

Betreute Landesmeisterschaften
Teamturnier 12.-13. Januar 2019



Reader

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Zeitplan Betreute Landesmeisterschaften

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) Die unter b) nicht gewählte eigene dritte Armee spielt nun gegen die unter c) zurückgegebene Armee des Gegnerteams.

Nach dem Paring 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 2.0 verwendet (siehe Folgeseiten).

Die Aufstellungsart wird ausgewürfelt:

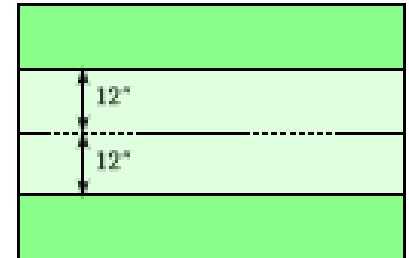
- 1: Frontline Clash
- 2: Dawn Assault
- 3: Counterthrust
- 4: Encircle
- 5: Refused Flank
- 6: Marching Columns

Deployment Types

(Quelle: T9A Rulesbook 2.0)

1: Frontline Clash

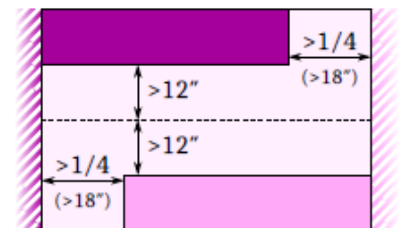
Deployment Zones are areas more than 12" away from the Centre Line.



2: Dawn Assault

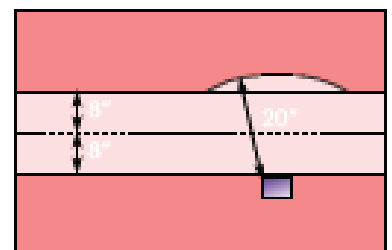
The player choosing the Deployment Zone also chooses a short Board Edge and the other player gets the opposite short Board Edge. Deployment Zones are areas more than 12" away from the Centre Line and more than 1/4 of the board's length from the opponent's short Board Edge (18" on a 72" board).

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 they must be placed touching the owner's short Board Edge when they arrive.



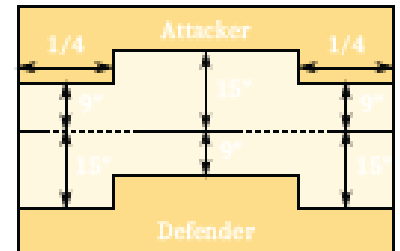
3: Counterthrust

Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units. During their first 3 deployment turns, each player must deploy a single unit, and cannot deploy any Characters. Units using Special Deployment, such as Scout, ignore these restrictions and follow their Special Deployment rules.



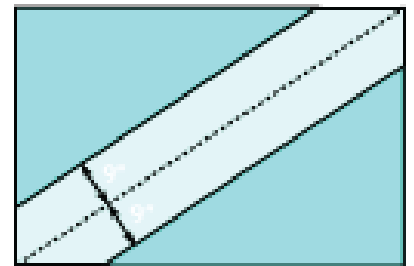
4: Encircle

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.



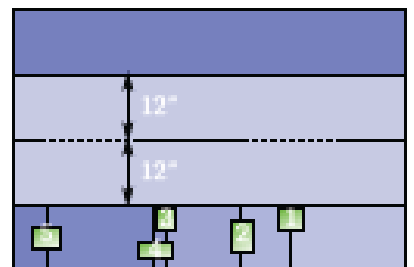
5: Refused Flank

The board is divided into halves by a diagonal line across the board. 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

Deployment Zones are areas more than 12" away from the Centre Line. Each player must choose a short Board Edge when deploying their first unit. Each unit this player deploys afterwards must be deployed with its Centre farther away from the chosen short Board Edge than the Centre of the last unit this player deployed (measure from the closest point on the short Board Edge). Characters, War Machines, War Platforms, and Scouting units ignore these rules.



During their first 3 deployment turns, each player must deploy a single unit, and cannot deploy any Characters, War Machines, or War Platforms.

Instead of deploying a unit, a player may choose to make all their undeployed units Delayed that are not using Special Deployment. Delayed units follow the rules for Ambushing units with the following exceptions:

- In each Player Turn, after rolling for all Ambushing units, the Reactive Player chooses the order in which all Delayed units that passed the 3+ roll enter the Battlefield.
- In the chosen order, each unit must be placed one after the other with the centre of its rear rank as close as possible to the centre of the long Board Edge in their owner's Deployment Zone, before any non-Delayed Ambushers are placed on the Battlefield.
- After all arriving units have been placed, they can be moved as described in the rules for Ambush (see page 93).



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 2.0)

1: Hold the Ground

Mark the centre of the board.

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre 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

The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, 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 with its centre on a point on this line that is 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 with their centres on points on this line that are on either side of the central marker, as close to the centre of the board as possible but at least a third of the length of the long Board Edge (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, each of your Scoring units that is not carrying a marker may pick up a single marker whose centre they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with less than 3 Full Ranks cannot perform March Moves. If a unit carrying a marker is destroyed or loses Scoring, the opponent must immediately place the marker carried by this unit with its centre on a point within 3" of it. Ignore Post-Combat Reform for this purpose. This point cannot be within 1" of Impassable Terrain, but it can be 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), both players choose a Terrain Feature that isn't Impassable Terrain and that is not fully inside their Deployment Zone, starting with the player that chose their Deployment Zone (note that both players may choose the same Terrain Feature).

A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game. If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this Secondary Objective.



5: Capture the Flags

After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all Scoring Units on 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 chose their Deployment Zone.

The player that has the lowest number of their marked units removed as casualties 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 chose their Deployment Zone. Each player must place the marker with its centre on a point that is more than 12" away from their Deployment Zone and a third of the long Board Edge length (24" on a standard board) from the point marked by 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 centre of the marker. If a unit is within 6" of the centres of both markers, it only counts as within 6" of the centre of the marker which is closest to its Centre (randomise if both markers' centres are equally close).



Punkte

Turnierpunkte:

Das Cap in jeder Runde liegt bei 50 Punkten. Somit können insgesamt 250 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 30 Punkte erhalten.

Bemalpunkte:

Es wird für jeden Spieler maximal 10 Bemalpunkte geben, also 40 pro Team.

1-5 Punkte für die Bemalung (rein quantitativ)

1-2 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)

1 Punkt bei Überschreitung der Spielzeit (von der ersten Minute an)

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. Diese Absprache muss mindestens eine Stunde vor Spielende bei den Schiedsrichtern gemeldet werden. Erfolgt diese Meldung nicht, gelten die Zeitbeschränkungen ohne weitere Diskussion weiter.



Armeelisten

1. Asinative für NRW
2. Bayerns beste Buam
3. Bester Weigert - Bayern
4. Betreutes Würfeln
5. Clowns DeluxXe
6. Danish CuckLords
7. Die Deichgrafen
8. Die fiesen Otternasen
9. Die glorreichen Vier
10. Die Wolfgangskraken
11. Henri's Chosen
12. Jenaer Fluffbunnies - Achse Berlin Paris
13. Kniert vor der Hauptstadt, Bauern
14. Legio franconia
15. Mighty Morphin Flower Arrangers
16. Mir juckt mei Sachso!
17. Niedersachsen beste Sachsen
18. OBELIX
19. Schwäbisch-Badische Allianz
20. Team MöGuRiTo
21. TGH
22. This is Sparta
23. Wollen Sie mal meinen Sachsen?
24. Springer

Asinative für NRW

NRW



Dennis „Mystic587“ Klein – Highborn
Elves

415 – Commander, BSB, Master of
Canreig Tower, 3 Spells, Great
Weapon, Light Armour, Banner of
Becalming
485 – High Prince, General, Queen’s
Companion, Light Armour,
Longbow, Moonlight Arrows,
Spear, Destiny’s Call, Sliver of
the Blazing Dawn
475 – Mage, 4 Spells, Book of
Meladys, Wizard Master,
Pyromancy
280 – 20x Citizen Spears, M, C
180 – 5x Elein Reavers
666 – 26x Sea Guards, M, C, S,
Navigator’s Banner
100 – 1x Giant Eagle
434 – 6x Knights of Ryma, M, C
180 – 2x1 Sea Guard Reaper
265 – 1x Sky Sloop
420 – 2x1 Phoenix, Fire Phoenix
4500

Fabian „da_griech“ Baier – The Vermin
Swarm

260 – Chief, BSB, Light Armour,
Ratlock Pistols, Aether Icon,
Banner of the Relentless
Company, Sceptre of Vermin Valour
120 – Chief, Light Armour, Ratlock
Pistols
205 – Plague Patriarch, 1 Spell,
Paired Weapons, Potion of
Swiftmess, Swarm Master,
Wizard Apprentice, Occultism
210 – Rakachit Machinist, Ratlock
Pistols, Darkstone Shot
180 – Rakachit Machinist, Ratlock
Pistols
820 – Vermin Daemon, General, 5
Spells, Wizard Master, Divination
150 – 10x Footpads, Vanguard
370 – 20x Vermin Guards, S,
Lightning Rod
632 – 37x Vermin Guards, M, C, S,
Banner of the Endless Swarm
289 – 15x Plague Disciples
204 – 10x Plague Disciples
305 – 2x1 Dreadmill
150 – 2x1 Weapon Team, Globe
Launcher
150 – 1x Weapon Team, Rotary Gun
4500

Marvin „CartmanMK“ Klein – Vampire
Covenant (Lamia Bloodline)

255 – Necromancer, 2 Spells, Binding
Scroll, Wizard Adept, Evocation
200 – Necromancer, 2 Spells, Wizard
Adept, Alchemy
1150 – Vampire Count, General,
Commandment, The Dead Arise, 2
Spells, Court of the Damned (Aegis
4+), Paired Weapons, Binding
Scroll, King Slayer, Unholy Tome,
Lamia Bloodline, Wizard Adept,
Witchcraft
113 – 2x8 Dire Wolves
419 – 34 Skeletons, Spear, M, C, S,
Flaming Standard
210 – 31x Zombies, M, S
135 – 2x20 Zombies, M
340 – 9x Wraiths
300 – 8x Wraiths
490 – 1x Shrieking Horror
640 – 8x Vampire Spawns
4500

Sebastian „bBaron“ von Glahn – Undying
Dynasties

400 – Death Cult Hierarch, 4 Spells,
Hierophant, Wizard Master,
Evocation
200 – Death Cult Hierarch, 2 Spells,
Wizard Adept, Cosmology
225 – Nomarch, General, Crown of the
Pharaohs
160 – Tomb Architect
820 – 8x Skeleton Chariots, Legion
Charioteers, M, S, Stalker’s
Standard
130 – 5x Skeleton Scouts
210 – 20x Skeletons, S, Banner of the
Relentless Company
590 – 6x Tomb Cataphracts, M
685 – 8x Shabti Archers, M, S, Rending
Banner
760 – 4x Tomb Reapers, Paired Weapons
160 – 2x1 Sand Scorpion
4500

Bayerns beste Buam

Bayern



Florian Just_Flo Groß - Saurian Ancients

865 - Saurian Warlord, General, Alpha Carnosaurus, Light Armour, Paired Weapons, Cleansing Light, Starfall Shard, Potion of Swiftiness
 720 - Cuatl Lord, Evocation, Symbiosis, Trained from Birth, Battle Standard, Magical Heirloom
 210 - 15 Skink Braves, Replace Shields with Bows, Musician, Champion
 345 - 15 Saurus Warriors, Spears, CSM
 345 - 15 Saurus Warriors, Spears, CSM
 399 - 5 Ramphadon Riders, Shield, Champion
 399 - 5 Ramphadon Riders, Shield, Champion
 130 - 5 Chameleons
 130 - 5 Chameleons
 540 - 1 Taurosaurus, Engine of the Ancients
 415 - 1 Stygiosaurus, Mystic Traveller
 4498

