of greater Shielding, Third Eye of Change
580 - Harbinger of Chaos, BSB, Mark of Wrath, Crusher, King Slayer, Hardened Shield, Crown of Scorn, Lucky Charm, Soul Reaper
805 - 40x Barbarians, Mark of Wrath, Throwing Weapons, Great Weapons, M, C, S, Flaming Standard
560 - 2x10 Wasteland Warriors, Mark of True Chaos, Halberds
905 - 5x Crusher Knights, Mark of Wrath, Chosen of Wrath, Deamon Weapons, M, C, S, Aether Icon
440 - 2x1 Wasteland Chariot, Mark of True Chaos, Pair of Wasteland Steeds
425 - 1x Chimeira
4495

Christian „CrazyChris“ Skuza – BH

634 - Beast Lord on Razortusk Chariot, General, Great Weapon, Heavy Armour, Bluffer's Helm, Talisman of Supreme Shielding
456 - Beast Chieftain on Raiding Chariot, Battle Standard Bearer, Greater Totem Bearer, Beast Axe, Light Armour, Shield, Dragonscale Helm, Dusk Stone
419 - Soothsayer Apprentice, Lore of Druidism, 4 Learned Spells, Paired Weapons, Sceptre of Power, Talisman of Shielding, Gourd of Beatles
622 - 41x Wildhorn Herd, Paired Weapons, M, C, S, T, Blooded Horn Totem, Banner of the Wild Herd
280 - 2x10 Wildhorn Herd, Throwing Weapons, Ambush
320 - 2x5 Centaurs, Paired Weapons, Light Armour, Shield
539 - 19x Longhorn Herd, Great Weapons, Heavy Armour, M, C, S, T, Black Wing Totem, Banner of Discipline, Ambush
860 - 2x1 Gortach
370 - 1x Jabberwock, Breath Weapon
4500



FailX "Eurofighter" Reisinger aka Schweighöfer – VC

720 - Midnight Aristocracy, General, 1 Spell, Heavy Armour, Shield, Hour of the Wolf, Karnstein Bloodline, Blessed Sword, Dragon Mantle, Talisman of Supreme Shielding, Wizard Apprentice, Evocation

330 - Necromancer, 2 Spells, Wizard Master, Evocation

210 - Necromancer, 1 Spell, Ring of Fire, Evocation

210 - Necromancer, 1 Spell, Unholy Tome, Evocation

560 - 49x Skeletons, Spears, M, C, S, Banner of Speed

360 - 2x25 Zombies M, S

460 - Altar of Undeath, Dark Tome

400 - Altar of Undeath

650 - 8x Ghosts

240 - 3x2 Great Bats

360 - 10x Wraiths

4500

Alexander "Streifenkarl" Bartz – KOE

620 - Duke, General, Audacity, Barded Warhorse, Questing Oath, Shield, Crusader's Helm, Divine Icon, Dragonfire Gem, Fleshrender, The Blessing: Favour of the King

361 - Paladin, BSB, Barded Warhorse, Grail Oath, Lance, Shield, Armour of Percival, Crown of Scorn, Lucky Charm

496 - 9x Knights of the Realm, M, C, S

703 - 12x Knights of the Realm, M, C, S, Flaming Standard

440 - 3x Pegasus Knight, Skirmish, Vanguard, S

760 - 8x Knight of the Grail, M, C, S, Stalker's Standard

755 - 8x Knight of the Grail, M, C, S, Aether Icon

360 - 3x5 Yeoman Outriders, Shields

4495

Josse 4Evvah!



Joris Pelle van Soest - Dwarven Holds

330 - Dragon Seeker, Rune of Fury, Rune of Might, Rune of Precision
450 - Lords of Stone, King, Army General, Shield, Rune of Destruction, 2x Rune of Iron, 2x Rune of Might
319 - Runic Smith, Rune of Gleaming, Rune of Reckoning, Rune of Resilience, Shield, Rune of Iron, Rune of Dragon's Breath
280 - 10 Clan Marksmen, Guild-Crafted Handguns, Shields
240 - 10 Clan Marksmen, Handguns, Shields
630 - 30 Clan Warriors, Shield, Spear, Champion, Musician, Standard Bearer, Runic Standard of Swiftess
240 - 10 Miners, Shield, Throwing Weapon
240 - 10 Miners, Shield, Throwing Weapon
140 - 5 Rangers, Shield, Throwing Weapon
560 - 20 Seekers, Champion, Standard Bearer, Vanguard
670 - 25 Seekers, Champion, Vanguard
200 - Steam Bomber
200 - Steam Bomber
4499

Lars Frencken - Warriors of the Dark Gods

600 - Daemon Prince, General, Mark of True Chaos, Blessed Sword
200 - Wrath Priest, Crown of Scorn
790 - 20 x Wasteland Warriors, Halberd, Mark of Wrath, M, S, C, Banner of Speed
340 - 10 x Fallen, Mark of Wrath
320 - 1 x Wasteland Chariot, Single Mauler, Mark of Wrath
320 - 1 x Wasteland Chariot, Single Mauler, Mark of Wrath
430 - 5 x Wasteland Knights, Daemonic Weapons, Mark of Wrath, M, C
430 - 5 x Wasteland Knights, Daemonic Weapons, Mark of Wrath, M, C
546 - 3 x Crusher Knights, Daemonic Weapons, Mark of Wrath, M
100 - 5 x Warhounds
100 - 5 x Warhounds
315 - 1 x Bloodbeast
4491

Josse Buschman - Sylvan Elves

910 Lord of the Forest, Forest Prince, general, Giant sword, Lucky shield, Divine icon, Dragon
350 Lord of the Forest, Chieftain, BSB, Bladedancer, Sylvan blades, Crown of Scorn, Flaming standard, Dragonfire gem
3 x 280 - 10 Archers, Musician
355 - 20 Forest guard, full command, veteran standard bearer, banner of discipline
170 - 8 Dryads, skirmish
2 x 295 - 3 kestrel knights
396 - 6 Wild Hunters, Champion, banner, Gleaming icon
535 - 12 Bladedancers, champion, banner, Aether icon
100 - eagle
254 - 8 sentinels
4500



