

4500 Pts - Ogre Khans Army List - 9th2-0_OK4k5_Shoot_2

Total Army List Cost: 4497

Mercenary Veterans (6#, 749 pts)

6 Mercenary Veterans, 749 pts = 6 * 124 (base cost 100 + Brace of Ogre Pistols (4+) 24) + Base Cost Adjustment -55 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Bombardiers (5#, 369 pts)

5 Bombardiers, 369 pts = 5 * 82 (base cost 82) + Base Cost Adjustment -61 + Musician Mus 20

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5 Bombardiers, 369 pts = 5 * 82 (base cost 82) + Base Cost Adjustment -61 + Musician Mus 20

Bruisers (9#, 751 pts)

9 Bruisers, 701 pts = 9 * 76 (base cost 76) + Base Cost Adjustment -43 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Pennant of the Great Grass Sky, 50 pts

Scraplings (43#, 374 pts)

42 Scraplings, 349 pts = 42 * 7 (base cost 5 + Bow (4+) 2) + Base Cost Adjustment 15 + Musician Mus 20 + Standard Bearer Std 20

1 Scrapling Foreman, 25 pts

Shaman (1#, 480 pts)

1 Shaman, 425 pts = (base cost 200 + Wizard Master 225)

1 Firebrand, 55 pts

Great Khan (1#, 605 pts)

1 Great Khan, 330 pts = (base cost 310 + Iron Fist 15 + Ogre Crossbow (3+) 5)

1 Heart-Ripper, 50 pts

1 Wrestler's Belt, 70 pts

1 Aurochs Charm, 35 pts

1 Rampager's Chain, 35 pts

1 Trolleater, 85 pts

Khan (1#, 290 pts)

1 Khan, 255 pts = (base cost 190 + Battle Standard Bearer 50 + Ogre Crossbow (3+) 5 + Heavy Armour 10)

1 Rottenjaw, 35 pts

Kin-Eater (1#, 175 pts)

1 Kin-Eater, 175 pts

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Sabretooth Tigers (1#, 80 pts)

1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Sabretooth Tigers (1#, 80 pts)

1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Validation Report:

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.37; Roster Output Format: Verbose

Army List satisfies all enforced validation rules

Composition Report:

Points of Characters: 1375 (0 - 1800)

Points of Core: 1125 (1125 - Unlimited)

Points of Special: 1259 (0 - 0)

Points of Powder Keg (C1): 1487 (0 - 1575)

Points of Chained Beasts C2): 0 (0 - 1350)

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1 Omen of Savar Master @ 805 Pts

General; Wizard Master; Dominion of Pride; The Thaumaturgy; Show
Hereditary spell; Divine Right
Iron Husk [60]
Bronze Backbone [50]
Hammer Hand [35]

1 Omen of Savar Apprentice @ 540 Pts

Wizard Apprentice; The Divination; Divine Right
Iron Husk [60]
Bronze Backbone [50]
Hammer Hand [35]

1 Harbinger of Father Chaos Apprentice @ 190 Pts

Wizard Apprentice; The Evocation

25 Lemures @ 705 Pts

Standard; Musician; Chilling Yawn
#Chilling Yawn [0]

16 Lemures @ 444 Pts

Standard; Musician; Chilling Yawn
#Chilling Yawn [0]

5 Hoarders @ 754 Pts

Standard; Musician; Divining Snout; Kaleidoscopic Flesh; Tightening Grasp
#Divining Snout [0]
#Kaleidoscopic Flesh [0]

1 Champion @ [20] Pts

4 Hoarders @ 636 Pts

Standard; Musician; Divining Snout; Kaleidoscopic Flesh; Tightening Grasp
#Divining Snout [0]
#Kaleidoscopic Flesh [0]

1 Champion @ [20] Pts

10 Hellhounds @ 260 Pts

5 Hellhounds @ 165 Pts

Horns of Hubris; Hellish Growl
#Horns of Hubris [0]

Models in Army: 68

Total Army Cost: 4499

Cuatl Lord @ 930 Pts

General; BSB; Alchemy/Pyromancy

D: Grasp of the Immortal [120]

D: Trained from Birth [50]

Essence of Free Mind [55]

Talisman of the Void [50]

Rending Banner [45]

Banner of Relentless Company [40]

30 Skink Braves @ 625 Pts

FCG

Flaming Standard [35]

3 Caiman @ [270] Pts

15 Skink Braves @ 160 Pts

Musician

15 Skink Braves @ 160 Pts

Musician

26 Temple Guard @ 847 Pts

FCG

Totem of Mixoatl [70]

2 Weapon Beasts - Salamander @ 325 Pts

2 Weapon Beasts - Spearback @ 265 Pts

2 Weapon Beasts - Spearback @ 265 Pts

3 Pteradon Sentries @ 190 Pts

3 Pteradon Sentries @ 190 Pts

Taurosaur with Engine of the Ancients @ 540 Pts

Models in Army: 100

Total Army Cost: 4497

Dragon Seeker @ 390 Pts

Paired Weapons; Monster Seeker

Weapon Runes [120]

Rune of Fury

Rune of Quickening

Rune of Smashing

Engineer @ 225 Pts

General; Guild-Crafted Handgun (3+); Shield;

Talismanic Runes [90]

Rune of Denial

10 Greybeards @ 255 Pts

Throwing Weapons (5+); Shield; Musician

10 Greybeards @ 255 Pts

Throwing Weapons (5+); Shield; Musician

10 Greybeards @ 255 Pts

Throwing Weapons (5+); Shield; Musician

10 Clan Warriors @ 200 Pts

Throwing Weapons (5+); Shield; Musician; Vanguard
10 Clan Warriors @ 180 Pts
Throwing Weapons (5+); Shield; Musician

Grudge Buster @ 350 Pts
Grudge Buster @ 350 Pts

10 Miners @ 265 Pts
Shield; Throwing Weapons (5+); Musician
10 Miners @ 265 Pts
Shield; Throwing Weapons (5+); Musician

12 Seekers - Skirmishers @ 337 Pts
Brothers of Vengeance; Vanguard; Champion

2 Steam Attack Copters @ 305 Pts
2 Steam Attack Copters @ 305 Pts

Field Artillery - Catapult @ 300 Pts
Rune Crafted
Field Artillery - Cannon @ 255 Pts

Models in Army: 89
Total Army Cost: 4492

Magister Master @ 385 Pts
General; The Thaumaturgy; Wizard Master; Light Armour; 3 Dark Shards; Doom Bell
Mount: Doom Bell @ 360 Pts