Last Green Knight - Kingdom of Equitaine

670 - Duke, General, Pegasus, Lance, Shield, Might, Questing Oath, Divine Judgement, Basalt Infusion, Fortress of Faith, Potion of Swiftiness
 425 - Paladin, BSB, Questing Oath, Barded Warhorse, Shield, Valour, Crusaders Salvation
 575 - Damsel, Druidism, Wizard Master, Equitan Unicorn, Talisman of the Void, Storm Clarion
 250 - 5xKnights Aspirant, M
 250 - 5xKnights Aspirant, M
 708 - 12xKnights of the Realm, Full Command, Banner of the Last Charge
 480 - 9xKnights of the Quest, Full Command
 135 - 5xYeoman Outrider, Light Armour, Shield
 130 - 5xYeoman Outrider, Light Armour
 120 - Scorpion
 120 - Scorpion
 635 - 5xPegasus Knights, Skirmisher, C, S, Banner of Speed
 Total: 4498

Jan "Drychon" Plaustainer – Sylvan Elves

620 – Forest Prince, General, Wild Hunter, Blessed Inscriptions, Curse of the Black Stag, Talisman of Shielding, Dragonfire Gem, Light Armour, Shield, Elven Cloak, Sylvan Longbow, Lance, Great Elk
 365 – Thicket Shepherd, BSB, Toxic Spores
 320 – Druid, Wizard Adept, Cosmology, Sylvan Longbow, Book of Arcane Mastery, Crystal Ball
 145 – Druid, Wizard Apprentice, Shamanism, Sylvan Longbow
 190 – Dryad Ancient, Scarred Bark
 440 – 23x Dryads, C
 285 – 10x Sylvan Archers, M
 205 – 5x Heath Riders, Heath Hunters
 200 – 5x Heath Riders, M
 510 – 5x Thicket Beasts, C
 100 – 1x Forest Eagle
 460 – 10x Pathfinders
 335 – 10x Sylvan Sentinels
 320 – 5x Briar Maidens, C
 4495

Christian "Durin Eisenfuss" Otte - Dwarven Holds:

465 – Runic Smith ,General, Ancestral Memory, 3xBattle Runes, Plate Armour, Shield; Rune of Steel+ 2xRune of Iron, Rune of Harnessing, Rune of Mastery;
 315 – Thane, BSB, Plate Armour, Shield; Hold Stone; 2xRune of Iron, Rune of Smashing;
 400 – Dragon Seeker, Paired Weapons; Grim Resolve; Rune of Penetrating, Quickening, Fury;
 435 – Dragon Seeker, Paired Weapons; Grim Resolve; Rune of Destruction, Quickening, Fury;
 185 – Anvil of Power
 693 – 23x Greybeards, Heavy Armour, Shield, Throwing Weapons; M, S, C; Runic Standard of Swiftiness;
 450 – 20x Clan Marksmen, Heavy Armour, Shield, Crossbow; M;
 309 –12x Miners, Heavy Armour, Shield, Throwing Weapons; M;
 501 – 19x Seeker, Vanguard; M, C;
 125 – 5x Seeker; Vanguard;
 300 – 3x Hold Guardians, C;
 320 - 1x Organ Gun – Heavy Armour, Rune Crafted;
 4498

Bester Weigert

Bayern



JerryH SA	LunaticGuy87 – Dwarven Holds	“Klexe” - Kingdom of Equitaine	Wolfgang „Red88“ Weigert – High Born Elves
600 - Saurian Warlord, General, Raptor, Blessed Inscriptions, Death Cheater, Obsidian Rock, Lucky Charm, Halberd	185 - Anvil of Power 435 - Dragon Seeker, Rune of Destruction, Rune of Quickening, Rune of Fury, Grim Resolve	570 - Duke, General, Renown, Barded Warhorse, Blessed Inscriptions, Basalt Infusion, Black Knight's Tabard, Potion of Swiftiness, Questing Oath, Bastard Sword, Shield	490 - High Prince, General, Sliver of the Blazing Dawn, Willow's Ward (Shield), Diadem of Protection, Shield, Dragonforged Armour, Spear, Longbow (0+)
460 - Saurian Veteran, Raptor, Basalt Infusion, Talisman of Shielding, Halberd, Battle Standard Bearer, Aether Icon	400 - Dragon Seeker, Rune of Penetration, Rune of Quickening, Rune of Fury, Grim Resolve	365 - Paladin, Barded Warhorse, Wyrnwood Core, Potion of Strength, Grail Oath, Shield, Lance, Battle Standard Bearer, Rending Banner	450 - Commander, BSB, Master of the Canreig Tower, Great Weapon, Longbow, Essence of Mithril, Banner of the relentless Company (Ravens Wing, Beast, Heritage)
415 - Saurian Veteran, Raptor, Supernatural Dexterity, Dusk Forged (Shield), Dragonfire Gem, Lance, Shield	270 - Thane, 2x Rune of Iron, Rune of the Forge, Holdstone, Shield, Battle Standard Bearer	235 - Damsel, Barded Warhorse, Wizard Adept, Druidism	665 - 40x Citizen Spears, Champion, Musician, Standard Bearer, Rending Banner
290 - Skink Priest, Skink Palanquin for Saurian Warriors, Sun Tablet, Wizard Adept, Druidism	475 - Runic Smith, General, Rune of Steel, 2x Rune of Iron, Rune of Devouring, Rune of Mining, 3x Battle Runes, Ancestral Memory, Shield	515 - Damsel, Barded Warhorse, Talisman of the Void, Storm Clarion, Wizard Master, Shamanism	260 - 5x Highborn Lancers, Musician
701 - 31x Saurian Warriors, Champion, Musician, Standard Bearer, Banner of Speed	255 - 10x Greybeards, Shield, Throwing Weapons (5+), Musician	356 - 8x Knights of the Realm	260 - 5x Highborn Lancers, Musician
200 - 16x Skink Braves Archer, Musician	255 - 10x Greybeards, Shield, Throwing Weapons (5+), Musician	812 - 15x Knights of the Realm, Standard Bearer, Banner of the Last Charge	920 - 30x Lion Guard, Champion, Musician, Standard Bearer, Navigator's Banner
3 x 130 - 2x Snake Swarms	638 - 33x Clan Warriors, Spear & Shield, Champion, Musician, Standard Bearer, Runic Standard of Swiftiness	794 - 9x Knights of the Grail, Standard Bearer, Banner of Roland	360 - 5x Knights of Ryma, Musician
540 - Taurosaur, Engine of the Ancients	665 - 25x Seekers, Vanguard, Champion, Musician, Standard Bearer	375 - The Green Knight	360 - 5x Knights of Ryma, Musician
2 x 450 – Taurosaur	2 x 130 - Vengeance Seeker	125 - 5x Yeoman Outriders	100 - Giant Eagle
4496 Points	329 - 12x Miners, Throwing Weapons (5+), Shield, Champion, Musician	130 - 5x Yeoman Outriders, Shield	100 - Giant Eagle
	330 - Organ Gun, Rune Crafted, Flaming Shot	220 - 3x Knights of the Grail	160 - 5x Grey Watchers, Paired Weapons
	4497 Points	4497 Points	375 - Frost Phoenix
			4500 Points

Betreutes Würfeln

NRW



Marco " Ruebezahl" Hess - Vermin
Swarm

425 - Tyrant, General, Monstrous Rat,
Heavy Armour, Shield, Ratlock
Pistols, Crown of the wizard King
485 - Tyrant, Monstrous Rat, Heavy
Armour, Shield, Paired Weapon and
Tail Weapon, Ghostly Guard, Hero`s
Heart
430 - Chief, BSB, Monstrous Rat, Heavy
Armour, Shield, Ratlock Pistols, Seal
of House Underminer
310 - Plague Patriarch, 2 Spells , Magical
Heirloom, Scurrying Veil, Occultism
120 - Footpads
120 - Footpads
302 - 47x Giant rats
302 - 47x Giant Rats
285 - 20x Plague Brotherhood, M, S,
Banner of the Relentless Company
90 - 2x Rat Swarm
575 - 5x Vermin Hulks, Thunder Hulks,
Meat Grinder, C
305 - Dreadmill
375 - Abomination
375 - Abomination
Total: 4499

Sven " khalek166" Gassen - Saurian
Ancients

845 - Saurian Warlord, General,
Carnosaur, Halbert, Starfall Shard
570 - Skink Captain, BSB, Taurosaur with
Giant Blowpipes, Blowpipe, Light
Lance
340 - Skink Priest, 2 Spells, skink
Palanquin, Magical Heirloom, Sun
Tablet, Druidism
258 - 16x Skink Braves, Caiman, Hand
Weapon and Shield, M
258 - 16x Skink Braves, Caiman, Hand
Weapon and Shield, M
258 - 16x Skink Braves, Caiman, Hand
Weapon and Shield, M
168 - 16x Skink Braves, Hand Weapon
and Shield, M
450 - 6x Caiman, Halberd
130 - 5x Chameleons
239 - Ramphodon Riders, Shield
239 - Ramphodon Riders, Shield
165 - Weapon Beast, Salamander
165 - Weapon Beast, Salamander
415 - Stygiosaur, Mystic Traveller
Total: 4500

Axel " banshee" Grossmann - Kingdom
of Equitane

440 - Damsel, 4 Spells, Barded Warhorse,
Essence of a Free Mind, Wizard
Master, Druidism, Shamanism
655 - Duke, General, Questing Oath,
Hippogriff, Shield, Lance,
Bastardsword, Basalt Infusion,
Divine Judgement, Fortress of Faith,
Potion of Swiftness
205 - Paladin, Piety, Halberd, Shield,
Lucky Charm
230 - 5x Knight Aspirants
230 - 5x Knight Aspirants
804 - 14x Knight of the Realm, M, S, C,
Banner of the Last Charge
625 - 25x Knight Forlon, M, S, C
784 - 9x Knight of the Grail, M, S, C
150 - Sacred Reliquary
375- The Green Knight
Total: 4498

Erik " shikoran " Grossmann - Vampire
Covenant

165 - Banshee
165 - Fell Wraith, Skeletal Steed, Great
Weapon
915 - Vampire Count, General, 4 Spells,
Spectral Steed, Light Armour, Death
Cheater, Dragon Staff, True Thirst,
Nosferatu Bloodline, Lesser Blood
Power: Forbidden Path, Wizard
Master, Evocation, Occultism
105 - Bat Swarm
105 - Bat Swarm
113 - 8x Dire Wolves
113 - 8xDire Wolves
320 - 20x Ghouls, C
320 - 21x Ghouls, C
205 - Zombies, M, S
205 - Zombies, M, S
90 - 2x Great Bats
380 - 10x Spectral Hunters
300 – 5x Wraiths, C
490 - Shrieking Horror
490 - Shrieking Horror
Total: 4498

Clowns DeluxXxe

Bayern



Pierre 'Elo' Brumbach - Dread Elves

600 - Dread Prince, Cult of Nabh,
General, Raptor Charriot, Heavy,
Armour, Shield, Lance, Midnight
Cloak, Transcendence, Basalt
Infusion
395 - Oracle, Wizzard Master, Alchemy
720 - Cult Priest, BsB, Cult of Yema,
Divine Altar, Shield, Light Armour,
Moraec's Reaping, Dragonfire Gem,
Alchemist's Alloy
215 - 3x15 Dread Legionairs, Spears
Champion
160 - 3x5 Dark Raider
195 - 4x Raptor Charriot
440 - 2x Hydra
4500