Bas Jelsma - Orcs & Goblins

460 - Lords of Fightin' - Common Orc Chief - General, Waaargh!, Wyvern, Lance, Shield, Plates of Tuktek, Crown of Scorn, Talisman of Shielding
310 - Lords of Fightin' - Iron Orc Chief - BSB, Paired Weapons, Lucky Shield, Mikinok's Totem
670 - 30 Orc 'Eadbashers - Core - Paired Weapons, Full Command, War Standard
260 - 20 Orcs - Core - Paired Weapons, Full Command
426 - 42 Common Goblins - Core - Bow, Shield, 3x Shady Gits, Full Command
705 - 24 Iron Orcs- Special - Full Command, Aether Icon
300 - 5 Mounted 'Eadbashers - Special - Shield, Lance, Full Command, Gleaming Icon
170 - 5 Goblin Raiders - Special - Shield, Light Lance, Bow, Champion
556 - 6 Cave Trolls
90 - Scrap Wagon - Special
90 - Scrap Wagon - Special
280 - Giant - Big 'n Nasty
180 - Greenskin Catapult - Git Launcher
4497

Matt Baay – Empire of Sonnstahl

306 - Knight commander, general, shield, flaming lance, Crown of Autocracy
378 - Marshal, BSB, Pegasus, Shield, lance, Blackhelm, Warbanner
262 - Prelate, horse, barding, great weapon
262 - Prelate, horse, barding, great weapon
544 - 11 Electoral Cavalry, Imperial cavalry, full command
472 - 9 Electoral Cavalry, Imperial cavalry, shield, lance, banner, champ
240 - 5 Electoral Cavalry, Imperial cavalry, shield, lance
695 - 11 Knightly Orders, full command, Aether Icon
340 - Knights of the Sun Dragon, shield, banner, Gleaming Icon
240 - 5 Reiters, brace of pistols, heavy armour, champ with repeater pistol
240 - 5 Reiters, brace of pistols, heavy armour, champ with repeater pistol
260 - Cannon
260 - Cannon
4499

Legion Schwaben und Franken



Max "Wechselbalg" Linke – Sylvan Elves

230 – Dryad Matriarch, General, Wizard Apprentice, 2 Spells, Divination

240 – Druid, Wizard Apprentice, 1 Spell, Sacred Seeds, Druidism

760 – Avatar of Nature, Oaken Crown

310 – Thicket Shepherd, BSB

190 – 8x Dryads, C, Skirmishers

170 – 8x Dryads

170 – 8x Dryads

170 – 8x Dryads

280 – 15x Forest Guard, Sylvan Blades and Elven Cloak, M, S, C, Gleaming Icon

180 – 5x Heath Riders, Longbow and Fast Cavalry

505 – 6x Thicket Beasts, C

230 – 3x Thicket Beasts

100 – Great Eagle

2 x 480 - Treefather

4495

Florian "Just_Flo" Greß - Saurian Ancients

980 - **Warlord**, General, Alpha Carnosaur, Spear of the Stampede, Lucky Shield, Starfall Shard, Divine Icon

650 - **Cuatl Lord**, BSB, Pyromancy, Ring of Fire

170 - **Skink Priest**, 1 Spell, Druidism, Jade Staff

530 - **Tauroosaur**, Engine of the Ancients

450 - **Tauroosaur**

570 - 2x3 **Rhamphodon Riders**, Shields, C

460 – 2x16 **Skink Braves**, Bow, C,M

560 – 2x15 **Skink Braves**, Poisoned Javelin, C. M

130 – 5 **Skink Hunters**, Vanguard, Blowpipe

Total **4500** Points

Philipp „Ameni“ Förster – Vampire Counts

380 - Vampirischer Höfling, General, Dead Arise, Karstein, Stunde des Wolfs, Zaubernovice (1 Evocation Spruch), Lucky Shield, Razor Blade

200 - Nekromant, (1 Evocation Spruch), Wand of Stability

160 - Nekromant, (1 Evocation Spruch)

116 - 8x Todeswölfe

136 - 8x Todeswölfe, Champion

136 - 21 Zombies, Musiker

142 - 22 Zombies, Musiker

370 - 32 Skelette (Handwaffe, Schild), Champion, Musiker, Standarte (Warbanner)

80 - 2x Riesenfledermäuse

2 x 460 - Schwarze Kutsche, Blutsbande

400 - Altar des Untodes

460 - Altar des Untodes, Infernalisches Buch

2 x 500 - Kreischender Schrecken

4500 Gesamt



Volker „Bolker“ Meyer – Vermin Swarm

490 - Magister, General, Wizard Master, Thaumaturgy, 4 spells, Crown of Autocracy, Wand of Stability