Chief @ 195 Pts
BSB; Light Armour
Sceptre of Vermin Valour [35]

Plague Patriarch @ 215 Pts
The Occultism; Plague Flail; Light Armour; Plague Pendulum
Basalt Infusion [35]
Mount: Plague Pendulum @ 410 Pts

29 Plague Brotherhood @ 380 Pts
Standard; Musician
Stalker's Standard [45]

30 Rats-at-Arms @ 330 Pts
Standard; Musician
Banner of Discipline [35]
30 Rats-at-Arms @ 295 Pts
Standard; Musician

20 Giant Rats @ 140 Pts
Handlers

8 Plague Disciples @ 170 Pts
8 Plague Disciples @ 170 Pts

Meat Grinder @ 150 Pts

Dreadmill @ 305 Pts
Dreadmill @ 305 Pts

Verminous Artillery - Plague Catapult (4+) @ 170 Pts
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Weapon Team - Naphtha Launcher @ 175 Pts
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Models in Army: 135
Total Army Cost: 4500

Dragon Seeker @ 390 Pts

Paired Weapons; Monster Seeker

Weapon Runes [120]

Rune of Fury

Rune of Quickening

Rune of Smashing

Engineer @ 225 Pts

General; Guild-Crafted Handgun (3+); Shield;

Talismanic Runes [90]

Rune of Denial

10 Greybeards @ 255 Pts

Throwing Weapons (5+); Shield; Musician

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Throwing Weapons (5+); Shield; Musician

10 Greybeards @ 255 Pts

Throwing Weapons (5+); Shield; Musician

10 Clan Warriors @ 200 Pts

Throwing Weapons (5+); Shield; Musician; Vanguard

10 Clan Warriors @ 180 Pts

Throwing Weapons (5+); Shield; Musician

Grudge Buster @ 350 Pts

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10 Miners @ 265 Pts

Shield; Throwing Weapons (5+); Musician

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Weapon Team - Naphtha Launcher @ 175 Pts

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Models in Army: 135

Total Army Cost: 4500

Damian Arrander Michna 5460 - Orcs & Goblins Army

1 Orc Warlord @ 345 Pts

General; Orc Warlord; Heavy Armour; War Cry!; Paired Weapons; Born to Fight
Destiny's Call [70]

1 Goblin Witch Doctor Master @ 425 Pts

Goblin Shaman; Wizard Master; The Thaumaturgy; Goblin Shaman Master allowance; Hand Weapon; Light Armour
Skull Fetish [65]

1 Orc Shaman Adept @ 255 Pts

Orc Shaman; Wizard Adept; The Shamanism; Hand Weapon; Light Armour; Born to Fight

1 Orc Boar Chariot @ [0] Pts

1 'Eadbasher @ [0] Pts
Lance

2 War Boar @ [0] Pts

1 Goblin Witch Doctor Adept @ 220 Pts

Goblin Shaman; Wizard Adept; The Pyromancy; Hand Weapon; Light Armour

1 Goblin Wolf Chariot @ [0] Pts

2 Common Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

2 Wolf @ [0] Pts

1 Goblin Chief @ 120 Pts

Goblin Chief; Hand Weapon; Light Armour; Shield; Battle Standard

34 Feral Orcs @ 605 Pts

Frenzy; Battle Focus; Mammoth Stabber; Spear; Standard; Musician; Born to Fight
Banner of Relentless Company [40]

1 Orc Champion @ [20] Pts

19 Goblins @ 160 Pts

Goblins; Light Armour; Shield; Musician; Scoring

1 Goblin Champion @ [20] Pts

5 Feral Orc Boar Riders @ 180 Pts

Feral Orc Boar Riders; Frenzy; Battle Focus; Light Lance; Shield; Musician; Born to Fight

5 War Boar @ [0] Pts

5 Feral Orc Boar Riders @ 180 Pts

Feral Orc Boar Riders; Frenzy; Battle Focus; Light Lance; Shield; Musician; Born to Fight

5 War Boar @ [0] Pts

2 Goblin Wolf Chariot @ 225 Pts

6 Common Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

4 Wolf @ [0] Pts

2 Goblin Wolf Chariot @ 225 Pts

6 Common Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

4 Wolf @ [0] Pts

1 Greenhide Catapult - Git Launcher (4+) @ 185 Pts
Git Launcher (4+); Insignificant

1 Greenhide Catapult - Splatterer (4+) @ 170 Pts
Splatterer (4+); Insignificant

1 Skewerer @ 90 Pts
Balista (4+)

1 Gargantula @ 510 Pts
Venomous Fangs

8 Forest Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

1 Gargantula @ 510 Pts
Venomous Fangs

8 Forest Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

3 Grotlings @ 90 Pts
Throwing Weapons (5+)

Models in Army: 71

Total Army Cost: 4495

Skeletons	24	4	8	4	1	2	3	5+		1	2	3	0	2	SI'	275
	Standard Infantry; Reanimated (D6+4); Undead; Ashes to Ashes; Scoring; Light Armour; Shield; Standard; Musician															
<i>Aether Icon</i>	Bearer's unit gain Magic Resistance (1). If the unit already had Magic Resistance, it instead increases the Magic Resistance value by 1.															[15]
Champion	1	4	8	4	1	2	3	5+		2	2	3	0	2		[20]
Skeletons	25	5	10	4	1	2	3	5+		1	2	3	0	2	SI'	320
	Standard Infantry; Reanimated (D6+4); Undead; Ashes to Ashes; Scoring; Light Armour; Shield; Standard; Musician															
<i>Banner of Speed</i>	A unit with one or more Banner of Speed gains +1 Advance Rate and +2 March Rate.															[50]
Champion	1	4	8	4	1	2	3	5+		2	2	3	0	2		[20]
Dark Coach	1	8	8	7	5	3	5	3+	4+	D6+1		5	2		LCo	430
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Swiftstride; Fear; Ghost Step; Aegis (4+); Inanimate; Impact Hits (D6+1); Unholy Conduit: Units within 6" of the model gain Autonomous.															
Coachman	1									2	3	3/5	10	2		[0]
	Magical Attacks; Great Weapon															
Vampire	1									4	6	5	2	6		[0]
	Vampiric (3+)															
Undead Mount	2									1	3	4	1	2		[0]
Dark Coach	1	8	8	7	5	3	5	3+	4+	D6+1		5	2		LCo	430
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Swiftstride; Fear; Ghost Step; Aegis (4+); Inanimate; Impact Hits (D6+1); Unholy Conduit: Units within 6" of the model gain Autonomous.															
Coachman	1									2	3	3/5	10	2		[0]
	Magical Attacks; Great Weapon															
Vampire	1									4	6	5	2	6		[0]
	Vampiric (3+)															
Undead Mount	2									1	3	4	1	2		[0]
Banshee	1	6	12	5	3	3	3		3+	1	3	3	0	3	SI	165
	Standard Infantry; Reanimated (1); Undead; Ashes to Ashes; Terror; Not a Leader; Light Troops; Ghostly Form (Magical Attacks, Ghost Step); Aegis (5+); Aegis (3+, against non-Magical Attacks); Reaper; Wail of Woe															
Banshee	1	6	12	5	3	3	3		3+	1	3	3	0	3	SI	165
	Standard Infantry; Reanimated (1); Undead; Ashes to Ashes; Terror; Not a Leader; Light Troops; Ghostly Form (Magical Attacks, Ghost Step); Aegis (5+); Aegis (3+, against non-Magical Attacks); Reaper; Wail of Woe															
Banshee	1	6	12	5	3	3	3		3+	1	3	3	0	3	SI	165
	Standard Infantry; Reanimated (1); Undead; Ashes to Ashes; Terror; Not a Leader; Light Troops; Ghostly Form (Magical Attacks, Ghost Step); Aegis (5+); Aegis (3+, against non-Magical Attacks); Reaper; Wail of Woe															
Altar of Undeath	1	8	8	5	5	3	5	5+	4+			5	2		LCo	365
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Towering Presence; Terror; Ghost Step; Swiftstride; Regeneration (4+); Inanimate; Impact Hits (D6); Aura of Undeath; Lash of Souls															
<i>#Pentagram of Pain (Occultism)</i>																[0]
Master	1									1	3	3	0	3		[0]
Ghost Steeds	1									8	2	3	0	2		[0]
	Restrains, Magical Attacks															