Hajo "RiseAgainst" Kruppa Kingdom of
Equitaine

670 - Duke, General, Questing Oath,
Pegasus, Might, Shield, Lance,
Fortress of Faith, Basalt Infusion,
Divine Judgement (Lance), Potion
of Swiftmess
465 - Damsel, Barded Warhorse, Wizard
Master, Druidism, Storm Clarion
355 - Paladin, BSB, Grail Oath, Barded
Warhorse, Lance, Shield, Rending
Banner, Wyrnwood Core
160 - Damsel, Barded Warhorse, Wizard
Apprentice, Shamanism
640 - 11x Knights of the Realm, M, S,
Banner of the Last Charge
260 - 6x Knights of the Realm
230 - 5x Knights Aspirants
829 - 9x Knights of the Grail, C, M, S,
Stalker's Standard
130 - 5x Yeomen Outriders, Shields
125 - 5x Yeomen Outriders
635 - 5x Pegasus Knights, Skirmishers, C,
S, Banner of Roland
4499

Nils "SirProxAlot" Reinke – Vampire
Covenant Vampiric Bloodline:
Nosferatu Bloodline

705 – Vampire Count, General,
Nosferatu Bloodline, Blood Magic,
Wizard Master, Evocation, Unholy
Tome
200 – Necromancer, Wizard Adept,
Evocation
105 - 2x2 Bat Swarm
135 – 10x Dire Wolves
350 – 30x Skeletons, M, C, S, Banner of
Relentless Company
290 – 28x Skeletons, M, C, S
140 – 21x Zombies, M
500 – 10x Wraiths, C
340 – 9x Wraiths
640 – 8x Vampire Spawns
560 – 7x Vampire Spawns
430 - 1x Dark Coach
4500

Christoph "JimmyGrill" Reiter - Warriors
of the Dark Gods

595 - Sorcerer, General, Wizard Master,
Occultism, Plate Armour, Scythed
Skywheel, Dragonfire Gem, Thrice-
Forged, Binding Scroll
505 - Sorcerer, Wizard Master,
Evocation, Plate Armour,
Alchemist's Alloy, Talisman of the
Void, Binding Scroll
565 - Doomlord, BSB, Hellforged Armour,
Spiked Shield, Basalt Infusion, Dusk
Forged, Touch of Greatness
744 - 23x Warriors, Hellforged Armour,
Spiked Shield, Great Weapon, CMS,
Zealots Banner
160 - 2x5 Fallen, Hellforged Armour,
Paired Weapons
809 - 5x Chosen Knights, Favour of
Kuulima (Envy), Halberd, Hell-
Forged Armour, CMS, Wasteland
Torch
492 - 6x Forsworn, Hellforged Armour,
Spiked Shield, CMS
140 - 5x Flayers
330 - 1x Hellmaw, 1 Ominous Gateway
4500

Danish CuckLords

Denmark



CuckLord – Rasmus Jørgensen

370 – Prelate, General, Plate Armour,
Great Weapon, Locket of Sunna,
Imperial Seal, Lucky Charm
325 – Marshal, BSB, Great Tactician,
Shield, Black Steel, Death Warrant
380 – Knight Commander, Young Griffon,
Shield, Basalt Infusion, Heroes
Hearth, Dusk Forged
410 – Wizard, Exemplars Flame, Master,
Divination
260 – Wizard, Book of Arcane Power,
Adept, Alchemy
315 – 20x Light Infantry, Crossbows, M,
S, Marksmen's Pennant
584 – 49x Heavy Infantry, Halbards, M, S,
C, Banner of Unity
230 – 19x State Militia
250 – Cannon
290 – Arcane Engine, Arcane Shield
90 – 5x Imperial Ranger
90 – 5x Imperial Ranger
428 – 27x Imperial Guard, M
475 – Steam Tank
4497

CuckLord – Søren Haaning

295 – Feral Orc Shaman, General, Paired
Weapons, War Cry!, Adept,
Shamanism
495 – Forest Goblin Witch Doctor,
Spider, Talisman of the Void, Skull
Fetish, Master, Fire
260 – Forest Goblin Chief, BSB, Scuttler
Spider, Bow, Maza's Zappin, Banner
of Discipline
395 – Gave Goblin King, Gave Gnasher,
Shield, Heavy Armour, Light Lance,
Ghostly Guard, Dusk Forged, Touch
of Greatness, Dragonfire Gem, Troll
Ale Flask
355 – Gave Goblin King, Gave Gnasher,
Shield, Heavy Armour, Hero's
Heart, Basalt Infusion, Talisman of
Shielding, Lucky Charm
363 – 18x Forest Goblin Raiders, Bow,
Shield
255 – 3x20 Feral Orc, Paired Weapons,
Bow
288 – 2x24 Gnasher Herd
120 – 2x10 Gnasher Herd
125 – 2x1 Goblin Wolf Chariot
90 – Grotlings
205 – 1x2 Git Launcher, Orc Overseer
4494

CuckLord – Kaare Siesing

850 – Courtier, General, The Dead Arise,
Court of the Damned, Paired
Weapon, King Slayer, Dragonfire
Gem, Adept, Lamia, Witchcraft
470 – Courtier, BSB, Light Armour, Paired
Weapon, Destiny's Call, Legion
Standard, Adept, Lamia, Witchcraft
450 – Necromancer, Magical Heirloom,
Talisman of the Void, Master,
Evocation
325 – 29x Skeletons, M, S, C, Legion
Standard
575 – 35x Ghouls, C
115 – 2x20 Zombies
90 – 2x2 Great Bats
660 – 8x Vampire Spawns, C
380 – 2x10 Wraiths
4500

CuckLord – Svend Kristensen

820 – Vermin Daemon, General
220 – Chief, BSB, Sceptre of Vermin
Valour, Legion Standard
760 – Magister, Doom Bell, Second
Awakening, Master, Thaumaturgy
319 – 27x Rats-at-Arms, M, S, C, Legion
Standard
390 – 20x Vermin Guard, M, S, Lightning
Rod
140 – 20x2 Giants rats
146 – 21x Giants rats
465 – 6x Vermin Hulks, C
305 – 2x1 Dreadmill
150 – 2x1 Rotary Gun
190 – 5x Jezails
4500



Die Deichgrafen

Niedersachsen

Jannik "Greedy Meyer" Siefkes-
Wedemeyer - Vampire Covenant - Lamia
Bloodline

1080 - Vampire Count, General, 2 Spells,
Court of the Damned, Reapers
Harvest, Wizard Adept, Lamia
Bloodline, Commandement,
Evocation

430 - Necromancer, 4 Spells,
Necromantic Staff, Wizard Master,
Evocation

105 - 2x Bat Swarms

485 - 40x Skeletons, Halberd, M, C, S,
Flaming Standard

175 - 28x Zombies, S

185 - 2x30 Zombies, S

365 - Altar of Undeath

80 - 2x5 Dire Wolves

490 - Shrieking Horror

260 - 2x3 Vampire Knights, M

320 - 4x Vampire Spawns

4500

David "Lissi" Lisson

535 - Dread Prince, General, Cult of
Naabh, Elven Horse, Repeater
Handbow, Lance, Heavy
Amour, Shield, Blessed Inscriptions,
Midnight Cloak

675 - Cult Priest, BSB, Cult of Naabh,
Divine Altar, Shield, Moraec's
Reaping

590 - Oracle, Cult of Yema, 4 Spells, Elven
Horse, Light Amour, Destiny's Call,
Wandering Familiar, Occultism

585 - 24x Blades of Naabh, M, C, S,
Rending Banner

200 - 10x Cosairs, Paired Weapons, M

160 - 2x5 Dark Raiders, M

720 - 25x Tower Guard, M, C, S, Banner
of Gar Daecos

440 - Hydra

390 - Kraken

4497

Lucas "Doedel" Knöner - Saurian
Ancients

945 - Cuatl Lord, General, BSB, 7 Spells,
Ancient Plaque, Jade Staff,
Rending Banner, Grasp of
the Immortal, Protean Potentate,
Druidism

680 - Skink Captain, Taurosaur, Engine of
the Ancients, Blowpipe, Light
Lance, Spirit of the
Stampede

480 - 20x Saurian Warriors, Serpent, M,
C, S

520 - 20x Saurian Warriors, Serpent,
Spears, M, C, S

687 - 21x Temple Guard, M, C, S, Totem
of Mixoatl

150 - 6x Chameleons

130 - 5x Chameleons

135 - 2x1 Spearback

165 - Salamander

470 - Taurosaur, Giant Bow

4499

Maurice "Morris" Wiercioch

760 - King, General, War Throne, Great
Weapon, Holdstone, Rune of
Craftmanship, 2x Rune of Fury,
Rune of Iron, Rune of Resistance,
Rune of Steel

335 - Thane, BSB, Shield, Pistol, 2x Rune
of Iron, 2x Rune of Lightning,
Rune of Readiness

352 - 14x Clan Marksman, Guild Crafted
Handguns, M

834 - 29x Greybeards, Shield, Throwing
Weapons, M, C, S, Runic Standart
of Dismay

696 - 6x Holdguardians, M, C, S, Banner
of Speed

175 - Attack Copter

210 - Steam Bomber

170 - 2x1 Flame Cannon, Rune Crafted

265 - Cannon, Flaming Shot

255 - Cannon

4483



Die fiesen Otternasen

NRW

Inquisitor Zorn Sylvan Elves (C)

Christian "Beardling" Kirch Dwarven
Holds

- 185 - Anvil of Power
- 700 – King, Army General, Shield, War Throne, Rune of Destruction, Rune of Dragon's Breath, 2x Rune of Might
- 305 - Runic Smith, 3x Battle Runes, Shield, Rune of Devouring - Runic Smiths only
- 235 – Thane, Battle Standard Bearer, Holdstone, Shield, Rune of Iron
- 387 – 17 Clan Marksman, Crossbow (4+), Musician, Shield
- 745 – 30 Greybeards, Champion, Musician, Shield, Standard Bearer, Banner of Speed
- 850 – 8 Hold Guardians, Champion, , Musician, Standard Bearer
- 225 - Miners - Ranged Weapons, Musician, Shields
- 528 – 23 Seekers, Champion, Musician
- 170 - Flame Cannon: Rune Crafted
- 170 - Flame Cannon: Rune Crafted

- 460 - Druid Army General, Druidism, Elven Horse, Wizard Master Crystal Ball, Obsidian Rock
- 335 - Chieftain Blade Dancer, Spear, Standard Bearer Aether Icon, Hunter's Honour
- 330 - Chieftain Great Elk, Great Weapon, Light Armour Destiny's Call Potion of Strength
- 345 - Druid Eagle King, Shamanism, Wizard Adept Book of Arcane Mastery Dragonfire Gem
- 330 - Forest Prince Blade Dancer, Sylvan Blades Titanic Might
- 150 - 8 Dryaden
- 215 - 15x Forest Guard, Champion, Musician, Spear and Shield
- 215 - 20x Forest Guard, Musician, Spear and Shield, Standard Bearer Champion
- 230 - 15x Forest Guard, Musician Champion, Elven Cloak and Sylvan Blades
- 225 - Heath Rider Champion
- 438- 11 Blade Dancer, Champion, Standard Bearer Banner of Silent Mist
- 349 - 9 Blade Dancer, Champion, Standard Bearer Aether Icon
- 220 - 5 Briar Maiden, Musician
- 231 - 6 Sylvan Sentinel Scout, Sylvan Blades
- 327 - 9 Sylvan Sentinel Sylvan Blades

Lukas "Loec1" Maskow - Undying
Dynasties

- 225 - Nomarch, General, Crown of Pharaohs
- 515 - Death Cult Hierarchy, Wizard Master, Evocation, Soul Conduit, Ankh of Naptesh, Sacred Hourglass
- 455 - Death Cult Hierarchy, Wizard Master, Cosmology/Divination, Essence of a Free Mind, Talisman of the Void
- 160 - Tomb Architekt
- 240 - Casket of Phatep
- 640 - 58x Skeletons, Spear, CSM, Banner of Speed
- 164 - 12x Skeleton Archers, M
- 130 - 5x Skeleton Scouts
- 210 - 20x Skeletons, S, Banner of the Entombed
- 200 - Charnel Catapult
- 645 - 6x Tomb Cataphracts, SM, Flaming Standard
- 155 - 3x Great Vultures
- 760 - 4x Tomb Reaper, Paired Weapons