214 - Chief, BSB, Ring of fire, Shield

170 - Rakachit Maschinist, Gas Globes

180 - 20x Rats-at-arms, M

250 - 20x Plague Brotherhood, M

2 x 180 - 15x Plague Brotherhood, M

174 - 41x Slaves, M

170 - 40x Slaves, M

90 - 2x Rat swarm

3 x 230 - 10x Plague Disciples

190 - 8x Plague Disciples

140 - Meat grinder

140 - Naphta Thrower

2 x 150 - Rotary Gun

3 x 120 - 3x Jezails

202 - 9x Grenadiers

2 x 170 - Plague Catapult

Total 4500 Pkt

Dirk „GSE“ Sperr – Kingdom of Equitaine

280 Pkt. Herzog, General, Tugend des Mitgefühls, Krone der Herrschaft, schwere Rüstung, Handwaffe

315 Pkt. Herzog, Tugend des Mitgefühls, Zauberhut, schwere Rüstung, Handwaffe

470 Pkt. Gralsmaid, Meisterzauberin, Buch der arkanen Kraft, 4 Sprüche Weissagung

200 Pkt. Gralsmaid, Zaubernovize, 2 Sprüche Weissagung

428 Pkt. 56 Landsknechte, leichte Rüstung, Schild, Speer, Musiker

428 Pkt. 56 Landsknechte, leichte Rüstung, Schild, Speer, Musiker

420 Pkt, 55 Landsknechte, leichte Rüstung, Schild, Speer, Musiker

292 Pkt. 21 Bogenschützen, Musiker

292 Pkt. 21 Bogenschützen, Musiker

290 Pkt. 15 Briganten

260 Pkt. Heilige Reliquie

260 Pkt. Heilige Reliquie

280 Pkt. Trebuchet

280 Pkt. Trebuchet

Gesamt 4495 Pkt



Patrick“Archeron“Mau WotdG

670 – Lord of Chaos , General , Wrath , Crusher , Halberd , Plate Armor , Bluffer's Helm, Talisman of Supreme Shielding
700 – Harbringer of Chaos , BSB , Change, Third Eye of Change , Wasteland Manticore , Plate Armour , Lucky Shield, Sword of Strength, Talisman of Greater Shielding
380- Wrath Priest , Mark of Wrath , Crusher , Great Weapon , Plate Armor , Hardened Shield, Sprout of Rebirth
340 – 10x Wasteland Warriors , Wrath, Plate Armor , Shield , Paired Weapons ,C,M,S
400 – 10x Wasteland Warriors , Pestilence, Plate Armor , Shield , Halberd , C, M,S
300 – 10x Wasteland Warriors , Change, Plate Armor , Shield , C,M,S
576 – 12 x Chosen , Pestilence, Plate Armor , Shield , Halberd , C,M,S , Nine-Tailed Standard
920 – 5x Crusher Knights , Wrath , Deamon Weapon , Plate Armor , Shield , M,S,C, Rending Banner
100 – 5x Warhounds
100 – 5x Warhounds
4486

Johann “V_olkmar“ Ruecker – EOS

276- Marshal, general, great tactician, shield, plate armour, ring of fire
248- Marshal, BSB, great weapon, blessed armor of Frederick the Great, lucky charm,
166- Prelate, heavy armour, shield
480- Wizard 3 learned spells, Alchemy, Wizard master , book of arcane power
560- 45x Heavy infantry, spears, CSM, Veteran standart bearer, flaming standard
150- 10x State Militia(ranged weapons), skirmish, Pistols
150- 10x State Militia(ranged weapons), skirmish, Pistols
150- 10x State Militia(ranged weapons), skirmish, Pistols
150- 10x State Militia(ranged weapons), skirmish, Pistols
780- 35x imperial guard, great weapons, CSM, Stalkers Standard
340- 3x Knights of the sun griffon, Lance and shield, Standart bearer, gleaming icon
310- 3x Knights of the sun griffon, Lance and shield
280- Arcane engine, Foresight
260- Artillery, Cannon
200- Artillery, Mortar
4500

Sebastian “Berserker” Peusen – Daemon Legions

1080 - Scourge of Wrath, General, Supreme Aspect: Eternal Fury, Shackles of Reality, Eternal Sword
540 - Harbinger of Change, 2 Spells (Divination), Blazing Chariot, Aspect: Far Seeing, Veil of Shadows
340 - 10x Horrors, M, C
340 - 10x Horrors, M, C
250 - 10x Slaughterers, M, C
250 - 10x Slaughterers, M, C
270 - 1x Blazing Chariot
330 - 1x Blood Chariot
340 - 3x Clawed Fiends
140 - 5x Furies, Mark of Wrath
620 - 1x Daemon Engine, Mark of Change, Hellish Bombard
4500



Matthias „Shaitaan_X“ Krejczy Beast Herds

504 – Beast Lord, General, Hunting Call, Beast Axe, Heavy Armor, Shield, Dragon
Mantle, Talisman of Supreme Shielding, Crown of Horns
376 – Beast Chieftain, BSB, Totem Bearer, Beast Axe, Heavy Armor, Hardened Shield,
Sprout of Rebirth
555 – Soothsayer, 1 Spells +3 one extra Spell, Dispell Scroll, Ring of Fire, Wizard
Master, Shamanism
586 – 38x Wildhorns Herd, Paired Weapons, Totem Blood Horn, C, M, S, Banner of
the Wild Herd
214 – 11x Wildhorns Herd, Ambush, Paired Weapons, Throwing Weapons, M, S
110 – 11x Mongrel Raiders
140 – 5x Gargoyle
130 – 1x Raiding Chariots
130 – 1x Raiding Chariots
250 – 1x Razertusk Chariot
545 – 20x Longhorn Herd, Ambush, Great Weapon, C, M, S, Banner of Discipline
210 – 5x Centaurs, Ambush, Paired Weapons, Throwing Weapons
320 – 1x Jabberwock
430 – 1x Gortach
4500

Andre „Mekaniak“ Gütling – The Vermin Swarm

530 - Magister, Master, 3 Learned Spells, Thaumaturgy, Book of Arcane Power, Ring of Fire
164 - Chief, Battle Standard Bearer, Light Armour, Shield
265 - Chief, Heavy Armour, Vermin Hulk Bodyguard, Hardened Shield, Hero's Sword
380 - Sicarra Assassin, Lethal Strike, Potion of Strength
420 - Tyrant, Army General, Shield, Vermin Guard Litter, Armlet of Power, Armour of Destiny, Blade of
the swarm
180 - 15x Plague Brotherhood, M
440 - 42x Rats-at-Arms, C, S, M
440 - 42x Rats-at-Arms, C, S, M
90 - 25x Slaves
150 - 6x Plague Disciples
210 - 3x Vermin Hulks
250 - 1x Verminous artillery, Lightning Cannon
250 - 1x Verminous artillery, Lightning Cannon
180 – 8x Grenadiers
150 - 1x Weapon Team, Rotary Gun
400 - 1x Abomination
4499

Ohne Toto zum Saufen



Peter „Borgio“ Ridder – Warriors of the Dark Gods

710 - Lord of Chaos, General, Lust, Steed of Lust, Great Weapon, Bluffers Helm, Talisman of Supreme Shielding, Wastehardened Skin