Altar of Undeath	1	8	8	5	5	3	5	5+	4+			5	2		LC	Co	365
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Towering Presence; Terror; Ghost Step; Swiftstride; Regeneration (4+); Inanimate; Impact Hits (D6); Aura of Undeath; Lash of Souls																
<i>#Pentagram of Pain (Occultism)</i>																	[0]
Master	1									1	3	3	0	3			[0]
Ghost Steeds	1									8	2	3	0	2			[0]
	Restrains, Magical Attacks																
Option Footnotes:																	
Aura of Undeath	Special Attack. During its Shooting Phase, the model part can make the Shooting Attack: that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.																
B: Nosferatu	The Vampire suffers -1 Attack Value, -2 Offensive Skill, and may not be equipped with Heavy Armour or a Shield. The Vampire gains Awaken (Zombies, Skeletons) and Gates of the Netherworld. A Vampire Courtier must be upgraded to Wizard Apprentice, Wizard Adept, or Wizard Master. A Vampire Count must be upgraded to Wizard Adept or Wizard Master. The Vampire always knows the Hereditary Spell in addition to its other spells.																
Great Weapon	Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks																
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.																
Heavy Armour	Armour Save (+2)																
Light Armour	Armour Save (+1)																
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.																
Reaper	A unit consisting entirely of models on foot with Reaper ignores all other units when moving in the Movement Phase, but it must follow the Unit Spacing rule at the end of its move. The unit can make a Sweeping Attack. The enemy unit suffers 1 hit with Strength 5 and Armour Penetration 10 for each model with Reaper in the unit.																
Shield	+1 AS; Parry (foot models only)																
Standard	+1CR																
Unliving Shield	Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit.																
Wail of Woe	A model with this Special Attack can use it as a Shooting Attack and as a Special Attack in Close Combat. # As a Shooting Attack: Choose a target using the normal rules for Shooting Attacks, except it can be used even if the model performed a March Move previously in this Player Turn. It has Range 8" and inflicts D6+2 hits with Strength 4, Armour Penetration 1, and Magical Attacks; # As a Special CC Attack: The attack is made at the model part's Initiative Step. Declare that you are using Wail of Woe when allocating attacks. If used, the model part cannot make Close Combat Attacks. Choose a single unit in base contact as the target. The target unit suffers D3+1 hits with Strength 4, Armour Penetration 1, and Magical Attacks.																
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.																
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.																

Total Army Cost: 4496 Pts.

Notes:

Master of Undeath: One character in the Vampire Covenant army may be nominated to be the Master. At the start of the game, the general is always the Master.

Ashes to Ashes: At the end of the phase in which the General is killed, and each time a Leadership test is failed for gaining a new Master (or if there is no eligible character to take the test), all units with the majority of the models having this Special Rule must take a Leadership Test. If failed the unit suffers 1 wound for each point by which the test was failed with. These wounds are distributed following the rules for Unstable but can never be assigned to models without this Special Rule.

Vampiric (X): Models with this Special Rule can make march moves as normal even when outside the range of the General's Inspiring Presence. They still have to test Leadership if they are within 8" of enemy units. At the end of the close combat phase, units with this Special Rule can make a single Vampiric Roll if a Model part with this Special Rule caused at least one wound during the phase. Roll a D6 for each Vampiric Roll, X+ a single wound is Raised to the unit, where X is the number stated within the brackets (a 1 is always a failure). Characters must cause wounds and roll for Raised wounds separately from any unit they are joined to.

Models in Army: 115

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	7	n/a	1775	25	39%
Core (>=25%)	6	n/a	1131	3369	25%
Special (<=100%)	4	n/a	1590	2910	35%
The_Suffering (<=20%)	0	n/a	0	900	0%
Swift_Death (<=30%)	0	n/a	0	1350	0%
Magic Item Summary	11	n/a	375	n/a	8%

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4500 Pts - Vampire Covenant Army