Christoph "Aureon" Stiller Infernal
Dwarves

- 520 – Overlord, Army General, Shield, Death Cheater, Onyx Core, Potion of Swiftness, Willow's Ward
- 585 - Prophet, Alchemy, Infernal Weapon, Master, Shield, Alchemist's Alloy, Tablet of Ashuruk, Talisman of the Void
- 355 - Prophet, Adept, Pyro, Shield, Wizard, Book of Arcane Mastery – Dominant, Potion of Strength
- 330 - Vizier, Battle Standard Bearer, Shield, Crown of the Wizard King - Cannot be taken by Wizards, Icon of the Inferno
- 320 – 10 Citadel Guard with Flintlock Axe, Champion, Musician, Shield
- 180 – 20 Hobgoblins with Bows, Musician
- 627 - 31 Warriors, Champion, Flaming Standard, Great Weapon, Musician, Shields, Standard Bearer
- 130 – 5 Hobgoblin Wolf Riders
- 95 - Hobgoblin Bolt Thrower
- 390 - Titan Mortar, Bound Daemon
- 390 - Titan Mortar, Bound Daemon
- 575 - Kadim Titan



Die glorreichen Vier

Schleswig-Holstein

Ricardo „Pater-LeXx“ Bolz – O&G

Maik „Athos“ Duus - Warriors of the Dark Gods

850 - Exalted Herald, Army General

660 - Chosen Lord, Battle Standard Bearer, Favour of Nukuja, Goddess of Sloth, Gift of the Dark Gods: Daemonic Wings, Spiked Shield, Dusk Forged, Symbol of Slaughter, Thrice-Forged

325 – Sorcerer, Wizard Adept, Evocation, Plate Armour, Ledger of Souls

155 – 15x Barbarians, Musician

775 – 20x Warriors, Favour of Nukuja, Goddess of Sloth, Favoured Champion, M, S, Zealots Banner

875 – 10x Chosen, Favour of Vanadra, Goddess of Wrath, Great Weapon, Full Command Group, Flaming Standard

100 – 5x Warhounds

100 – 5x Warhounds

330 – 5x Warrior Knights, Lance, Musician

330 – 5x Warrior Knights, Lance, Musician

4500 Punkte

560 - Orc Warlord: Army General, Iron Orc, Paired Weapons, Shield, War Boar, Dusk Forged, Potion of Swiftmess, Shady Shanking, Tuktek's Guard

220 - Goblin Chief: Battle Standard Bearer, Cave Goblin, Crown of the Cavern King, Potion of Strength

360 - Goblin Witch Doctor: Common Goblin, Witchcraft, Wizard Master

415 - Goblin Witch Doctor: Common Goblin, Pyromancy, Thaumaturgy, Wizard Master, Essence of a Free Mind – Dominant

180 - Orc Shaman: Common Orc, Orc Boar Chariot, Shamanism, Wizard Apprentice

465 – 40x Goblin Forest Goblin, MSC, Spear and Shield, Rending Banner

155 - 20x Common Goblin, M., Shady Git, Shield

540 – 32x Orc Feral, MSC, Spear, Rending Banner

2 x 140 - Gnasher Wrecking Team

130 - 5x Common Goblin Raiders, Light Lance, Shield

325 - Goblin Wolf Chariot: 3x Goblin Wolf Chariot

2 x 90 – Grotlings: 3x Grotling

420 - Mounted 'Eadbashers: 10x Feral Orc, MSC, Shield, Banner of Speed

3 x 90 – Skewerer

4500 Punkte

Martin „The one and Only“ Schaefer

185 - Anvil of Power

135 - Engineer, Guildcrafted Handgun, Shield

430 - Runic Smith, General, Ancestral Memory, Shield, Rune of Devouring, 2x Rune of Iron, Rune of Shielding, 3x Battle Runes

270 - Thane, BSB, Holdstone, Shield, 2x Rune of Shielding

405 - 15x Clanmarksmen, Guild Crafted Handgun, M, Shield

720 - 20x Greybeards, C, M, S, GW, Shield, TW, Vanguard, Rending Banner

631 - 23x Deep Watch, C, M, S, Rending Banner

245 - 10x Miners, M, TW

305 - 12x Rangers, M, Crossbow, GW

130 - Vengeance Seeker

420 - 2x1 Steam Bomber

320 - Organ Gun, Rune Crafted

300 - Catapult, Rune Crafted

4496 Punkte

Thorsten „Rigger“ Path – Highborn Elves

530 – High Prince, General, High Warden of the Flame, Light Armour, Spear, Essence of Mithril, Sliver of the Blazing Dawn

365 – Commander, BSB, Master of Canreig Tower, Dragonforged Armour, Great Weapon

520 – Mage, Wizard Master, Asfard Scholar, Essence of a free Mind, Divination+Pyromancy

520 – 30 x Citizen Spears, C, M, S, War Banner of Ryma

615 – 25 x Sea Guard, C, M, S, Rending Banner

100 – Giant Eagle

100 – Giant Eagle

360 – 5 x Knights of Ryma, M

360 – 5 x Knights of Ryma, M

920 – 30 x Lion Guard, C, M, S, Navigator's Banner

110 – Reaver Chariot

4500 Punkte

Die Wolfgangskracken

Hessen



Francesco „Lifetaker“ Sperandeo – Dread
Elves

690 – Cult Priest, BSB, Cult of Yema,
Divine Altar, Paired Weapons,
Hero's Heart

1010 – Oracle, General, Cult of Yema,
Dragon, Occultism, Wizard
Master, Beastmaster's Lash,
Moraec's Reaping, Wandering
Familiar

220 – 10 x Corsair, Repeater Handbow,
M

160 – 5 x Dark Raiders

515 – 30 x Dread Legionnaires, Spears, C,
M, S, Flaming Standard

230 – 10 x Repeater Auxiliaries, Shield, M

195 – Raptor Chariot

195 – Raptor Chariot

195 – Raptor Chariot

210 – Hunting Chariot

440 – Hydra

440 – Hydra

4500

Hendrik "2-Green-2-Stop-Killing" Stahn -
Orks & Goblins

635 - Common Ork Shaman, Wizard
Master, Shamanism, General,
Chariot, Paired Weapons, Death
Cheater, Magical Heirloom, Troll
Ale Flask

340 - Common Ork Shaman, Adept,
Pyromancy, Chariot, Paired
Weapons, Alchemist's Alloy,
Binding Scroll, Potion of Strength

260 - Common Ork Chief, BSB, Shield,
Rending Banner, Pan of
Protection Pinchin

190 - Cave Goblin Chief, Cave Gnasher,
Lance, Basalt Infusion, Lucky
Charm

610 - 45 Cave Goblins, Full Command, 3x
Mad Gits, Spear & Shield, Banner
of the Relentless Company

597 - 38 Feral Orks, Full Command,
Mammoth Stabber, Shield, Green
Tide Banner

160 - 5 Common Orks Boar Riders, Shield

336 - 28 Gnashers

312 - 26 Gnashers

2 x 140 - Wrecking Team

2 x 90 - 3 Grotlings

85 - Scrab Wagon

510 – Gargantula

4495

Luc Windaus – Sylvan Elves

225 – Druid, Druidism, Elven Horse,
Wizard Apprentice, Binding
Scroll

420 – Druid, Shamanism, Wizard
Master, Binding Scroll

545 - Forest Prince, Elven Cloak, Light
Armour, Shapeshifter, Shield,
Sylvan Blades, Sylvan Longbow
(0+), Destiny's Call, Dragonfire
Gem, Glyph of Amryl, Titanic
Might

530 - Forest Prince, General, Eagle
King, Elven Cloak, Light Armour,
Shield, Sylvan Blades, Sylvan
Longbow (0+), Blessed
Inscriptions, Curse of the Black
Stag, Talisman of Shielding

2 x 150 - 8x Dryads

476 - 25x Dryads

353 – 9 x Heath Hunters

2 x 560 – 5x Kestrel Knights,
Champion, Hard Target + Shield,
Standard Bearer, Banner of
Speed

2 x 265 Sylvan Sentinels

4499

Tim „Talwin“ Markmann - The Vermin
Swarm

195 - Chief, Battle Standard Bearer, Light
Armour, Sceptre of Vermin Valour

845 - Magister, 3 Dark Shards, Army
General, Doom Bell, Light Armour,
Thaumaturgy, Wizard Master,
Magical Heirloom, Second
Awakening

650 - Plague Patriarch, Light Armour,
Plague Flail, Plague Pendulum,
Wizard Apprentice, Putrid
Protection

395 - 33x Plague Brotherhood, M, C, S

345 - 30x Rats-at-Arms, Spears, M, C, S

410 - 20x Vermin Guard, M, C, S,
Lightning Rod

150 - 1x Meat Grinder

90 - 2x Rat Swarms

90 - 2x Rat Swarms

305 - 1x Dreadmill

305 - 1x Dreadmill

190 - 5x Jezail

190 - 5x Jezail

170 - 1x Plague Catapult

170 - 1x Plague Catapult

4500

Henri's Chosen

Luxembourg



Charles Oiknine - Warriors of the dark god

640 - Chosen Lord, BSB, Favour of Vanadra, Goddess of Wrath, Great Weapon, Karkadan, Master of Destruction, Dragonfire Gem, Dusk Forged, Immortal Gauntlets
 465 - Sorcerer, General, Wizard Master: évocation, Lord of the Damned, Magical Heirloom
 221 - 8 Barbarian Horseman, Paired Weapons, Shield
 221 - 8 Barbarian Horseman, Paired Weapons, Shield
 200 - 20 Barbarian, Musician
 130 - 8 Warhound
 130 - 8 Warhound
 641 - 4 Chosen Rider, Favour of Vanadra, Goddess of Wrath, champion, Standard Bearer, Flaming Standard
 621 - 4 Chosen Rider, Favour of Vanadra, Goddess of Wrath, Standard Bearer, Flaming Standard
 2 x 220 - Warrior Chariot
 2 x 390 - Forsaken One
 Total: 4489

Hadrien Janne - infernal dwarves

505 - Overlord, General, Onyx Core (120), Death Cheater (100), Potion of Swiftness (10), Shield
 355 - Vizier, Ring of Desiccation (75), Lucky Charm (10), Gauntlets of Madzhab (25), Shield, Infernal Weapon, Battle Standard Bearer, Banner of the Relentless Company
 485 - Prophet - Wizard, Magical Heirloom (50), Shield, Wizard Master, Pyromancy
 120 - Hobgoblin Chieftain on wolf, Wolf
 220 - 15x Infernal Warriors, Shield (15), Champion
 691 - 28x Citadel Guard, Schield (28), Champion, Musician, Standard Bearer, Rending Banner
 115 - 20x Orc Slaves
 115 - 20x Orc Slaves
 205 - 5x Taurukh, Shield (5), Infernal Weapon (5), Musician
 360 - 10x Taurukh, Shield (10), Infernal Weapon (10), Musician
 2 x 150 - Volcano Cannon
 450 - Infernal Engine with Shrapnel Guns
 575 - Kadim Titan
 Total: 4 496

Marc Deycard - Empire

370 - Knight Commander, general, horse, shield, light of the sonsthal (155), potion of swiftness
 340 - Marshal, BSB, horse, death warrant, Stalker's standard, shield, pistol
 285 - Prelate, horse, shield, plate armour, crown of the wizard king, potion of strength
 480 - Wizard (125), PYROMANCY/DIVINATION, horse, wizard master, Essence of free mind, binding scroll
 672 - 12x Electoral Cavalry, knightly orders, shields, lances, M, C, S, banner of speed
 252 - 6x electoral cavalry, shields (24), lance (24) , M(20)
 205 - 5x electoral cavalry, shields, great weapon, M
 560 - 5x knights of the sun griffon, lances, M
 560 - 5x knights of the sun griffon, lances, M
 150 - 5x reiters
 150 - 5x reiters
 475 - 1x steam tank
 4499