510 – Harbinger of Chaos, BSB, Lust, Steed of Lust, Lance, Shield, Dragonscale Helm, Dusk Stone

615 - Sorceror, True Chaos,, 4 Learned Spells, Hardened Shield, Book of Arcane Power, Ring of Fire, Wizard Master, Alchemy

754 - 19x Wasteland Warriors, Pestilence, Great Weapons, M, C, S, Banner of Speed

248 - 8x Barbarian Horsemen, Light Lance, Shields

100 - 5x Warhounds

240 - 1x Battle Shrine, True Chaos

320 - 10x Chosen, Lust, Paired Weapons

360 - 10x Chosen, Lust, Helberds

340 - 10x Chosen, Wrath, Helberds

300 - 1x Vortex Fiend

4497

Michael „morte“ Klostermann – Daemon Legions – Polytheist Army

1270 - Courtesan of Lust, General, 4 Spells, Shackles of Reality, Eternal Sword, Wizard Master, Supreme Aspect: Dance of Death, Divination

410 - Harbinger of Wrath, BSB, Stalker's Standard, Supreme Aspect: Eternal Fury

695 - 27x Slaughterers, Blood Swords, M,C, S

230 - 10x Slaughterers, Blood Swords, M

210 - 10x Slaughterers, Blood Swords

140 - 3x5 Furies, Lust

220 - 3x2 Clawed Fiends

600 - 5x Crusher Cavalry, Blood Swords, M

4495

Johannes „Der_Puppenspieler“ Mohr – Infernal Dwarfs

520 - Prophet, General, 4 spells, Essence of Free Mind, Lucky Shield, Wizard Master, Alchemy/Pyromancy

325 - Vizier, BSB, Hardened Shield, Talisman of Shielding, Wizard's Hood

200 - 21x Hobgoblins, Bow, M, C

310 - 3x10 Citadel Guard, Flintlock Axe, M

140 - 5x Hobgoblin Wolf Riders, Shield

170 - 5x Taurukh, Shields

480 - 17x Immortal, Shield, Infernal Weapon, M, C, S, War Banner

340 - 1x Rocket Battery, Bound Daemon

90 - 2x1 Hobgoblin Bolt Thrower

660 - 6x Kadim Incarnate

550 - 5x Kadim Incarnate

4495



Marc „pofalisch“ Oeser – Ogre Khans – Hellfist

908 - Shaman, General, 4 Learned Spells, Iron Fist, Talisman of Greater Shielding, Ring of Fire, Book of Arcane Power, Hellfist, Wizard Master, Thaumaturgy

450 - Mammoth Hunter, Tusker, Iron Fist, Bluffer's Helm, Trolleater

435 - Mammoth Hunter, Tusker, Iron Fist, Armour of Fortune, Aurochs Charm, Dragonfire Gem, Headhunter

481 - 6x Tribesmen, Iron Fist, M, C, S, Banner of Discipline

165 - 4x3 Bruisers

300 - 2x1 Thunder Cannon

480 - 2x1 Rock Auroch, Hunting Spear

4494

Anthony „blacky“ Thompson – Saurian Ancients

620 - Firstborn Warlord, General, Raptor, Great Weapon, Light Armour, Bluffer's Helm, Talisman of Supreme Shielding

740 - Skink Captain, BSB, Taurosaur, Engine of the Ancients, Lucky Shield, Starfall Shard

260 - Skink Priest, 2 Learned Spells, Black Cube, Jade Staff, Druidism

710 – 30x Saurian Warriors, Spears, M, C, S, War Standard

190 - 10x Saurian Warrior, M

610 – 7x Caiman, M, C

172 – 2x8 Skink Hunters, Blowpipe, Vanguard

120 – 2x1 Weapon Beasts, Spearback

330 – 1x Stygiosaur

450 – 1x Taurosaur

4494

Sieger der Herzen



Norman "Dr_Eist" Susilo - Vampire Covenant

710 - Midnight Aristocracy - Vampire Count - Characters – General, Bestial Bulk, 2 Learned Spells, Great Weapon, Potion of Strength, Wizard Apprentice, Strigoi Bloodline, Shamanism
770 - Midnight Aristocracy - Vampire Count - Characters - Curse of the Blood, 1 Learned Spell, Divine Icon, Giant Sword, Wizard Apprentice, Strigoi Bloodline, Shamanism
210 - Necromancer - Characters - 2 Learned Spells, Evocation
600 - 30x Ghoul - Core - Vanguard, C
150 - 20x Zombies - Core - M, S
150 - 20x Zombies - Core - M, S
400 - 1x Altar of Undeath - Special
670 - 8x Ghast - Special - C
80 - 2x Great Bats - Special
80 - 2x Great Bats - Special
300 - 4x Vampire Spawn - Swift Death
380 - 5x Vampire Spawn - Swift Death
4500

Vincent "Dr_Ehtuer" Klose - Kingdom of Equitaine - Favour of the Grail

740 - Nobility - Duke- Characters – General, Hippogryph, Questing Oath, Audacity, Great Weapon, Shield, Divine Icon, Armour of Percival, Blessed Scripture
381 - Nobility - Paladin - Characters - Daring, Bardes Warhorse, BSB, Lance, Shield, Crusader's Helm
470 - Damsel - Characters - 4 Learned Spells, Wizard Master, Barded Warhorse, Ring of Fire, Divination
585 - 10x Knights of the Realm - Core - M,S,C, Banner of Discipline
260 - 5x Knights Aspirant- Core- M
2 x 140 - 20x Peasant Levy - Core - M, Spears
725 - 8x Knights of the Grail - Special - M,S, Flaming Standard
496 - 9x Knights of the Quest - Special - M,C
2 x 280 - Trebuchet - Special
4497