No Name

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Bloodline Army Composition	1												0			0
Bloodline Army Comp																
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Vampire Count of Brotherhood of the Dragon Apprentice	1	6	12	9	3	7	5	1+	/4+	5/6	9/10	5/7	2/4	7	SC	830
Standard Infantry; Reanimated (1); Undead; Fear; Awaken (Zombies); Vampiric (6+); B: Brotherhood of the Dragon; Plate Armour; Wizard Apprentice; The Occultism; Great Weapon; Lance; Paired Weapons; Shield																
<i>Eternal Duelist</i>	The Vampire must reroll natural to-hit and to-wound of '1' with its Close Combat Attacks.															[80]
<i>Death Cheater</i>	The wearer gains Regeneration (4+) and +1 Armour. Suits of Armour Enchantment															[100]
<i>Eternity Gem</i>	At tacks against the wearer with Lethal Strike and/or Multiple Wounds lose these Attack Attributes. One use only: Must be activated when the wearer suffers the first wound in the game (after Armour Saves). The wearer gains Aegis (2+) against this wound.															[95]
Spectral steed	1	8	16					6+		1	2	3	0	2		[0]
Standard Cavalry; Ghost Step; Fly (8", 16"); Restraints; Magical Attacks																
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Barrow King	1	4	8	8	4	5	5	1+		3/4	5	4	1	4	SC	410
Standard Infantry; Reanimated (1); Undead; Ashes to Ashes; Not a Leader; Magic Attacks; Lethal Strike; Multiple Wounds (2, against Standard); Battle Standard Bearer; Heavy Armour; Shield; Unliving Shield																
<i>Basalt Infusion</i>	The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Regeneration saves. Suits of Armour enchantment															[35]
<i>Dusk Forged</i>	Shield Enchantment. The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves. Shield Enchantment															[50]
<i>Hero's Heart</i>	The wielder of the enchanted Weapon gains +1 Attack Value when using it. Attacks made with the enchanted Weapon gain Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3. Close Combat Weapon enchantment															[60]
Skeletal steed	1	8	16					5+		1	2	3	0	2		[0]
Ghost Step; Restraints; Magical Attacks																
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Necromancer Master	1	4	8	7	3	3	3	6+		1	3	3	0	3	SI	385
Standard Infantry; Reanimated (1); Undead; Awaken (Zombies, Skeletons); Gates of the Netherworld; General; Units w/in 12" may march.; The Dead Arise; Wizard Master; Wizard Master allowances; The Evocation; Hand Weapon; Light Armour																
<i>#The Dead Arise</i>	Bound Spell with Power Level (4/8). Range 12". Ground. Summon a unit from the ones from the Awaken (X) Universal Rule of the Caster (declare which before casting) with as many Health Points as given by the Reanimated value of the unit. All models must be placed within the spell's Range, with at least one model on the target point. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it).															[0]
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Dire Wolves	7	9	18	3	1	3	3			1	3	3	0	3	SB	133
Standard Beast; Reanimated (D3+4); Undead; Ashes to Ashes; Vanguard; Devastating Charge (+1 Str, +1 AP)																
Champion	1	9	18	3	1	3	3			2	3	3	0	3		[20]
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Dire Wolves	7	9	18	3	1	3	3			1	3	3	0	3	SB	133

	Standard Beast; Reanimated (D3+4); Undead; Ashes to Ashes; Vanguard; Devastating Charge (+1 Str, +1 AP)															
Champion	1	9	18	3	1	3	3			2	3	3	0	3		[20]
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Zombies	20	4	8	2	1	1	3			1	1	3	0	1	SI	155
	Standard Infantry; Reanimated (2D6+4); Undead; Ashes to Ashes; Scoring; Standard; +1CR; Musician															
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Zombies	20	4	8	2	1	1	3			1	1	3	0	1	SI	155
	Standard Infantry; Reanimated (2D6+4); Undead; Ashes to Ashes; Scoring; Standard; +1CR; Musician															
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Zombies	20	4	8	2	1	1	3			1	1	3	0	1	SI	155
	Standard Infantry; Reanimated (2D6+4); Undead; Ashes to Ashes; Scoring; Standard; +1CR; Musician															
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Skeletons	34	4	8	4	1	2	3	5+		1	2	3	0	2	SI'	400
	Standard Infantry; Reanimated (D6+4); Undead; Ashes to Ashes; Scoring; Light Armour; Shield; Standard; Musician															
<i>Banner of Relentless Company</i>	One use only. May be activated during the controlling player’s Movement Phase. All Infantry models in the bearer’s unit always have March Rate 15”, until the end of the Player Turn. Only a single Banner of the Relentless Company can be activated in the same phase.															[40]
Champion	1	4	8	4	1	2	3	5+		2	2	3	0	2		[20]
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Altar of Undeath	1	8	8	5	5	3	5	5+	4+			5	2		LCo	365
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Towering Presence; Terror; Ghost Step; Swiftstride; Regeneration (4+); Inanimate; Impact Hits (D6); Aura of Undeath; Lash of Souls															
<i>#Pentagram of Pain (Occultism)</i>																[0]
Master	1									1	3	3	0	3		[0]
Ghost Steeds	1									8	2	3	0	2		[0]
	Restrains, Magical Attacks															
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Altar of Undeath	1	8	8	5	5	3	5	5+	4+			5	2		LCo	365
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Towering Presence; Terror; Ghost Step; Swiftstride; Regeneration (4+); Inanimate; Impact Hits (D6); Aura of Undeath; Lash of Souls															
<i>#Pentagram of Pain (Occultism)</i>																[0]
Master	1									1	3	3	0	3		[0]
Ghost Steeds	1									8	2	3	0	2		[0]
	Restrains, Magical Attacks															
Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Vampire Spawn	4	6	12	8	3	3	4			3	4	5	2	4	LI	406
	Large Infantry; Reanimated (D3); Undead; Autonomous; Fear; Fly (9”, 18”); Vampiric (6+); Battle Focus; Frenzy															
Champion	1	6	12	8	3	3	4			4	4	5	2	4		[20]

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Vampire Knights	4	7	14	7	2	5	4	1+		2	5	5	2	5	SC	605
	Standard Cavalry; Reanimated (1); Undead; Autonomous; Scoring; Fear; Vampiric (6+); Blood Ties (Dragon Brotherh.); Devastating Charge (+1 Att); Plate Armour; Lance; Shield; Standard; Musician															
Champion	1	7	14	7	2	5	4	1+		3	5	5	2	5		[20]
Undead Mount	5									1	3	4	1	2		[0]
	Restrains															
Option Footnotes:																
Aura of Undeath	Special Attack. During its Shooting Phase, the model part can make the Shooting Attack: that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.															
B: Brotherhood of the Dragon	The Vampire gains Weapon Master, +2 Offensive Skill, Plate Armour, and can take any number of Melee Weapons. The Vampire cannot refuse Duels and must issue one whenever possible, unless another model does so first. Vampire Courtiers cannot be upgraded to Wizard Adepts. Vampire Counts cannot be upgraded to Wizard Masters.															
Battle Focus	If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.															
Frenzy																
Great Weapon	Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks															
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.															
Heavy Armour	Armour Save (+2)															
Lance	Attacks gain Thunderous Charge (+2 Strength and +2 AP on charge).															
Light Armour	Armour Save (+1)															
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.															
Paired Weapons	Attacks with +1 Att, +1 Off and ignore Parry. Cannot be used with Shield against Melee attacks															
Plate Armour	Armour Save (+3)															
Shield	+1 AS; Parry (foot models only)															
Standard	+1CR															
Unliving Shield	Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit.															
Wizard Apprentice	Know 1 Spell. Can choose between the Learned Spell 1 of their chosen Path and the Hereditary Spell of their army.															
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.															