Giulio Gatti - Highborn Elves

425 - Prince, General, Spear, Destiny's Call, Sliver of Blazing Dawn
 440 - Commander, BSB, Master of Carnreig Tower, Great Weapon, Essence of Mithril, Flaming Banner
 465 - Mage, Wizard Master, Asfad Scholar, Divination
 361 - 16x Seaguards, M, C
 180 - 5x Elain Reavers
 190 - 5x Elain Reavers, Bows
 404 - 24x Citizen Spears, M, S, Warbanner of Ryma
 775 - 25x Lion Guards, M, S, C, Becalming banner
 180 - 3x1 Sea Guard Reaper
 360 - 2x5 Knights of Ryma, M
 Total: 4500

Jenaer Fluffbunnies - Achse

Berlin Paris

Thüringen



Clement "Borcha" Konopnicki - Ogre Khans

605 - Shaman, General, Wizard Master, Iron Fist, Light Armor, Talisman auf Shielding, Crown of Autocracy, Gut Roarer, Shamanism
445 - Khan, BSB, Trolleater, Great Weapon, Ogre Crossbow, Lygur's Tongue, Rampager's Chain
225 - Mammoth Hunter, Leader of the Pack, Iron Fist
780 - 11x Tribesmen, M, C, S, Rending Banner, Iron Fist
160 - 25x Scrapling, M
185 - 3x Bruisers
680 - 4x Tusker Cavalry, Paired Weapons, M, S, Banner of the Gyengget
175 - 1x Kin Eater 80 - 3x1 Sabretooth Tiger
320 - 1x Thunder Cannon
405 - 1x Frost Mammoth
280 - 1x Slave Giant, Iron Fist
4.500

Alexander "Streifenkarl" Bartz - Infernal Dwarves

520 - Overlord, General, Shield, Death Cheater, Gauntlets of Madzhab, Onyx Core
375 - Prophet, Wizard, Shield, Adept, Book of Arcane, Dragon Staff, Alchemy
570 - Prophet, Wizard, Shield, Master, Alchemist's Alloy, Magical Heirloom, Tablet of Ashuruk, Pyromancy
320 - Vizier, BSB, Infernal Weapon, Shield, Mask of the Furnace, Talisman of the Void
300 - 10x Citadel Guard, Flintlock Axe, Shield, M
200 - 2x20 Hobgoblin, Spear, Shield, M, C, S
215 - 2x24 Orc Slaves, Paired Weapons, M
140 - 5x Hobgoblin Wolf Rider, Light Lance, Shield
798 - 24x Immortals, Infernal Weapon, Shield, M, C, S, Icon of the Inferno
647 - 4x Taurukh Anointed, Infernal Weapon, Shields, M, C, S, Flaming Standard
4.500

Markus "Korhedron" Glänzel - Undying Dynasties

480 - Death Cult Hierarchy, Hierophant, Sacred Hourglass, Wizard Master, Cosmology
200 - Death Cult Hierarchy, Wizard Adept, Divination
495 - Pharaoh, General, Great Weapon, Light Armour, Godslayer, Destiny's Call, Death Mask of Teput
272 - 21x Skeleton Archers, M
260 - 20x Skeleton Archers, M
600 - 6x Skeleton Chariots, M, S, Stalker's Standard
658 - 29x Necropolis Guard, Paired Weapons, M, C, S
567 - 6x Shabtis, Paired Weapons, M, S
200 - 2x1 Charnel Catapult
565 - 3x Tomb Reapers, Paired Weapons
4.497

Tarik "Tee" Bunk - Vampire Covenant

430 - Necromancer, Necromantic Staff, Wizard Master, 4 Spells, Evocation,
985 - Vampire Count, General, Great Weapon, Cleansing Light, Unbreakable Will, Zombie Dragon, Binding Scroll,
Cursed Medallion, Wizard Adept, 2 Spells, Occultism
105 - 2x2 Bat Swarm
300 - 25x Skeletons, M, C, S, Banner of the Relentless Company
250 - 20x Skeletons, M, C, S, Banner of the Relentless Company
140 - 21x Zombies, M
845 - 10x Ghosts, C
90 - 2x Great Bats
300 - 8x Wraiths
490 - 1x Shrieking Horror
460 - 5x Vampire Knights, Champion, Musician
4.500

Kniet vor der Hauptstadt,

Bauern

Berlin



Micha "Stranger" Scholz - WotDG

850 - Exalted Herald General
850 - Exalted Herald
160 - 5x Fallen
160 - 5x Fallen
581 - 17x Warriors, God of Pride,
Favoured Champion, Musician,
Standard Bearer, Banner of the
Relentless Company
744 - 5x Chosen Knights, God of Pride,
Champion, Musician
724 - 5x Chosen Knights, God of Pride,
Musician
430 - Hellmaw, 2 Ominous Gateways
4499p

Ruben "Da_Gobbo" Rimkus- ID

485 - Prophet, General, Wizard, Master,
Shield, Magical Heirloom,
Pyromancy
285 - Prophet, Wizard, Adept, Shield,
Alchemy
295 - Vizier, BSB, Shield, Icon of the
Inferno, Alchemists Alloy
586 - 23x Citadel Guard, Shield, M, C, S,
Banner of Shamut
424 - 14x Citadel Guard, Shield, Flintlock
Axe, M
115 - 20x Orc Slaves
160 - 5x Tauruk, Shield
642 - 4x Tauruk Anointed, Infernal
Weapon, Shield, M,S, Banner of
Shamut
130 - Gunnery Team, Flamethrower
350 - Infernal Artillery, Volcano Cannon,
Bound Daemon
450 - Infernal Engine, Shrapnel Guns
575 - 1x Kadim Titan
4447p

Kevin "Dr_Akula" Bauer - Highborn Elves

475 - Mage, General, Wizard Master,
Asfad Scholar, Potion of Strenght,
Divination
425 - Commander, BSB, Master of
Canreig Tower, Great Weapon,
Longbow, Elus's Heartwood
280 - 2 x 20 Citizen Spears, Champion,
Musician
389 - 18 Citizen Archers, Musician,
Standard Bearer, Banner of
Discipline
190 - 5 Elein Reavers, Bow
808 - 26 Lion Guard, Champion,
Musician, Standard Bearer,
Navigator's Banner
633 - 21 Flame Wardens, Champion,
Musician, Standard Bearer, Rending
Banner
245 - 10 Lion Guard, Baleig Highlanders
215 - 1 Lion Chariot
180 - 2 x 1 Sea Guard Reaper
100 - 2 x 1 Giant Eagle
4500p

Vincent "Dr_Ehtuer" Klose - EoS

345 - Prelate, General, Plate Armour,
Shield, Dusk Forged, Imperial Seal,
Potion of Strenght
275 - Marshal, BSB, Great Tactician,
Shield, Crown of the Wizard King
325 - Wizard, Apprentice, Arcane Engine,
Arcane Shield, Pyromancy
350 - Wizard, Master, Divination
425 - 35x Heavy Infantry, Halberd, M,S,C,
Flaming Standard
272 - 19x Light Infantry, M
259 - 18x Light Infantry, M
172 - 12x State Militia, Skirmish
549 - 27x Imperial Guard, Great Weapon,
M,C,S
453 - 4 Knights of the Sun Griffon, Lance,
M
175 - 5 Reiters, Brace of Pistols
175 - 5 Reiters, Repeater Gun
250 - Cannon
475 - Steam Tank
4500p

Legio franconia

Bayern



Christian „Raist“ Brauer – Wildheart
Ogre Khans

495 - Mammoth Hunter, General,
Wildheart, Tusker, Lance, Death
Cheater, Aurochs Charm
225 - Mammoth Hunter, Iron Fist
225 - Mammoth Hunter, Iron Fist
430 - Mammoth Hunter, Battle Standard
Bearer, Trolleater, Iron Fist,
Wrestler's Belt
425 - Shaman, Wizard Master,
Shamanism
4x 175 - 3x Tribesmen, M
227 - 4x Tribesmen, M
175 - 3x2 Yetis
475 - 2x1 Rock Auroch
295 - Slave Giant, Great Weapon
4 497

Matthias „Matz“ Schilling – Orks and
Goblins

740 -Goblin King, Forest Goblin King,
General, War Cry!, Gargantula,
Light Armour, Paired Weapons,
Hero's Heart, Crown of Autocracy,
Lucky Charm
475 -Orc Shaman, Feral Orc Shaman,
Paired Weapons, Talisman of the
Void, Obsidian Rock, Wizard
Master, Shamanism
280 -Orc Chief, Iron Orc Chief, Battle
Standard Bearer, Plate Armour,
Shield, Banner of Speed,
Alchemist's Alloy
285 -Goblin Witch Doctor, Cave Goblin
Witch Doctor, Book of Arcane
Mastery, Wizard Adept, Witchcraft
665 -56x Goblins, Forest Goblins, Spears
and Shields, Throwing Weapons, M,
S, C, Green Tide
340 -30x Goblins, Forest Goblins, Spears
and Shields, Throwing Weapons, M,
C
120 -20x Goblins, Common Goblins,
Shields
832 -31x Iron Orcs, M, S, C, Green Tide
125 -2x1 Goblin Wolf Chariot
510 - Gargantula
4497

Philipp „Ameni“ Förster – Vampire
Counts

325 - Necromancer, General, Binding
Scroll, Scepter of Power, Wizard
Adept, Evokation
855 - Vampire Count, Crimson Rage,
Skeletal Steed, Plate Armour,
Shield, Cursed Medallion, Dusk
Forged, Potion of Swiftmess,
Reaper's Harvest, Wizard Adept,
Occultism, Brotherhood of the
Dragon Bloodline
620 - Vampire Courtier, Eternal Duelist,
Battle Standard Bearer, Monstrous
Revenant, Plate Armour, Shield,
Paired Weapon, Great Weapon,
Lance, Basalt Infusion, Lucky
Charm, Talisman of Shielding,
Wizard Apprentice, Occultism,
Brotherhood of the Dragon
Bloodline
133 - 8x Dire Wolves, C
113 - 2x8 Dire Wolves
626 - 38x Ghouls, C
140 - 21x Zombies, M
354 - 8x Barrow Knights, M, C
490 - 2x1 Shrieking Horror
240 - 3x Vampire Spawn
4499

Max „Wechselblag“ – Sylvan Elves

690 - Avatar of Nature, Entangling Vines
225 - Dryad Ancient, General, Wizard
Adept, Divination
290 - Dryad Ancient, Toxic Spores,
Wizard Adept, Divination
245 - Dryad Ancient, Oaken Crown,
Wizard Adept, Druidism
300 - Thicket Shepherd, Battle Standard
Bearer
476 - 2x25 Dryads, C
170 - 8x Dryads, C
186 - 8x Dryads, Clearing Spirits
450 - Treefather
615 - 6x Thicket Beasts, C
370 - 3x Kestrel Knights, Shields, S,
Banner of Silent Mist
4493



Mighty Morphin Flower

Arrangers

NRW

Oliver „Pee-Nut“ Heinzen - Dread Elves

1010 - Oracle: Army General, Cult of Yema, Dragon, Beastmaster's Lash, Moraec's Reaping, Wandering Familiar, Wizard Master Occultism
 485 - Captain: BSB, Beast Master, Heavy Armour, Lance, Pegasus, Repeater Handbow, Shield, Midnight Cloak
 242 - 3x 12 Corsair, Repeater Handbow
 200 - 2x5 Dark Raider, Repeater Crossbows
 595 - 10 Dread Knight, FCG, Banner of Blood
 135 - 5 Harpy
 180 - 2x Dread Reaper
 390 - 2x Kraken