Ruben "Da_Gobbo" Rimkus - Sylvan Elves

430 - Lords of the Forest - Forest Prince - Characters – General, Blade Dancer Kindred, Divine Icon, Giant Sword
350 - Lords of the Forest - Chieftain - Characters - BSB, Blade Dancer Kindred, Sacred Spear of Cadron, Icon of the Relentless Company
540 - Druid - Characters - 4 Learned Spells, Wizard Master, Ring of Fire, Dispel Scroll, Shamanism
3 x 376 - 14x Sylvan Archers - Core - Unseen Arrows - M
100 - 1x Forest Eagle - Special
460 - 12x Blade Dancers - Fleet of Foot - C
320 - 8x Blade Dancers - Fleet of Foot
2 x 295 - 3x Kestrel Knights - Fleet of Foot
290 - 5x Wild Huntsmen - Fleet of Foot - Sylvan Lance
290 - 5x Wild Huntsmen - Fleet of Foot - Sylvan Blades
4498



Kevin" Dr_Akula" Bauer - Highborn Elves

615 - Mage - General, Asfad Scholar ,Wizard Master,4 Spells, Skull Splitter,
Ring of Fire, Divination
286 - Commander - BSB - Halbert, Great Bow of Elu,
300 - 20x Citizen Spears - Core - M, C
300 - 20x Citizen Spears - Core - M, C
345 - 15x Citizen Archers – Core - Elder Services - M, S, Banner of Discipline
180 - 5x Elein Reavers -Core / Elder Service
794 - 27x Lion Guard -Special – M, S, C, Flaming Standard
689 - 21x Flame Wardens -Special - M, S, C, Rending Banner
430 - 16x Sword Masters - Special - M
100 - Giant Eagle - Special
100 - Giant Eagle - Special
180 - Sea Guard Reaper - Peacekeepers
180 - Sea Guard Reaper - Peacekeepers
4499

Max "Echse13" Riedel - Saurian Ancients

700 - Cuatl Lord - Characters – General, BSB, Ancient Knowledge, Sceptre of Power, Divination
400 - Firstborn - Veteran - Characters - Raptor, Great Weapon, Armour of Destiny
400 - Firstborn - Veteran - Characters - Raptor, Great Weapon, Armour of Fortune, Divine Icon
130 - Skink Priest - Characters - Shamanism
130 - Skink Priest - Characters - Shamanism
694 - 28x Saurian Warriors - Core - Jaguar Totem, C,M,S, the Relentless Company
206 - 17x Skink Braves - Core - M, C
210 - 3x Caimans - Special
210 - 3x Caimans - Special
220- 9x Chameleons - Jungle Guerilla
200- 8x Chameleons - Jungle Guerilla
110 - 5x Skink Hunters - Jungle Guerilla
240 - 2x Spearback - Jungle Guerilla
120 - 1x Spearback - Jungle Guerilla
530 - Taurosaur - Thunder Lizards - Engine of the Ancients
4500p

Team Akistan



Dietmar „Bubble“ Matthe – Ogre Khans (Hellfist)

882 – **Shaman**, General, Hellfist, 4 Spells Thaumaturgy, Great Weapon, Crown of Autocracy, Talisman of Supreme Shielding
949 – **11x Bruisers**, FCG, Skull of Qenghet
165 – **3x Bruisers**
165 – **3x Bruisers**
165 – **3x Bruisers**
80 – **1x Sabretooth Tiger**
80 – **1x Sabretooth Tiger**
595 – **8x Bombardiers**
450 – **6x Bombardiers**
480 – **1x Rock Auroch**, Hunting Spear
480 – **1x Rock Auroch**, Hunting Spear
4491

Kai “DAMUH” Küper – Daemon Legion (Monotheistic Wrath)

1085 – **Scourge of Wrath**, General, Elixir of Souls, Eternal Sword, Iron Hide, Supreme Aspect: Eternal Fury
440 – **Harbinger of Wrath**, BSB, Obsidian Horn, Supreme Aspect: Eternal Fury, Stalker's Standard
970 – **30x Slaughterers**, Hell Axe, MSC, Banner of Speed , Aspect: Onslaught
330 – **1x Blood Chariot**
330 – **1x Blood Chariot**
435 – **3x Crusher Cavalry**, MS, Aether icon
380 – **3x Crusher Cavalry**, MS
140 – **5x Furies**, Wrath
365 – **5x Hellhounds**, Ambush, Aspect: Onslaught
4490

Björn „bernsi“ Bernsmeier – WotDG

1000 – **Lord of Chaos**, General, Change, Wasteland Dragon, Crown of Scorn, Fleshrender
660 – **Lord of Chaos**, Change, Daemonic Wings, Burning Blade of Chaos, Lucky Shield, Potion of Strength
365 – **Harbinger of Chaos**, True Chaos, BSB, Path of the Fallen, Dragonfire Gem, Hardened Shield, Razor Blade
358 – **11x Wasteland Warriors**, FCG, Change, Icon of the relentless Company
576 – **16x Wasteland Warriors**, C, M, Pestilence, Great Weapons
689 – **7x Wasteland Trolls**, Pestilence
425 – **1x Chimera**
425 – **1x Chimera**
4498



Kai „Darkblade94“ Breitsprecher – Empire of Sonnstahl

298 – **Marshal**, General, Great Weapon, Blessed Armour of Frederick the Great, Ring of Fire, Talisman of Shielding
256 – **Marshal**, BSB, Shield, Dusk Stone, The Black Helm
605 – **Wizard**, 4 Spells, Arcane Engine – Arcane Shield, Talisman of Greater Shielding, Alchemy
265 – **Prelate**, Bronze Breastplate, Lucky Charm, Star Mace
572 – **46x Heavy Infantry**, Swap Shield for Halberd, M, C, S
286 – **19x Light Infantry**, Replace Crossbow with Handgun, M
272 – **18x Light Infantry**, M
615 – **30x Imperial Guard**, Replace Shield with Great Weapon, M, C, S
310 – **3x Knight of the Sun Griffon**, Replace Halberd with Lance and Shield
440 – **1x Steam Tank**
200 – **5x Reiters**, Brace of Pistols, Heavy Armour
200 – **5x Reiters**, Brace of Pistols, Heavy Armour
180 – **5x Reiters**, Brace of Pistols
4499