Total Army Cost: 4497 Pts.

Notes:

Master of Undeath: One character in the Vampire Covenant army may be nominated to be the Master. At the start of the game, the general is always the Master.

Ashes to Ashes: At the end of the phase in which the General is killed, and each time a Leadership test is failed for gaining a new Master (or if there is no eligible character to take the test), all units with the majority of the models having this Special Rule must take a Leadership Test. If failed the unit suffers 1 wound for each point by which the test was failed with. These

wounds are distributed following the rules for Unstable but can never be assigned to models without this Special Rule.

Vampiric (X): Models with this Special Rule can make march moves as normal even when outside the range of the General's Inspiring Presence. They still have to test Leadership if they are within 8" of enemy units. At the end of the close combat phase, units with this Special Rule can make a single Vampiric Roll if a Model part with this Special Rule caused at least one wound during the phase. Roll a D6 for each Vampiric Roll, X+ a single wound is Raised to the unit, where X is the number stated within the brackets (a 1 is always a failure). Characters must cause wounds and roll for Raised wounds separately from any unit they are joined to.

Models in Army: 121

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	4	n/a	1625	175	36%
Core (>=25%)	6	n/a	1131	3369	25%
Special (<=100%)	2	n/a	730	3770	16%
The_Suffering (<=20%)	0	n/a	0	900	0%
Swift_Death (<=30%)	2	n/a	1011	339	22%
Magic Item Summary	10	n/a	460	n/a	10%

Roster created with [Army Builder](#) - Copyright (c) 1998-2001 by [Lone Wolf Development, Inc.](#)

Benek Id3680 4500 Pts - Vampire Covenant Army

1 Bloodline Army Composition @ 0 Pts
Bloodline Army Comp

1 Vampire Courtier of Strigoi Apprentice @ 430 Pts
B: Strigoi; Battle Standard Bearer; Wizard Apprentice; The Shamanism;
Paired Weapons
Dragon Staff [30]
Touch of Greatness [50]

1 Vampire Count of Strigoi Adept @ 760 Pts
B: Strigoi; Wizard Adept; The Shamanism; Paired Weapons
Ghoul Lord [70]
Hypnotic Pendant [100]
Blessed Inscriptions [65]

32 Ghouls @ 541 Pts
Blood Ties (Strigoi); First Raised; Unholy Appetite
1 Champion @ [20] Pts

30 Ghouls @ 569 Pts
Blood Ties (Strigoi); First Raised; Unholy Appetite; Vanguard
1 Champion @ [20] Pts

1 Necromancer Master @ 455 Pts
General; The Dead Arise; Wizard Master; Wizard Master allowances; The
Evocation; Hand Weapon; Light Armour
#The Dead Arise [0]
Destiny's Call [70]

22 Zombies @ 145 Pts
Standard

3 Phantom Host @ 235 Pts

5 Dire Wolves @ 80 Pts

1 Shrieking Horror @ 490 Pts
Chilling Shriek

1 Dark Coach @ 445 Pts
Extended Chasis

1 Cadaver Wagon @ 350 Pts

Models in Army: 99
Total Army Cost: 4500

Unnamed4500 Pts - Empire of Sonnstahl Army

5 Reiters @ 175 Pts

Brace of Pistols (4+); Light Armour; Horse; Fire on Impact!

20 Heavy Infantry - Swordsmen @ 215 Pts

Hand Weapon; Light Armour; Shield; Standard; Musician; Parent Unit

1 Champion @ [20] Pts

16 Light Infantry - Crossbowmen @ 281 Pts

Crossbow (4+); Musician

1 Champion @ [35] Pts

Long Rifle (3+)

1 Marshal - Imperial Prince @ 370 Pts

General; Imperial Prince; Hand Weapon; Plate Armour

#The Light of Sonnstahl [155]

Obsidian Rock [25]

Potion of Swiftiness [10]

1 Mount: Dragon @ 460 Pts

16 Light Infantry - Crossbowmen @ 281 Pts

Crossbow (4+); Musician

1 Champion @ [35] Pts

Long Rifle (3+)

15 Light Infantry - Crossbowmen @ 220 Pts

Crossbow (4+); Musician

3 Knights of the Sun Griffon @ 346 Pts

Lance; Plate Armour; Shield; Musician; Young Griffon

1 Wizard Master @ 400 Pts

Wizard Master; The Cosmology; Magical Equipment allowance; Hand Weapon

Magical Heirloom [50]

1 Marshal - Battle Standard Bearer - Great Tactician @ 280 Pts

Great Tactician; Hand Weapon; Plate Armour; Shield; Battle Standard

Binding Scroll [55]

1 Imperial Artillery - Imperial Rocketeer (4+) @ 160 Pts

Imperial Rocketeer (4+)

3 Knights of the Sun Griffon @ 346 Pts

Lance; Plate Armour; Shield; Musician; Young Griffon

10 Light Infantry - Crossbowmen @ 155 Pts

Crossbow (4+); Musician

1 Steam Tank @ 475 Pts

Steel Ram; Steam Cannon (3+); Steam Powered

1 Imperial Artillery - Imperial Rocketeer (4+) @ 160 Pts

Imperial Rocketeer (4+)

5 Reiters @ 175 Pts

Brace of Pistols (4+); Light Armour; Horse; Fire on Impact!

Models in Army: 95

Total Army Cost: 4499

Mateusz "Bober" Bury - WDG

1 Doomlord @ 575 Pts

General; Magic Item allowance; Path of the Exiled; Hand Weapon;
Hell-Forged Armour; Spiked Shield
Burning Portent [120]
Dusk Forged [50]
Alchemist's Alloy [15]
Potion of Swiftess [10]

1 Doomlord @ 535 Pts

Path of the Exiled; Great Weapon; Hell-Forged Armour; Shield; Battle
Standard
Death Cheater [100]

1 Sorcerer Master @ 505 Pts

Wizard Master; The Evocation; Hand Weapon; Light Armour
Destiny's Call [70]
Binding Scroll [55]
Potion of Strength [10]

22 Warriors @ 642 Pts

Path of the Favoured; Hand Weapon; Hell-Forged Armour; Spiked Shield;
Standard; Musician
Banner of Relentless Company [40]
1 Warrior Champion @ [20] Pts