Nils Kietzmann – Saurian Ancient

795 - Cuatl Lord, General, BSB, Gras pof Immortal, Trained from Birth, 5 Spells, Essence of Free Mind, Alchemy/Evocation
 970 – Saurian Warlord, Alpha Carnosaur, Halberd, Blessed Inscriptions, Jade Staff, Starfall Shard
 625 – 25x Saurian Warrior, Spears, Standart Bearer, Banner of Speed
 140 – 2x15 Skink Braves
 130 – 2x5 Chameleon
 110 – 5x Skink Hunter
 325 – 2x2 Salamander
 265 – 2x Spearback
 540 – Taurosauro, engine of the Ancients
 4495

Artur „BicMac“ Güttler Warriors of the Dark Gods

805 - Sorcerer, General, WM, Plate Armor, Paired Weapons, Battleshrine, Gladiators Spirit, Magical Heirloom, Dragonfire Gem (Evocation)
 295 - Babarien Chief, BSB, HA, Spear, Willows Ward, Wyrd Stone, Zealot Banner
 130 – 8 Warhounds
 130 – 8 Warhounds
 652 - 23 Chaos Warriors, Paired Weapons, CSM, Zealot Banner
 220 - Warrior Charriot
 220 - Warrior Charriot
 140 - 5 Babarien Horseman, Shield
 594 - 4 Chosen Knights, Favour of Savar, M
 330 – Hellmaw, 1 Ominous Gateway
 490 - Feldrak Elder, PW
 490 - Feldrak Elder, PW

Michael "Loton" Heinz - Dwarven Holds

235 - Runic Smith, Army General, 3x Battle Runes, Shield
 235 - Runic Smith, 3x Battle Runes, Shield
 395 - Dragon Seeker, Monster Seeker, 2xRune of Quickening, Rune of Smashing
 330 - Dragon Seeker, Rune of Might, Rune of Penetrating, Rune of Quickening
 543 - 18xGreybeards, Shield, Throwing Weapon, M, S, Runic Standard of Swiftess
 582 - 19xGreybeards, Vanguard, Shield, Throwing Weapon, M, S, Runic Standard of Wisdom
 300 - 3x Hold Guardian, M
 300 - 3x Hold Guardian, M
 337 - 12x Seekers, Skirmish, Vanguard, C
 130 - Vengeance Seeker
 130 - Vengeance Seeker
 210 - Steam Bomber
 210 - Steam Bomber
 255 - Cannon
 150 - Flame Cannon
 150 - Flame Cannon
 4492



Mir juckt mei Sachso!

Sachsen

Marcel 'Micky' Krause – Sylvan Elves

385 - Forest Prince, Blade Dancer,
General, Great Weapon (Blessed
Inscription), Glyph of Amryl
335 – Chieftain, Blade Dancer, BSB,
Spear (Hunter's Honour), Aether
Icon
365 – Druid, Master, Shamanism
365 – Druid, Master, Druidism
600 - 20 Sylvan Archers, MSC, Banner of
Discipline
150 - 8 Dryads
182 - 8 Dryads, Skirmish
205 - 5 Heath Riders, Heath Hunter
335 - 10 Sylvan Sentinels
416 - 10 Blade Dancers, SC, Banner of
Speed
200 - 5 Briar Maidens
310 - 3 Kestrel Knights, Hard Target,
Shield
300 - 5 Wild Huntsmen
250 - 10 Forest Ranger, CM
100 - 1 Forest Eagle
4498

Henrik 'Groudon' Sühr – Dread Elves

740 – Cult Priest, BSB, Yema, Divine Altar
with Paired Weapons, Shield, Basalt
Infusion, Hero's Heart
995 – Oracle, General, Yema, Dragon,
Wizard Master, Occultism,
Moraec's Reaping, Obsidian Rock,
Wandering Familiar
665 – 28 Blades of Nabh, FCG, Rending
Banner
230 – 16 Dread Legionnaires, Spears,
Champion
230 – 16 Dread Legionnaires, Spears,
Champion
135 – 5 Harpies
135 – 5 Harpies
195 – Raptor Chariot
195 – Raptor Chariot
180 – Dread Reaper
180 – Dread Reaper
180 – Dread Reaper
440 – Hydra
4500

Michael "Solar" Grametzki - Vampire
Covenant - Strigoi Bloodline

250 – Necromancer, Wizard Adept,
Evocation, Magical Heirloom
800 - Vampire Count, Army General (The
Dead Arise), Strigoi Bloodline,
Ghoul Lord, Halberd (King Slayer),
Wizard Adept, Shamanism,
Hypnotic Pendant, Potion of
Swiftiness
510 - Vampire Courtier, BSB, Flaming
Standard, Rending Banner, Halberd,
Strigoi Bloodline, Bestial Bulk,
Wizard Apprentice, Shamanism
133 – 2x8 Dire Wolves, Champion
645 – 35x Ghouls, C, Vanguard
140 – 2x21 Zombies, M
655 – 8x Ghosts, C
90 – 2x Great Bats
500 – 2x6 Vampire Spawns, C
4496

Marius "masterchief90" Maertens -
Daemon Legions

445 - Harbinger of Father Chaos,
General, Wizard Adept, Evocation,
Great Beast of Prophecy, Tarskin
445 - Harbinger of Father Chaos, Wizard
Adept, Divination, Great Beast of
Prophecy, Tarskin
300 - 11x Myrmidons, M, Bronze
Backbone
275 - 3x10 Myrmidons, M, Bronze
Backbone
150 - 2x5 Furies
155 - 2x5 Hellhounds
165 - 2x5 Hellhounds, Horns of Hubris
250 - 1x Titanslayer Chariot
646 - 2x5 Brazen Beasts, M, Red Haze
4497



Niedersachsen beste

Sachsen

Niedersachsen

Tim "Fireborn" Bargmann - Dwarven Holds

690 - King, General, War Throne, Great Weapon, Rune of Craftsmanship, Rune of Destruction, Rune of Iron, Rune of Steel
 295 - Thane, Battle Standard Bearer, Shield, Rune of Dragon's Breath, 2x Rune of Lightning
 290 - Runic Smith, 3x Battle Runes, Shield, Rune of Lightning, Rune of Mastery
 185 - Anvil of Power
 135 - Engineer, Crossbow (3+), Shield
 240 - 2x10x Clan Marksmen, Crossbow (4+), Shield, Musician
 651 - 28x Greybeards, Shield, Champion, Musician, Standard Bearer
 508 - 2x23x Seekers, Musician
 175 - 2x1 Steam Copters, Attack Copter
 255 - Field Artillery, Cannon (4+)
 150 - Field Artillery, Flame Cannon
 4497

Florian "Knoeffelknabe" Bargmann - Daemon Legends

720 - Omen of Savar, General, Dominion of Pride, Iron Husk, Wizard Master, Divination
 535 - Omen of Savar, Hammer Hand, Iron Husk, Withered Vapour, Divination
 535 - Omen of Savar, Hammer Hand, Iron Husk, Withered Vapour, Thaumaturgy
 280 - 10x Imps, Sorcerous Antenne
 280 - 10x Imps, Sorcerous Antenne
 285 - 10x Imps, Mark of the Eternal Champion, Champion
 366 - 14x Lemures, Champion, Chilling Yawn
 280 - 3x Veil Serpents
 280 - 3x Veil Serpents
 410 - 3x Brazen Beasts, Musician, Red Haze
 528 - 4x Brazen Beasts, Musician, Red Haze
 4499

Peter „ZAR“ Bargmann – Empire of Sonnstahl

335 – Prelate, General, Plate Armour, Shield, Dusk Forged, Imperial Seal
 225 – Marshal, BSB, Great Tactician, Shield
 135 – Artificer, Long Rifle (3+)
 400 – Wizard, Divination, Master, Magical Heirloom
 325 – Wizard, Pyromancy, Apprentice, Arcane Shield
 165 – 5x Electoral Cavalry, GW
 490 – 40x Heavy Infantry, Halberd, CMS, Rending Banner
 246 – 2x17 Light Infantry, Musician
 571 – 28x Imperial Guard, CMS, GW
 453 – 4x Knights of the Sun Griffon, M, Lance
 175 – 5x Reiters, Brace of Pistols (4+)
 250 – Artillery: Cannon (4+)
 475 – Steam Tank
 4491

Daniel „Herby“ Schaefer - Ogre Khans

615 - Great Khan, General, Trolleater, HA, GW, Khagadai's Legacy, Mammoth-Hide Cloak, Rampager's Chain
 320 – Khan, BSB, Cult Leader, HA, IF, Skull of Qenghet
 540 – Shaman, IF, Pyromancy, Master, Lygur's Tongue, Magical Heirloom
 325 – Mammoth Hunter, IF, Leader of the Pack, Death Cheater
 185 – 3x Bruiser
 335 – 40x Scraplings, M, S, Shield
 605 – 8x Tribesmen, FC, IF, Pennant of the Great Grass Sky
 80 – 1x Sabretooth Tigers
 195 – 2x Yetis, C
 485 – 2x1 Rock Aurochs, Lance
 330 – 1x Slave Giant, GW, Big Brother
 4500

OBELIX

France



Fabrice "Babnik" - Kingdom of Equitaine

680 - Duke, General, Might, Pegasus, Divine Judgement, Fortress of Faith, Potion of Swiftmess, Basalt Infusion, Lucky Charm, Questing Oath, Bastard Sword, Shield, Lance
400 - Paladin, Piety, Barded Warhorse, Dragon Staff, Alchemist's Alloy, Shield, Questing Oath, Bastard Sword, Battle Standard Bearer, Banner of Discipline
490 - Damsel, Barded Warhorse, Talisman of the Void, Essence of a Free Mind, Wizard Master, Druidism/Shamanism
852 - 15x Knights of the Realm, Champion, Musician, Standard Bearer, Banner of the Last Charge
320 - 6x Knights of the Realm, Champion, Musician, Standard Bearer
690 - 5x Pegasus Knights, Loose Formation, Vanguard, Champion, Standard Bearer, Musician, Banner of Roland
575 - 10x Knights of the Quest, Champion, Musician, Standard Bearer, Stalker's Standard
2 x 125 - 5x Yeoman Outriders
2 x 120 - Scorpion
4 497

Antoine "Magnifico" - Beast Herds

510-Beast lord - general - Razortusk chariot - Beast Axe - Shield - Heavy Armor - Death Cheater - Crown of Horns
475-Beast lord - Razortusk chariot - Beast Axe - Shield - Heavy Armor - Talisman of shielding - Ghosly Guard
390-Beast Chieftain - Great Banner - Raiding chariot - Beast Axe - Shield - Heavy Armor - Totem bearer - Dusk Forged - Alchemist Alloy
410-Soothsayer - druidism - Wizard master - Binding Scroll
200-15 Wildhorn herd - Throwing weapon - Musician
200-15 Wildhorn herd - Throwing weapon - Musician
95-10 Mongrel Raiders (95)
324-33 Mongrel Herd - Spear - EMC - Banner of the Wild Herd
104-8 Feral Hounds
100-Razortusk Herd
742-7 Minotaurs - Paired Weapons - EMC - Totem Bearer (Black wing totem)- Banner of Speed
2 x 475-Gortach
4500