Ake „Natasake“ Brennecke – Vampire Covenant

630 – **Vampire Count**, General, The Dead Arise, 1 Spell, Heavy Armour, Bluffers Helm, Divine Icon, Talisman of Greater Shielding, Perfect Warrior, Evocation
470 – **Vampire Count**, 1 Spell, Halberd. Armour of Fortune, Mask of Innocence, Evocation
500 – **Necromancer** -4 Spells, Scepter of Power, Tullius Teeth, Wizard Master, Evocation
348 – **21x Ghoul**, Champion
350 – **30x Skeletons**, Spear, M,S,C, War Standard
142 – **22x Zombies**, M
136 – **21x Zombies**, M
100 – **5x Dire Wolves**, C
80 – **2x Great Bats**
80 – **2x Great Bats**
80 – **2x Great Bats**
252 – **7x Wraith**, C
220 – **3x Vampire Spawn**
704 – **4x Winged Reapers**, Paired Weapons
408 – **2x Winged Reapers**, Halberd
4500



Frederick Humcke – Daemon Legions

Mono Wrath

340 - Harbinger of Wrath, Blood Sword, Crusher, Obsidian Horn

360 - Harbinger of Wrath, BSB, Blood Sword, Crusher

310 - Harbinger of Wrath, General, Blood Sword, Crusher

310 - 2x Harbinger of Wrath, Blood Sword, Crusher

230 - 3x10 Slaughterers, Blood Sword, Onslaught

210 - 10 Slaughterers, Blood Sword

330 - 2x Blood Chariot

340 - 3x3 Crusher Cavalry

140 - 2x5 Furies, Wrath

4490

Thomas Ahlich - Highborn Elves

746 - Prince on Lion Chariot, General, Royal Huntsman, Great Weapon, Heavy Armour, Lion Fur,

Bluffer's Helm, Talisman of Supreme Shielding, Shard of Cenyrn

695 - Archmage, Asfad Scholar Prince, 4 Spells, Skull Splitter, Book of Maledys, Obsidian Rock, Wizard Master, Divination

326 - Commander, BSB, Queen's Companion, Great Weapon, Light Armour, Great Bow of Elu

650 - 30x Citizen Archers, M,C,S, Banner of Speed

180 - 5x Elein Reavers

300 - 20x Citizen Spears, M, C

240 - 2x1 Sky Sloop, Sky Reaper

360 - 5x Knights of Ryma, M

380 – 2x1 Fire Phoenix

4497

Yannic Titgemeyer – Kingdom of Equitaine

Favour of the King

280 - Duke, General, Virtue of Humility, Crown of Autocracy

345 - Duke, Virtue of Humility, Hardened Shield, Sceptre of Power, Wizards Hood

520 - Damsel, 4 Spells, Book of Arcane Power, Ring of Fire, Wizard Master, Divination

436 - 3x57 Peasant Levy, Spears, M

364 - 2x27 Peasant Bowmen, M

236 - 12x Brigands

260 - 2x Sacred reliquary

280 - 2x Siege War Machine, Trebuchet

4497



Matthias Haberland - Orcs & Goblins

650 - Feral Orc Warlord, Wyvern, Shield, Axe of the Aporcalypse, Bronze Breastplate, Potion of Swiftmess, Dragonfire Gem
750 - Iron Orc Warlord, General, Wyvern, Waaargh, Shield, Dragonscale Helm, Talisman of Supreme Shielding, Flaming Lance, Divine Icon
200 - Common Goblin Chief, BSB, Light Armour, Shield, Crown of Cavern King
200 - Forest Goblin Chief, Scuttler Spider, Shield, Crown of Scorn, Maza's Zappin Bow
440 - 40x Common Goblins, 3x Shady Gits, Shield, Bow, C, S, M, Warbanner
360 - 2x30 Cave Goblins, 2 Mad Gits, Bow, M, S
180 - 3x Greenhide Catapult: 2x Git Launcher, 1x Splatterer
480 - 2x Gargantula
4500

Paul Feuerstake - Warriors of the Dark Gods

610 - Lord of Chaos, General, True Chaos, Daemoniac Wings, Shield, Dragon Mantle, Spear of Gagnir, Talisman of Supreme Shielding
510 - Harbinger of Chaos, Battle Standard Bearer, Pestilence, Waste-Hardened Skin, Great Weapon, Dragonscale Helm, Lucky Charm, Stalker's Standard
585 - Sorceror, Change, 4 Spells, Ring of Fire, Sceptre of Power, Wizard Master, Alchemy
160 - 20x Barbarians, True Chaos, Paired Weapons, Musician
754 - 19x Wasteland Warriors, Pestilence, Great Weapon, MSC, Banner of Speed
240 - 2x Battle Shrine, True Chaos
420 - 10x Chosen, Lust, Paired Weapons, Standard Bearer, Nine-Tailed Standard
340 - 2x10 Chosen, Wrath, Halberd
300 - 1x Vortex Fiend
4499

This is Sparta



Daniel „Scarloc90“ Hazel – Infernal Dwarves

- 536 – Overlord, General, Shield, Dragon Mantle, Sprout of Rebirth, Potion of Swiftiness, Onyx Hammer
- 645 – Prophet, 4 Spells, Hardened Shield, Obsidian Rock, Ring of Fire, Sceptre of Power, Skull Splitter, Wizard Master, Alchemy
- 354 – Vizier, BSB, Shield, Ring of Dessication, Dragonscale Helm, Obsidian Sword
- 2 x 480 – 15x Citadel Guard, Flintlock Axe, M
- 170 – 20x Hobgoblins, Bows, M
- 735 – 25x Immortals, Infernal Weapons, Shields, M, C, S, Flaming Standard
- 2 x 550 – 5x Kadim Incarnates
- 4500