8 Warhounds @ 130 Pts

Release the Hounds

8 Warhounds @ 130 Pts

Release the Hounds

6 Forsworn @ 609 Pts

Path of the Exiled; Hell-Forged Armour; Spiked Shield; Standard; Musician
Rending Banner [45]
1 Forsworn Champion @ [20] Pts

6 Forsworn @ 609 Pts

Path of the Exiled; Hell-Forged Armour; Spiked Shield; Standard; Musician
Rending Banner [45]
1 Forsworn Champion @ [20] Pts

1 Marauding Giant Apprentice @ 325 Pts

Monstrous Familiar; Wizard Apprentice; Battle Fever; Rage

1 Chimera @ 220 Pts

1 Chimera @ 220 Pts

Models in Army: 54

Total Army Cost: 4500

Unnamed4500 Pts - Daemonic Legions Army

1 Omen of Savar Adept @ 650 Pts

General; Wizard Adept; Dominion of Pride; The Divination; Divine Right
Iron Husk [60]
Hammer Hand [35]
Withering Vapour [45]

1 Omen of Savar Master @ 760 Pts

Wizard Master; The Thaumaturgy; Divine Right
Iron Husk [60]
Hammer Hand [35]
Withering Vapour [45]

21 Lemures @ 589 Pts

Standard; Musician; Chilling Yawn
#Chilling Yawn [0]

21 Lemures @ 589 Pts

Standard; Musician; Chilling Yawn
#Chilling Yawn [0]

6 Hoarders @ 794 Pts

Standard; Musician; Smothering Coils; Tarskin; Tightening Grasp
#Smothering Coils [0]
#Tarskin [0]

6 Hoarders @ 794 Pts

Standard; Musician; Smothering Coils; Tarskin; Tightening Grasp
#Smothering Coils [0]
#Tarskin [0]

5 Furies @ 160 Pts

Kaleidoscopic Flesh
#Kaleidoscopic Flesh [0]

5 Furies @ 160 Pts

Kaleidoscopic Flesh
#Kaleidoscopic Flesh [0]

Models in Army: 66

Total Army Cost: 4496

Ciara SE

Treefather Ancient - 735 Pts

General; Wizard Master; Divination;

Chieftain - 270 Pts

Sylvan Blades; Battle Standard; Hail Shot

Druid - 275 Pts

Wizard Adept; The Cosmology; Book of Arcane Mastery

5 Heath Riders 205 Pts

Heath Hunters;

5 Heath Riders - 200 Pts

Shield; Musician;

25 Sylvan Archers - 735 Pts

FCG; Banner of Speed

Forest Eagle - 100 Pts

20 Forest Rangers - 490 Pts

Vanguard, +1 Advance Rate; Musician

3 Kestrel Knights - 310 Pts

5 Wild Huntsmen - 300 Pts

5 Pathfinders - 210 Pts

2x10 Sylvan Sentinels - 2x335 Pts

Total Army Cost: 4500

Ciupaga Tomasz Gremlin Kancierski ID 2570 SE 4500

575 - Forest Prince on Great Elk, Sylvan Blades; Sylvan Longbow (0+); Light Armour; Wild Hunter, Titanic Might, Destiny's Call, Dragonfire Gem.
240 - Chieftain, Hand Weapon; Sylvan Longbow (1+); Shield; Battle Standard, Flaming Standard.
745 - Treefather Ancient Master, General; Wizard Master: The Divination; Tree-singing; Impaling Roots, Lucky Charm.
220 - Druid Adept, Wizard Adept: The Druidism; Tree-singing; Hand Weapon; Sylvan Longbow (3+).
150 - 2x8 Dryads.
641 - 24 Sylvan Archers, Sylvan Longbow; Musician, Champion
200 - 5 Heath Riders, Sylvan Lance; Light Armour; Shield; Musician;.
100 - Forest Eagle.
310 - 2x3 Kestrel Knights, Sylvan Lance; Light Armour; Shield.
325 - 5 Wild Huntsmen, Sylvan Lance; Light Armour; Shield.
265 - 2x8 Sylvan Sentinels, Sylvan Longbow.
Total Army Cost: 4496

Ciupaga Maciej Kosa Kos ID 1406 HBE 4500

485 - High Prince; General, Queen's Companion, Spear, Longbow (0+), Moonlight Arrows, Light Armour, Sliver of the Blazing Dawn, Destiny's Call
490 - Mage Master; Wizard Master, Asfad Scholar, The Divination, Obsidian Rock
300 - Commander; Queen's Companion, Great Weapon, Longbow (1+), Moonlight Arrows, Light Armour, Battle Standard, Aether Icon, Aether Icon
180 - 5 Elein Reavers
613 - 28 Sea Guard; Musician, Champion
335 - 20 Citizen Spears; Standard, Musician, Champion, Banner of Discipline
557 - 18 Queen's Guard; Musician, Champion
713 - 26 Lion Guard; Musician, Champion, Scoring
100 - 2x1 Giant Eagle
180 - 2x1 Sea Guard Reaper
265 - Sky Sloop
Total Army Cost: 4498

Ciupaga Piotr Nowak ID 1633 EoS 4500

400 - Knight Commander, General, Cavalry Pick, Plate Armour, Shield, Horse, Titanic Might, Dusk Forged, Karadon's Courser
270 - Marshal, Battle Standard Bearer, Great Weapon, Plate Armour, Imperial Seal
385 - Prelate, Hand Weapon, Plate Armour, Shield, Horse, Death Warrant, Talisman of the Void, Binding Scroll
400 - Wizard Master, The Divination, Scepter of Power, Magical Heirloom
434 - 39x Heavy Infantry, Spear, Light Armour, Shield, Standard, Musician, Champion
205 - 20x Heavy Infantry, Light Armour, Shield, Standard, Musician, Champion
580 - 10x Knightly Orders, Lance, Plate Armour, Shield, Standard, Musician, Champion, Banner of Speed
528 - 4x Knights of the Sun Griffon, Lance, Plate Armour, Shield, Standard, Musician, Champion, Banner of Discipline
90 - 5x Imperial Rangers, Bow
90 - 5x Imperial Rangers, Bow
175 - 5x Reiters, Brace of Pistols, Light Armour
175 - 5x Reiters, Repeater Gun, Light Armour
250 - Imperial Artillery - Cannon
475 - Steam Tank
Total Army Cost: 4497

Ciupaga Maciej Kosa Kos ID 1406 HBE 4500

485 - High Prince; General, Queen's Companion, Spear, Longbow (0+), Moonlight Arrows, Light Armour, Sliver of the Blazing Dawn, Destiny's Call