Adrien "Arwyl" - Daemon Legions

540 - Omen of Savar, Iron Husk, Brimstone Secretions (35), Bronze Backbone, Thaumaturgy
820 - Sentinel of Nukuja - Strixian Spirit, General, Kaleidoscopic Flesh, Segmented Shell, Must take Dominion of Sloth, Divination
290 - Harbinger of Father Chaos, Aura of Despair, Battle Standard Bearer, Wizard Apprentice, Evocation
400 - 12x Imps, Mark of the Eternal Champion, Hand of Heaven (Thaumaturgy), Champion, Musician
505 - 20x Succubi, Mesmerising Plumage, Champion, Musician, Standard Bearer
220 - 10x Lemures, Musician
165 - 5x Hellhounds, Horns of Hubris
418 - 4x Clawed Fiends, Musician, Standard Bearer
210 - 5x Sirens, Centipede Legs
260 - Hope Harvester
260 - Hope Harvester
412 - 3x Brazen Beasts, Centipede Legs, Musician, Standard Bearer
4 500

Johannes "Puppenspieler" - Sylvan Elves

680 - Forest Prince, Dragon, Lucky Charm, Great Weapon
735 - Treefather Ancient, General, Wizard Master, Druidism
365 - Thicket Shepherd, Toxic Spores, Battle Standard Bearer
200 - 5x Heath Riders, Musician
494 - 26x Dryads, Champion
476 - 25x Dryads, Champion
385 - 4x Thicket Beasts
615 - 6x Thicket Beasts, Champion
100 - Forest Eagle
450 - Treefather
4 500

Should be Divination instead of Druidism.
Opponents discretion

Schwäbisch-Badische Allianz

Baden-Württemberg



Nico „Kryo“ Weinbrecht – Daemon
Legions

960 – Courtesan of Cibaresh: Army
General, Dominion of Lust, Wizard
Master Divination], Mesmerising
Plumage, Kaleidoscopic Flesh,
Darkhide
355 - Harbinger of Chaos: Adept
(Witchcraft), Sorcerous Antennae,
Mark of the Eternal Champion
310 - Harbinger of Chaos: Adept
(Evocatoion), Mark of the Eternal
Champion
469 - 16 Succubi: CMS, Smothering Coils
665 - 25 Mirmidons: CMS, Greenfire Eyes
165 - 5 Hellhounds
702 - 6 Clawed Fiends: CMS, Unhinging
Jaw
401 – 3 Brazen Beasts: Whipcrack Tail
150 - 2 x 5 Furies
195 – 5 Sirens
Total: 4492

Heiko „Daemonic“ Haege – Highborn
Elves

620 - Mage: General, Asfad Scholar,
Wizard Master Divination],
Binding Scroll, Book of Meladys
390 - Commander: BSB, Light Armour,
Longbow (1+), Master of Canreig
Tower, Talisman of the Void
316 – 21 Citizen Spears: CMS
190 – 2 x 5 Elein Reavers: Bow (3+)
465 - 20 Sea Guard: CMS
414 – 6 Knights of Ryma: Standard
Bearer
794 – 28 Sword Masters: CMS,
Navigator's Banner
589 – 16 Queen's Guard: CMS, Banner of
Becalming
265 – 2 x 1 Sky Sloop
Total: 4498

Moritz „Rock n Roll“ Hummel – Vermin
Swarm

820 – Vermin Daemon: General, Wizard
Master Divination]
250 – Chief: Light Armour, BSB, Sceptre
of Vermin Valor, Binding Scroll
725 – Plague Patriarch: Wizard Adept
Occultism], Light Armour, Putrid
Protection, Plague Flail, Plague
Pendulum
190 – 2x 14 Footpads: M, Paired
Weapons
159 – 11 Footpads: Vanguard
200 – 30 Giant Rats
390 – 30 Plague Brotherhood: CMS,
Legion Standard
292 – 2x 14 Plague Disciples: C
305 – 2x 1 Dreadmill
190 – 2x 5 Jezails
Total: 4498

Marc „Caledoriv“ Beck – Undying
Dynasties

395 – Death Cult Hierarch: General, Ankh
of Naptesh, Wizard Master
Cosmology]
210 – 20 Skeletons: Spears, S, Banner of
the Entombed
140 – 10 Skeleton Archers: M
188 – 14 Skeleton Archers: M
130 – 2 x 5 Skeleton Scouts
375 – 4 Skeleton Chariots: S
160 – 2 x 1 Tomb Scorpion
340 – 6 x Scarab Swarms
430 – 6 x Scarab Swarms: Underground
Ambush
200 – 2 x 1 Charnel Catapult
480 – 3 x 1 Battle Sphinx
Total: 4498

Team MöGuRiTo

NRW



Peter „Borgio“ Ridder – Dwarven Holds

125 – Engineer, General
 180 – 10x Clan Warriors, Shields, Throwing Weapons, M
 180 – 10x Clan Warriors, Shields, Throwing Weapons, M
 140 – 10x Clan Warriors, Vanguard
 120 – 10x Clan Warriors
 255 – 10x Greybeards, Shields, Throwing Weapons, M
 255 – 10x Greybeards, Shields, Throwing Weapons, M
 310 – 15x King's Guard
 310 – 15x King's Guard
 265 – 10x Miners, Shield, Throwing Weapon, M
 265 – 10x Miners, Shield, Throwing Weapon, M
 350 – 1x Grudge Buster
 350 – 1x Grudge Buster
 305 – 2x Steam Copters, Attack Copter
 305 – 2x Steam Copters, Attack Copter
 210 – 1x Steam Copter, Steam Bomber
 320 – 1x Field Artillery, Organ Gun, Rune Crafted
 255 – 1x Field Artillery, Cannon
 4500

Michael „morte“ Klostermann - Saurian Ancients

845 - Cuatl Lord, General, BSB, Grasp of the Immortal, Trained from Birth, Essence of a Free Mind, Talisman of the Void, Alchemy, Pyromancy
 945 - Saurian Warlord, Alpha Carnosaur, Paired Weapons, Jade Staff, Starfall Shard, Touch of Greatness
 625 - 30x Skink Braves, 3x Caimans, FCG, Banner of Legion
 160 - 15x Skink Braves, M
 140 - 15x Skinks Braves
 190 - 2x3 Pteradon Sentries
 379 - 5x Ramphodon Riders, Shields
 329 - 4x Ramphodon Riders, C, Shields
 165 - 1x Weapon Beast, Salamander
 540 - 1x Taurosaur, Engine of the Ancients

Anthony “Blacky“ Thompson Sylvan Elves

270 – Druid, Adept, Druidism, binding Scroll
 725- Forest Prince, Sylvan Blades, Titanic Might, Dragon,
 805- Treefather Ancient, General, Wizard Master, Divination, Crown of Autocracy
 150- 2*8 Dryads
 205- 5 Heath Hunters
 628- 22 Sylvan Archers, M,S, Banner of Discipline
 330- 3 Kestrel Knights, C,
 450- Treefather
 325- 5 Wild Hunters, Shield,
 230- 2*7 Sylvan Sentinels
 4498

Florian " Greatuncleanone" Schulte
 Demon Legions

720 Omen of Savar, Iron Husk, Wizard Master, Dominion of Pride, General, Divination
 535 Omen of Savar, Hammer Hand, Iron Husk, Withered Vapour, Divination
 535 Omen of Savar, Hammer Hand, Iron Husk, Withered Vapour, Thaumaturgy
 280- 10 Imps, Sorcerous Antenne
 280- 10 Imps, Sorcerous Antenne
 285- 10 Imps, Champion, Mark of the Eternal Champion
 288- 12 Lemures, Chilling Yawn

 528- 4 Brazen Beasts, Red Haze, Musician
 528- 4 Brazen Beasts, Red Haze, Musician
 260- Hope Harvester
 260- Hope Harvester
 4499

TGH

NRW



Frederick Humcke – UD (C)

445 - Death Cult Hierarchy, Divination,
Master, Sacred Hourglass -
Dominant

425 - Death Cult Hierarchy, Evocation, Ark
of Ages, Hierophant, Adept, Book
of Arcane Mastery

265 – Nomarch, General, HA, Lance,
Shield, Skeleton Chariot: 2
Skeletal Horses, Alchemist's Alloy,
Death Mask of Teput

160 - Tomb Architect

695 – 7 Skeleton Chariots, C, M, Legion
Charioteers

130 – 2x5 Skeleton Scouts

170 – 20 Skeletons, M

500 – 2x5 Tomb Cataphracts, M

760 – 4x Tomb Reapers, PW

160 - 2x1 Sand Scorpion

4500

Xavier Panchard – Kingdom of Equitaine

670, Duke, Pegasus, General, Questing
Oath, Virtue of Might, Shield,
Lance, Divine Judgement,
Basalt Infusion, Potion of Swiftmess,
Fortress of Faith

335, Paladin, Bardic Warhorse, Bsb,
Questing Oath, Virtue of Piety,
Shield, Alchemist's Alloy

595, Damsel, Equitan Unicorn, Wizard
Master, Druidism, Storm Clarion,
lightning vembrance

852, 15 Knights of the Realm, M, S, C,
Banner of the Last Charge

280, 6 Knights of the Realm, M

630, 12 Knights of the Quest, M, S, C

270, 6 Knights of the Quest

125, 5 Yeoman Outriders

130, 5 Yeoman Outriders, light armour

635, 5 Pegasus Knights, Skirmish, S, C,
Banner Of Roland

Total: 4497

Yannic Titgemeyer - Empire of Sonnstahl

805 – Marshal, Imperial Prince, General,
Dragon, Potion of Swiftmess

280 – Marshal, Great Tactician, Binding
Scroll, Shield, Battle Standard
Bearer

400 - Wizard, Magical Heirloom, Wizard
Master, Cosmology
Cosmos/Chaos

135 - Artificer, Long Rifle (3+)

175 - 21x Heavy Infantry, Musician

226 - 17x Light Infantry

226 - 17x Light Infantry

261 - 17x Light Infantry, Long Rifle (3+),
Champion

261 - 17x Light Infantry, Long Rifle (3+),
Champion

326 - 3x Knights of the Sun Griffon,
replace Halberd with Lance

326 - 3x Knights of the Sun Griffon,
replace Halberd with Lance

175 - 5x Reiters, Repeater Gun (4+)

175 - 5x Reiters, Repeater Gun (4+)

250 - Cannon

475 - Steam Tank

4496

Stefan Voßen – The Vermin Swarm

880 - Magister, General, Wizard Master,
Thaumaturgy, Doom Bell, Light
Armour, Alchemist's Alloy, 3 Dark
Shards, Second Awakening,
Crown of Autocracy

725 - Plague Patriarch, Wizard Adept,
Occultism, Plague Pendulum,
Light Armour, Putrid Protection,
Plague Flail

195 - Chief, BSB, Sceptre of Vermin
Valour

140 - 10x Footpads, M

350 - 26x Plague Brotherhood, C, M, S,
Legion Standard

390 - 20x Vermin Guard, M, S, Lightning
Rod

319 - 27x Rats-at-Arms, C, M, S, Legion
Standard

90 - 2x2 Rat Swarms

305 - 2x1 Dreadmill

110 - 2x3 Jezails

150 - 4x Jezails

170 - 2x1 Verminous Artillery, Plague
Catapult

4499

This is Sparta

NRW

Domenik "Todesbrot" Coenen - DH

180 - Engineer, General, Ancestral Memory
 2 x 280 - 10x Clan Marksmen, Guild-crafted Handgun, Shield, Musician
 180 - 10x Clan Warriors, Paired Weapons, Throwing Weapons, Vanguard, Musician
 140 - 10x Clan Warriors, Paired Weapons, Throwing Weapons
 255 - 10x Greybeards, Shield, Throwing Weapon, Musician
 2 x 350 - Grudge Buster
 508 - 23x Seekers, Musician
 529 - 24x Seekers, Musician
 2x 130 - Vengeance Seeker
 2 x 305 - 2x Steam Copters, Attack Copters
 320 - Field Artillery, Organ Gun, Rune Crafted
 255 - Field Artillery, Cannon
 4497