Florian „Great_Unclean_One“ Schulte – Saurian Ancients

- 980 – Firstborn Warlord, General, Alpha Carnosaur, Jade Staff, Lucky Shield, Spear of the Stampede, Starfall Shard
- 770 – Cuatl Lord, 4 Spells, Alchemy, Wellspring of Power, Dragonfire Gem, Ring of Fire, Sceptre of Power, Skull Splitter
- 2 x 190 – 10x Saurian Warriors, Jaguar
- 280 – 20x Skink Braves, Bows, M, S, Gleaming Icon
- 240 – 19x Skink Braves, Bows, M
- 2 x 220 – 9x Charmeleon
- 2 x 200 – 10x Skink Hunter, Blowpipe, Vanguard
- 2 x 240 – 2x Spearbacks
- 530 – Taurosauro, Engine of the Ancients
- 4500

Dominik „Todesbrot“ Coenen

- 558 – Shaman, General, 4 Spells, Iron Fist, Crown of Autocracy, Sceptre of Power, Wizard Master, Pyromancy
- 355 – Khan, BSB, Gem of Fortune, Hardened Shield, Talisman of Greater Shielding
- 979 – 11x Bruiser, M, C, S, Banner of Speed
- 165 – 3x Bruiser
- 680 – 8x Bombardier, M, S, Flaming Standard
- 2 x 340 – 2x Tusker, Iron Fists, M
- 2 x 300 – Thunder Cannon
- 480 – Rock Auroch, Hunting Spear
- 4497



Jan „Gabbagandalf“ Ranau – Vampire Counts – Von Karstein

- 1240 – Vampire Count, General, 1 Spell, Colossal Zombie Dragon, Divine Icon, Fleshrender, Lucky Shield, Obsidian Nullstone, Von Karstein, Stormcaller, Wizard Apprentice, Evocation
- 200 – Necromancer, 1 Spell, Wand of Stability, Wizard Apprentice, Evocation
- 190 – Necromancer, 1 Spell, Shielding Scroll, Wizard Apprentice, Evocation
- 160 – Necromancer, 1 Spell, Wizard Apprentice, Evocation
- 360 – 34x Skeletons, Spears, M, C, S
- 320 – 30x Skeletons, Spears, M, C, S
- 156 – 21x Zombies, M, S
- 150 – 20x Zombies, M, S
- 460 – Altar of the Undeath, Dark Tome
- 400 – Altar of the Undeath
- 80 – 2x Great Bats
- 80 – 2x Great Bats
- 704 – 4x Winged Reapers, Paired Weapons
- 4500

Simon „dr-pepper86“ Pfefferle

- 610 – Lord of Fighting, General, Warlord, Feral Orc, Wyvern, Paired Weapons, Shield, Obsidian Rock, Plates of Tuktek, Waaagh!
- 650 – Lord of Fighting, Warlord, Feral Orc, Wyvern, Shield, Axe of the Apocalypse, Bronze Breastplate, Dragonfire Gem, Potion of Swiftness
- 340 – Goblin Witch Doctor, 4 Spells, Common Goblin, Ring of Fire, Wizard Apprentice, Pyromancy
- 200 – Lord of Sneaking, BSB, Chief, Common Goblin, Shield, Crown of the Cavern King
- 230 – 20x Goblins, Cave Goblins, Bows, 1 Mad Git, M
- 360 – 30x Goblins, Cave Goblins, Bows, 2 Mad Gits, M
- 330 – 30x Goblins, Common Goblins, Bows, Shields, 3 Shady Gits, M, C, S
- 240 – 20x Orcs, Common Orcs, Bows, Spear, M
- 200 – Git Launcher, Orc Overseer
- 200 – Git Launcher, Orc Overseer
- 90 – Skewerer
- 90 – Skewerer
- 480 – Gargantula
- 480 – Gargantula

Zensiert und nur zum Saufen da



Thorsten „Rigger“ Path – Dwarven Holds

309 – Runic Smith, General, Shield, Aether Loathstone, 2x Rune of Iron, 2x Rune of Shielding
376 – Thane, BSB, Holdstone, Shield, Stalker's Standard, Rune of Iron, 2x Rune of Shielding
400 – Dragon Seeker, Monster Seeker, Rune of Precision, Rune of Quickening, Rune of Smashing
174 – Engineer, Forge Repeater, Shield, Rune of the Forge
742 – 28 x Greybeards, Shields, M, C, S, Banner of Speed
412 – 14 x Clan Marksman, Guild-Crafted Handguns, Shields, M
384 – 13 x Seekers, Vanguard, Skirmisher, C
120 – Vengeance Seeker
200 – Steam Bomber
250 – 10 x Miners, Pistols, M
488 – 16 x Rangers, Crossbows, Great Weapons, M
325 – Catapult, Rune Crafted
320 – Organ Gun, Rune Crafted
4500

Patric "PJ-Pimmelmann" Steininger – Orcs & Goblins

610 - Lord of Fightin', Army General, Great Weapon, Iron Orc, Orc Boar Chariot, Waaagh!, Warlord, Bluffer's Helm, Sprout of Rebirth
535 - Goblin Witch Doctor, 3x Additional Learned Spells, Common Goblin, Thaumaturgy, Wizard Master, Book of Arcane Power, Skull Splitter, Talisman of Shielding
130 - Lord of Sneakin', Chief, Common Goblin, Shield, Maza's Zappin Bow
204 - Lord of Sneakin', Battle Standard Bearer, Bow, Chief, Common Goblin, Shield, Crown of the Cavern King
360 – 30x Goblins, Bow, Cave Goblin, 2x Mad Git, Musician
360 – 30x Goblins, Bow, Cave Goblin, 2x Mad Git, Musician
350 – 35x Goblins, Bow, Common Goblin, 3x Shady Git, Shield, Musician, Standard Bearer
450 – Orcs, Bow, Champion, Common Orc, 30x Orc, Shield, Spear, Standard Bearer, Musician
480 - Gargantula
480 - Gargantula
180 - Greenhide Catapult, Git Launcher
180 - Greenhide Catapult, Splatterer
180 - Greenhide Catapult, Splatterer
4499