490 - Mage Master; Wizard Master, Asfad Scholar, The Divination, Obsidian Rock

300 - Commander; Queen's Companion, Great Weapon, Longbow (1+), Moonlight Arrows, Light Armour, Battle Standard, Aether Icon, Aether Icon

180 - 5 Elein Reavers

613 - 28 Sea Guard; Musician, Champion

335 - 20 Citizen Spears; Standard, Musician, Champion, Banner of Discipline

557 - 18 Queen's Guard; Musician, Champion

713 - 26 Lion Guard; Musician, Champion, Scoring

100 - 2x1 Giant Eagle

180 - 2x1 Sea Guard Reaper

265 - Sky Sloop

Total Army Cost: 4498

Ciupaga Piotr Nowak ID 1633 EoS 4500

400 - Knight Commander, General, Cavalry Pick, Plate Armour, Shield, Horse, Titanic Might, Dusk Forged, Karadon's Courser

270 - Marshal, Battle Standard Bearer, Great Weapon, Plate Armour, Imperial Seal

385 - Prelate, Hand Weapon, Plate Armour, Shield, Horse, Death Warrant, Talisman of the Void, Binding Scroll

400 - Wizard Master, The Divination, Scepter of Power, Magical Heirloom

434 - 39x Heavy Infantry, Spear, Light Armour, Shield, Standard, Musician, Champion

205 - 20x Heavy Infantry, Light Armour, Shield, Standard, Musician, Champion

580 - 10x Knightly Orders, Lance, Plate Armour, Shield, Standard, Musician, Champion, Banner of Speed

528 - 4x Knights of the Sun Griffon, Lance, Plate Armour, Shield, Standard, Musician, Champion, Banner of Discipline

90 - 5x Imperial Rangers, Bow

90 - 5x Imperial Rangers, Bow

175 - 5x Reiters, Brace of Pistols, Light Armour

175 - 5x Reiters, Repeater Gun, Light Armour

250 - Imperial Artillery - Cannon

475 - Steam Tank

Total Army Cost: 4497

575 - Forest Prince on Great Elk, Sylvan Blades; Sylvan Longbow (0+); Light Armour; Wild Hunter, Titanic Might, Destiny's Call, Dragonfire Gem.

240 - Chieftain, Hand Weapon; Sylvan Longbow (1+); Shield; Battle Standard, Flaming Standard.

745 - Treefather Ancient Master, General; Wizard Master: The Divination; Tree-singing; Impaling Roots, Lucky Charm.

220 - Druid Adept, Wizard Adept: The Druidism; Tree-singing; Hand Weapon; Sylvan Longbow (3+).

150 - 2x8 Dryads.

641 - 24 Sylvan Archers, Sylvan Longbow; Musician, Champion

200 - 5 Heath Riders, Sylvan Lance; Light Armour; Shield; Musician;.

100 - Forest Eagle.

310 - 2x3 Kestrel Knights, Sylvan Lance; Light Armour; Shield.

325 - 5 Wild Huntsmen, Sylvan Lance; Light Armour; Shield.

265 - 2x8 Sylvan Sentinels, Sylvan Longbow.

Total Army Cost: 4496

Unnamed4500 Pts - Saurian Ancients Army

1 Cuatl Lord @ 835 Pts

General; Wizard Master; The Alchemy; Pyromancy; Hand Weapon; Battle Standard;
Palanquin
Essence of Free Mind [55]
Banner of Relentless Company [40]
D: Symbiosis [50]
D: Grasp of the Immortal [120]

1 Saurian Veteran @ 280 Pts

Lance; Light Armour; Shield
Dusk Forged [50]
Basalt Infusion [35]

1 Mount: Carnosaur (Veteran) @ 270 Pts

Battle Focus; Frenzy

1 Skink Captain @ 210 Pts

Light Lance; Blowpipe (4+); Light Armour; Shield
Egg of the Quetzal [45]

1 Alpha Pteradon @ [0] Pts

Release Rocks

1 Skink Captain @ 195 Pts

Light Lance; Blowpipe (4+); Light Armour; Shield
Dragon Staff [30]

1 Alpha Pteradon @ [0] Pts

Release Rocks

15 Skink Braves @ 190 Pts

Hand Weapon; Bow (4+); Musician

15 Skink Braves @ 140 Pts

Hand Weapon; Shield

29 Skink Braves @ 570 Pts

Hand Weapon; Shield; Musician

3 Caiman @ [270] Pts

Halberd

1 Skink Champion @ [20] Pts

5 Chameleons @ 130 Pts

Blowpipe (4+)

5 Chameleons @ 130 Pts

Blowpipe (4+)

5 Skink Hunters @ 110 Pts

Poisoned Javelin; Poisoned Javelin (3+); Shield

3 Ramphodon Riders @ 239 Pts

Light Lance; Poisoned Javelin; Light Armour; Shield; Frenzy

3 Ramphodon @ [0] Pts
Battle Focus; Frenzy; Prey Scent

3 Ramphodon Riders @ 239 Pts
Light Lance; Poisoned Javelin; Light Armour; Shield; Frenzy

3 Ramphodon @ [0] Pts
Battle Focus; Frenzy; Prey Scent

1 Stygiosaur Adept @ 415 Pts
Mystic Traveler; Wizard Adept
#Spark of Creation [0]
#Shaman1: Awaken the Beast [0]
#Shaman2: Swarm of Insects [0]
#Shaman3: Savage Fury [0]

1 Skink Rider @ [0] Pts

1 Taurosaur with Engine of the Ancients @ 540 Pts
Engine of the Ancients; Sharp Horns
#Power of Tezqatl [0]
#Flames of Xiteqli [0]
#Shield of Tlaloq [0]

5 Skink Crew @ [0] Pts
Poisoned Javelin; Poisoned Javelin (4+)

Models in Army: 84

Total Army Cost: 4493

Marek "Berny" Bernard

845 - Feldrak Ancestor, General, Paired Weapons, Supernatural Dexterity (Paired Weapons)

575 - Sorcerer, Veil Walker, Occultism, Wizard Master, Light Armour, Binding Scroll, Talisman of the Void

575 - Doomlord, Battle Standard, Spiked Shield, Dusk forged, Hell Forged Armour, Basalt Infusion, Touch of Greatness (Hand Weapon), Potion of Swiftess

470 - 30x Barbarians, Spears and Shields, Standard Bearer, Banner of Speed, Musician, Champion

