



Allegiance: Cities of Sigmar

- City: Anvilgard (*Illicit Dealings: Black Market Bounty*)

LEADERS	M	S	W	B
Celestial Hurricanum With Celestial Battlemage (280)	10"*	4+	11	6
<ul style="list-style-type: none"> - Artefact : <i>Mastro Vivetti's Magnificent Macroscope</i> - Spell : <i>Lore of Eagles - Strike of Eagles (Tempest's Eye Wizard)</i> - Hallowheart 2nd Spell : <i>Warding Brand</i> 				
Luminark of Hysh With White Battlemage (270)	10"*	4+	11	6
<ul style="list-style-type: none"> - Artefact : <i>Armour of Mallus</i> - Spell : <i>Lore of Smog - Choking Fumes (Greywater Fastness Wizard)</i> - Hallowheart 2nd Spell : <i>Ignite Weapons</i> 				
Sorceress on Black Dragon (300)	14"*	5+	14	7
<ul style="list-style-type: none"> - Witch Rod - Artefact : <i>Whitefire Tome - Crystal Aegis</i> - Spell : <i>Lore of Cinder - Twin-tailed Comet (Hammerhal Wizard)</i> - Drakeblood Curse : <i>Jutting Bones (Anvilgard)</i> - Hallowheart 2nd Spell : <i>Elemental Cyclone</i> 				
Steam Tank with Commander (250)	2D6"*	3+	12	8
<ul style="list-style-type: none"> - Artefact : <i>Whitefire Tome - All Spells</i> 				
Freeguild General on Griffon (320)	15"*	4+	13	7
<ul style="list-style-type: none"> - General - Command Trait : <i>Secretive Warlock - Sap Strength</i> - Shield & Lance - Artefact : <i>Asphyxica Censer</i> 				
Freeguild General (100)	5"	4+	5	7
<ul style="list-style-type: none"> - Artefact : <i>Drakescale Cloak</i> - City Role : <i>General's Adjutant (Must be 6 wounds or less)</i> 				
Nomad Prince (120)	6"	3+	5	8
<ul style="list-style-type: none"> - Artefact : <i>Saint's Blade</i> 				
Cogsmith (60)	4"	5+	5	7
<ul style="list-style-type: none"> - Artefact : <i>Deepmire Cloak</i> 				
Battlemage (90)	5"	6+	5	6
<ul style="list-style-type: none"> - Artefact : <i>Whitefire Tome - Sear Wounds</i> 				

- Spell : Lore of Whitefire - Crystal Aegis (Hallowheart Wizard)
- Hallowheart 2nd Spell : Sear Wounds
- Mortal Realm : Ghyan

Battlemage on Griffon (300)	15**	5+	13	6
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- Artefact : Patrician's Helm
- Spell : Lore of Cinder - Twin-tailed Comet (Hammerhal Wizard)
- Hallowheart 2nd Spell : Crystal Aegis

UNITS	M	S	W	B
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10 x Black Ark Corsairs (80)	6"	5+	1	6
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- Vicious Blade & Wicked Cutlass
- City Role : Honourd Retinue (Must be 5-20 models)

1 x Drakespawn Chariots (80)	10"	4+	6	7
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5 x Dark Riders (110)	14"	4+	2	6
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BEHEMOTHS	M	S	W	B
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Kharibdyss (170)	7**	4+	12	6
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- Drakeblood Curse : Acidic Blood (Anvilgard)
- Cities of Sigmar Battleline (City: Anvilgard)

Custom War Hyrda Name (170)	8**	4+	12	6
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- War Hydra*
- Drakeblood Curse : Fell Gaze (Anvilgard)
 - Cities of Sigmar Battleline (City: Anvilgard)

WAR MACHINES	M	S	W	B
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Helblaster Volley Gun (120)	3"	4+	7	5
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Helstorm Rocket Battery (130)	3"	4+	7	5
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BATTALIONS

Greywater Artillery Company (120)
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ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Quicksilver Swords (30)	* See Warscroll
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TOTAL: 3100/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 158

LEADERS: 10/6 BATTLELINES: 2 (3+) BEHEMOTHS: 8/4 ARTILLERY: 2/4

ARTEFACTS: 10/2 ALLIES: 0/400