Gregor "Großfresse" Flenz – Dread Elves

606 - Dread Prince, General, Cult of Nabh, Raptor Chariot, Heavy Armour, Shield, Great Weapon, Midnight Cloak, Bluffers Helm
720 - Cult Priest, Cult of Nabh, BSB, Divine Altar, Executioner's Blade, Divine Icon, Stalkers Standard
470 - Oracle, 4 Spells, Wandering Familiar, Wizard Master, Alchemy
725 - 30 Corsairs, Paired Weapons, Kommando, Flaming Standard
288 - 13 Corsairs, Repeater Handbow, Paired Weapons, Musiker
200 - 5 Dark Raiders, Repeater Crossbow
2 x 130 - 5 Harpien
870 - 30 Executioners Kommando, Banner of Speed
360 - 5 Dark Acolytes, Champion
4499



Jens "Furchti" Furchtmann - Highborn Elves

746 - High Prince, General, Heavy Armour, Great Weapon, Royal Huntsman, Lion Chariot, Bluffer's Helm, Talisman of Supreme Shielding, Shard of Cenyrn
314 - Commander, BSB, Light Armour, Shield, Queens's Companion, Great Bow of Elu
640 - Wizard, Wizard Master, Asfad Scholar, 3 Learned Spells Pyromancy, Book of Meladys, Ring of Fire
280 – 20 Citizen Spears, Musician
501 – 22 Citizen Archers, Champion, Musician, Standard Bearer, Flaming Standard
270 – 5 Highborn Lancers, Musician
190 – 5 Elein Reavers, Bow
180 – 3x1 Sea Guard Reaper
819 – 27 Lion Guard, Champion, Musician, Standard, Banner of Becalming
100 – 2x1 Giant Eagle
4500

Daniel "Herby" Schaefer – Oger Khans

600 – Great Khan, General, Trolleater, Khagadai's Maul, Mammoth-Hide Cloak
295 – Khan, BSB, Gem of Fortune
530 – Shaman, 4 Spells, Pyromancy, Wizard Master, Sceptre of Power, Ring of Fire
886 – 10 Bruisers, C, M, SB, Flaming Standard
124 – 19 Scraplings, M
100 – 2x15 Scraplings, M
160 – 2 Yetis
80 – 2x1 Sabretooth Tigers
230 – 2x1 Scratapult
300 – 2x1 Thunder Cannon
480 – Rock Aurochs
4495



Michael "Loton" Heinz - Dwarven Holds

300 - Anvil of Power, Rune of Shattering, Rune of Storms, Rune of Swift Striking
400 - Dragon Seeker, Monster Seeker, Rune of Precision, Rune of Quickening, Rune of Smashing
269 - Runic Smith, Army General, Rune of Gleaming, Rune of Resilience, Rune of Swift Striking, Shield,
Rune of Iron, Rune of the Forge
2 x 294 - 14x Clan Marksman, Crossbows
280 - 10x Greybeards, Shield, Throwing Weapon, M, C
260 - 10x Greybeards, Shield, Throwing Weapon, M
310 - 3x Hold Guardian
332 - 13x Seekers, Skirmish, C
2 x 120 - Vengeance Seeker
2 x 230 - 10x Miner, Pistol
200 - Steam Bomber
2 x 160 - Attack Copter
2 x 270 - Cannon
4499

Marco "Ruebezahl" Hess - Infernal Dwarves

570 - Prophet, General, 4 Spells, Essence of a Free Mind, Hardened Shield, Ring of Fire, Wizard
Master, Alchemy/Pyromancy
349 - BSB, Shield, Dragon Mantle, Gem of Fortune, Stalker's Standard
220 - 25x Hobgoblins, Bow, M
465 - 25x Infernal Warriors, Blunderbuss, Shield, M, S, Gleaming Icon
455 - 25x Infernal Warriors, Blunderbussm Shield, M, S
2 x 130 - 5x Hobgoblin Wolf Riders
825 - 28x Immortals, Infernal Weapon, Shield, M, S, C, Flaming Standard
90 - Hobgoblin Bolt Thrower
190 - Infernal Artillery, Rocket Battery
2 x 305 - Titan Mortar
460 - Infernal Engine
4494

Christian „Beardling“ Kirch - Undying Dynasties

Casket of Phatep [200pts]
Death Cult Hierarchy [530pts]: Evocation, Hierophant, + 3 Spells, Master, Book of the Dead, Sandstorm
Cloak
Pharaoh [371pts]: Army General, Light Armour, Shield, Armour of Fortune, Dragonfire Gem
Tomb Architect [160pts]
Tomb Harbinger [296pts]: Battle Standard Bearer, Light Armour, Paired Weapons, Talisman of
Greater Shielding
11 Skeleton Archers [152pts]: Musician
10 Skeleton Archers [140pts]: Musician
2 x 3 Skeleton Chariots [290pts]: Light Troops
2 x 5 Skeleton Scouts [130pts]
28 Necropolis Guard [701pts]: Paired Weapons, Champion, Musician, Standard: Rending Banner
8 x Shabti [740pts]: Paired Weapons, Musician, Standard: War Standard
Charnel Catapult [200pts]
Sand Scorpion [170pts] 4500 total

ChangeLog



Missionen und Aufstellung

Regelklarstellungen in **rot** eingefügt

Dreiradgang

Francesco Sperandeo: Chariot-Lord hat Light Armour + Shield statt Heavy Armour

Legion Schwaben

Florian Greß : Cuatl hat Pyromancy, Skink hat Druidism

Max Linke: 2 Treefather ergänzt

nerdy by nature

Andrè Gütling: General Dragonfire Gem gestrichen, dafür +1 Rat-at-Arms

Ohne Toto

Michael Klostermann : einmal Furies von Change zu Lust

Sieger der Herzen

Ruben Rinkus: Einmal Wild Huntsmen Blades statt Spears

Sparta

Simon Pfefferle: Schilde auf Common Goblins

Team Akistan

Kai Küper: Veil of Shadow gestrichen, dafür +2 Slaughterer

Zensiert

Gregor Flenz: Magische Ausstattung auf Lord

Patrick Steininger: Musiker bei Common Orks