Simon "DrPepper" Pfefferle - Orcs and Goblins

535 - Orc Shaman, General, War Cry, Common Orc, 4 Spells, Destinys Call, Scepter of Power, Wizard Master, Shamanism
 320 - Orc Chief, BSB, Iron Orc, Shield, Great Weapon, Pan of Protection Pinchin, Tukteks Guard
 145 - Goblin Witch Doctor, Common Goblin, 1 Spell, Wolf Chariot, Wizard Apprentice, Pyromancy
 540 - Orc Warlord, Iron Orc, War Boar, Shield, Dragonfire Gem, Dusk Forged, Potion of Swifttness, Omen of the Apocalypse
 2 x 445 - 36x Goblins, Forest Goblin, Spear, Shield, Throwing Weapon, Musician, Standard, Rending Banner
 274 - 23x Orc, Common Orc, Bow, Paired Weapon, Musician
 335 - 15x Iron Orc, Musician, Champion
 3 x 350 - Giant, Big Brother, Giant Club
 2 x 205 - Greenhide Catapults, Git Launcher, Orc Overseer
 4499

Jan "GabbaGandalf" Ranau - VC - No Bloodline

460 - Necromancer, General, The Dead Arise, 4 Spells, Necromantic Staff, Wizard Master, Evocation
 300 - Necromancer, 2 Spells, Magical Heirloom, Talisman of the Void, Wizard Adept, Alchemy
 410 - Wight King, BSB, Skeletal Steed, Basalt Infusion, Dusk Forged, Heroes Heart
 133 - 8x Dire Wolves, Champion
 331 - 26x Skeletons, Spear, Musician, Standard, Champion, Flaming Standard
 2 x 155 - 20x Zombies, Musician, Standard
 135 - 20x Zombies, Musician
 2 x 365 - Altar of Undeath
 2 x 430 - Dark Coach
 90 - 2x Great Bats
 740 - 4x Winged Reapers, Halberds
 4499

Daniel "Scarloc" Hazel - Infernal Dwarves

505 - Overlord, General, Shield, Onyx Core, Death Cheater, Potion of Swifttness
 535 - Prophet, 4 Spells, Shield, Magical Heirloom, Talisman of the Void, Wizard Master, Alchemy
 275 - Prophet, 2 Spells, Wizard Adept, Pyromancy
 295 - Vizier, BSB, Shield, Willows Ward, Icon of the Inferno
 2 x 384 - 12x Citadel Guard, Flintlock Axe, Champion, Musician
 364 - 12x Citadel Guard, Flintlock Axe, Musician
 605 - 20x Immortals, shields, Infernal Weapons, Champion, Musician, Standard,
 2 x 575 - 5x Kadim Incarnates
 4491



Wollen Sie mal meinen Sachsen?

Sachsen



Thomas "Scrub" Ahlich – Frogre Khans

545 - Shaman, General, Wizard Master,
Light Armour, Iron Fist, Lygur's
Tongue, Magical Heirloom,
Thaumaturgy
360 - Khan, BSB, Hoardmaster,
Mammoth-Hide Cloak, Skull of
Qenghet
380 – Mammoth Hunter, Leader of the
Pack, Trolleater, Iron Fist, Hunting
Spear, Wrestler's Belt
360 - Mammoth Hunter, Leader of the
Pack, Spinesplitter, Iron First,
Hunting Spear, Death Cheater
185 - 2x3 Bruisers
155 - 3 Tribesmen
605 - 8 Tribesmen, FCG, Iron Fist,
Pennant of the Great Grass Sky
80 - 2x1 Sabretooth Tiger
320 - Thunder Cannon
475 - 2x1 Rock Aurochs, Hunting Spear
295 - Slave Giant, Giant Club
Total 4500

Thomas „Zwergnase“ Möller – Undying
Dynasties

535 - Death Cult Hierarch, Hierophant,
Wizard Master, Divination, Sacred
Hourglass, Scepter of Power
225 - Nomarch, General, Crown of the
Pharaohs
260 - Tomb Architect, Crown of the
Wizard King, Talisman of the Void
820 - 8 Skeleton Chariots, Legion
Charioteers, Musician, Standard
Bearer, Stalker's Standard
130 - 5 Skeleton Scouts
190 - 20 Skeletons, Musician, Champion
500 - 5 Tomb Cataphracts, Musician
760 - 2x4 Tomb Reapers, Paired Weapon
160 - 2x1 Sand Scorpion
Total 4500

Paul "FirePaul" Feuerstake - Warriors of
the Dark Gods

690 - Chosen Lord, Favour of Vanadra,
Goddess of Wrath, BSB, Black
Steed, Burning Portent, Dragonfire
Gem, Lucky Charm, Idol of Spite
355 - Sorcerer, General, Dark Chariot,
Plate Armour, Binding Scroll,
Wizard Adept, Alchemy
400 - Sorcerer, Dark Chariot, Paired
Weapons, Plate Armour, Basalt
Infusion, Hero's Heart, Wizard
Adept, Evocation
130 - 8x Warhounds
772 - 24x Warriors, Great Weapon, M, C,
S, Zealots Banner
804 - 5x Chosen Knights, Favour of
Cibares, God of Lust, M, S, Flaming
Standard
140 - 5x Flayers
310 - 2x5 Warrior Knights, Lance, M
586 - 9x Warrior Knights, Lance, M, S,
Stalker's Standard
Total 4497

Matthias "Martze" Haberland - Orcs and
Goblins and Back

500 - Iron Orc Warlord, General, Plate
Armour, Death Cheater, Shield,
Willows Ward, Touch of Greatness,
War Cry
635 - Feral Orc Warlord "Back", Wyvern,
Light Armour, Basalt Infusion,
Shield, Omen of Apocalypse, Potion
of Swiftness
450 - Orc Mage Master, Skull Fetish,
Paired Weapons, Shamanism
190 - Goblin Witch Doctor, Adept,
Witchcraft
545 - 45x Cave Goblins, M, S, Shield, 3x
Mad Gits, Banner of Relentless
Company
465 - 40x Forest Goblins, M, S, C, Spear,
Shield, Rending Banner
195 - 20x Common Orcs, M
90 - 3x Grotlings
693 - 24x Iron Orcs, M, C, S, Mikinok's
Totem
90 - 3x 1 Skewerer
465 - 1x Great Green Idol, BSB
Total 4498



Sebastian „sentiar“ Skroch – Undying Dynasties	Dominik "teclis2000" Wulf - Highborn Elves	Christian Hayo Hoyer - Warriors of the Dark Gods	
400 – death cult hierarch, hierophant, 4spells, evocation	450 – Commander, Battle Standard Bearer, Great WeaponLight Armour, Longbow (1+), Master of Canreig Tower, Book of Arcane Mastery Scepter of Power	720 - Chosen Lord : Battle Standard Bearer, Favour of Savar, God of Pride, Luck of the Dark Gods, Paired Weapons, War Dais, Basalt Infusion, Legion Standard, Symbol of Slaughter, Talisman of Shielding	Eric “Fitsch” Feindt – Saurian Ancients
200 – death cult hierarch, 2spells, cosmology	475 – Commander, Griffon, Heavy Armour, Lance, Longbow (1+), Shield, Basalt Infusion, Lucky Charm, Talisman of Shielding	845- Sorcerer: Army General, Battleshrine, Evocation, Paired Weapons, Plate Armour, Wizard Master, Gladiator's Spirit, Hero's Heart, Magical Heirloom	755 – Cuatl Lord, General, BSB, Divination, Master of Reality, Symbiosis
225 – normarch, general, LA, crown of the pharaohs	485 - High Prince, General, Light Armour, Longbow (0+), Spear, Queen's Companion, Moonlight Arrows, Destiny's Call, Sliver of the Blazing Dawn	180 - 15 Barbarians: Spear and Shield	925 – Saurian Warlord, Alpha Carnosaur, PW, Starfall Shard, Jade Staff, Supernatural Dexterity
160 – tomb architect	275 – Mage, Pyromancy, Wizard Adept, Talisman of the Void	160 - 2x 5 Fallen	115 – Skink Priest, Druidism, Apprentice
820 – 8x skeleton chariots , legion chariots, M, S, Stalkers Standart	226- 12x Citizen Archer, Musician	507 - 18 Warriors: Champion, Musician, Standard Bearer, Wasteland Torch	591 – 21x Saurian Warriors, Serpent, Spears, FC, Rending Banner
130 – 5x skeleton scouts	190 – 5x Elein Reavers, Bow (3+)	340 - 2x5 Chosen: Favour of Sugulag, God of Greed, Musician	160 – 2x15 Skink Braves, M
210 – 20x skeletons, S, banner oft he relentless company	729 – 29x Sea Guard, Champion, Musician, Standard Bearer, Navigator's Banner	365 - 5 Chosen: Favour of Vanadra, Goddess of Wrath, Great Weapon	154 – 2x Snake Swarms, Scout
590 – 6x tomb cataphracts, M	414 - 6x Knight of Ryma, Musician	659 - 4 Chosen Knights: Favour of Savar, God of Pride, Musician, Standard Bearer, Stalker's Standart	120 – 5x Skink Hunters, Blowpipe
685 – 8x shabti archers, M , S, rending banner	2 x 110 - Reaver	220 - Warrior Chariot	130 – 2x5 Chameleons
760 – 4x tomb reapers, PW	3 x 180 Sea Guard Reaper	4496	399 – 5x Ramphodon Riders, C, Shield
160 – 1x sand scorpion	495 – Fire Phoenix, Warden's Bond		540 – Taurosauro, Engine of the Ancients
160 – 1x sand scorpion	4499		320 – Thyroscutus, Altar of the Snake God
4500			4499 -



Reserve:

Peter "Duc de Guerre" Folle - The Vermin
Swarm

390 - Tyrant, General, Vermin Guard
Litter, Dusk Forged (Shield),
Alchemist's Alloy, Crown of
Autocracy, Shield, Heavy Armour

295 - Chief, Sceptre of Vermin Valour,
Battle Standard Bearer, Lightning
Rod

400 - Magister, Second Awakening,
Wizard Master, Thaumaturgy

2 x 180 - Rakachit Machinist, Ratlock
Pistols (3+)

280 - Sicarra Assassin

312 - 26x Rats-at-Arms, Champion,
Musician, Standard Bearer, Legion
Standard

398 - 34x Rats-at-Arms, Champion,
Musician, Standard Bearer, Aquila
of Ruin

2 x 140 - 10x Footpads, Musician

140 - 20x Giant Rats

2 x 150 - Meat Grinder

150 - Weapon Team Rotary Gun

150 - Weapon Team Globe Launcher

170 - Plague Catapult

265 - Lightning Cannon

2 x 305 - Dreadmill

4 500



ChangeLog

08.01:

Bester Weigert; HBE, CopyError bei Master of Canreig Tower

Betreutes Würfeln: KoE Lance added on duke (already paid for); SA points of Carnosaur amended (same total, only mixed up)

Danish Cucklords: EoS Dusk Forge on Knight Commander added (already paid for)

Die Deichgrafen: DH Second standard on Hold Guardian deleted, more Marksmen

Die Wolfgangskracken: New Player (SE)

Mighty Morpin Power Arrangers: WdG Dragonfire Gem added

Niedersachsen beste Sachsen: EoS Arcane Engine only Apprentice

Springer: Players added

09.01:

Bayerns Beste Buam: DH, Thane is BSB (already paid for)

Bester Weigert: DH: 3x Battle Runes on Rune Smith (already paid for)

Die dreisten Vier:

DH: 3x Battle Runes on Rune Smith (already paid for)

WdG: Plate Armour on Sorcerer added, + 1 Warrior (old Version of Costs used, amended)

Legio Franconia: OG: Witch doctor has no LA

Schwäbisch-Badische Allianz: DL +1 Mirmidion, - Champion on Brazen Beasts, - Upgrade on Hounds

This is Sparta: OG: Gobbo has Pyromancy (Copyerror)