170 - 15x Barbarians, Shields, Musician

130 - 8x Warhounds

130 - 8x Warhounds

444 - 6x Forsworn, Great Weapon, Standard Bearer, Musician, Champion

490 - Feldrak Elder, Paired Weapons

335 - Marauding Giant, Tribal Warspear

335 - Marauding Giant, Giant Club, Big Brother

4499

Tobiáš "Anthrax" Veska

Undying Dynasties

485 - Death Cult Hierarchy, General, Divination, Wizard Master, Sacred Hourglass, Sceptre of Power

220 - Death Cult Hierarchy, Evocation, Wizard Adept, Hierophant

215 - Tomb Architect, Paired Weapons, Crown of the Wizard King

820 - 8x Skeleton Chariots, Legion Charioteers, Standard Bearer, Stalker's Standard, Musician

180 - 21x Skeletons, Musician

130 - 5x Skeleton Scouts

685 - 8x Shabti Archers, Standard Bearer, Rending Banner, Musician

685 - 8x Shabti Archers, Standard Bearer, Rending Banner, Musician

160 - Sand Scorpion

160 - Sand Scorpion

760 - 4x Tomb Reapers, Paired Weapons

4500

Jan "Ripetti" Plucar - Vermin Swarm

820 - Vermin Daemon, General

260 - Chief, Battle Standard, Lightning Rod, Light Armour

200 - Magister, Witchcraft, Wizard Adept

180 - 2x Rakachit Machinist, Ratlock Pistols

579 - 34x Vermin Guard, S, Rending Banner, M, C

194 - 16x Footpads, Musician

176 - 2x14 Footpads, Musician

445 - 6x Vermin Hulks

238 - 2x12 Plague Disciples

204 - 10x Plague Disciples

305 - 2x Dreadmill

4500

Hi,

I'm sending lists for my team. Hope it's ok in this format:

Ladislav "Landis" Pešta

Vampire Covenant

780 - Vampire Count, General (The Dead Arise), Strigoi, Ghoul Lord, Chamanism, Wizard Adept, Paired Weapons, King Slayer (Hand Weapon), Hypnotic Pendant

450 - Vampire Courtier, Strigoi, Chamanism, Wizard Apprentice, Battle Standard, Banner of the Relentless Company, Halberd, Talisman of the Void

405 - Vampire Courtier, Strigoi, Chamanism, Wizard Apprentice, Paired Weapons, Touch of Greatness (Paired Weapons), Magical Heirloom

607 - 33x Ghouls, Blood ties (Strigoi), Champion

405 - 25x Ghouls, Champion

133 - 8x Dire Wolves, Champion

190 - 5x Barrow Knights, Musician

190 - 5x Barrow Knights, Musician

660 - 8x Vampiric spawns, Champion

335 - Varkolak

335 - Varkolak

4490

Tomáš "Mabool" Vavøiník

Highborn Elves

820 - High Prince, Dragon, Light Armour, Lance, Nova Flare (Lance)

520 - Mage, General, Asfad Scholar, Divination, Pyromancy, Wizard master, Essence of a Free Mind

340 - Commander, Master of Canreig Tower, Battle Standard, Longbow, Light Armour

487 - 22x Sea Guards, Musician, Champion

466 - 21x Sea Guards, Musician, Champion

180 - 5x Elein Reavers

677 - 24x Lion Guard, Standard Bearer, Musician, Champion

488 - 7x Knights of Ryma, Musician, Champion

100 - Giant Eagles

420 - Phoenix, Fire Phoenix

4498

Matij "Malis" Malý

Saurian Ancients

575 - Saurian Warlord, General, Raptor, Light Armour, Death Cheater, Great Weapon, Blessed Inscriptions (Hand Weapon)

455 - Saurian Veteran, Raptor, Battle Standard, Shield, Dusk forged, Light Armour, Touch of Greatness (Hand Weapon)

350 - Skin Priest, Skink Palanquin, 40x40mm Base, Druidism, Wizard Adept, Jade Staff, Sun Tablet

820 - 30x Saurian Warriors, Spears, Serpent, Standard Bearer, Banner of the Relentless Company, Musician, Champion

160 - 15x Skink Braves, Musician

235 - 3x Rhamphodon Riders, Champion

190 - 3x Pteradon Sentries, Poisoned Javelins

135 - Weapon Beast(s), Spearback

135 - Weapon Beast(s), Spearback

540 - Taurosauro, Engine of the Ancients

450 - Taurosauro, Giant Blowpipes

450 - Taurosauro, Giant Blowpipes

4495

4500 Pts - Dwarven Holds Roster

Danrakh

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
King	1	3	9	10	3	7	5	1+		4/5	7	4/6	1/3	4	SI	710
	Standard Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Hand Weapon; Plate Armour; War Throne; Shield Wall; Sturdy															
<i>Weapon Runes</i>	Rune of Craftsmanship; A weapon engraved with this Rune becomes a Great Weapon: +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks; Rune of Destruction; Multiple Wounds (D3).; Rune of Fury; +1 Attack.															[150]
<i>Armour Runes</i>	Rune of Iron; +1 Armour; Rune of Steel; Wearer must reroll failed armour saves.; Rune of the Forge; Aegis (2+, against Flaming Attacks).															[90]
War Throne	1	3	9		6			5+		4	5	4	1	2		[0]
	Tall; Majesty of High Kings: Universal Rule. The range of Commanding Presence of a General mounted on a War Throne is set to 18".; Harnessed; Sturdy; Hatred															
Thane	1	3	9	9	3	6	5	3+		3	6	4	1	3	SI	250
	Standard Infantry; Guild-Crafted Handgun (3+); Plate Armour; Shield; Battle Standard; Rally Around the Flag!: Units w/in 12" (18" if TP) may re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on.; Shield Wall; Sturdy															
<i>Runic Standard of Swiftmess</i>	The bearer's unit gains Vanguard.															[60]
Clan Marksmen - Handgunners	19	3	9	9	1	4	4	4+		1	4	3	0	2	SI	570
	Standard Infantry; Scoring; Handgunners; Guild-Crafted Handgun (4+); Heavy Armour; Shield; Standard; +1CR; Musician; Shield Wall															
Champion	1	3	9	9	1	4	4	4+		2	4	3	0	2		[20]
Greybeards	10	3	9	9	1	5	4	4+		1	5	4	1	2	SI	235
	Standard Infantry; Scoring; Fearless; Hand Weapon; Heavy Armour; Shield; Musician; Vanguard; Seen it All; Shield Wall; Sturdy															
Clan Warriors	10	3	9	9	1	4	4	4+		1	4	3	0	2	SI	160
	Standard Infantry; Scoring; Heavy Armour; Shield; Musician; Shield Wall; Sturdy															
Clan Warriors	10	3	9	9	1	4	4	4+		1	4	3	0	2	SI	160
	Standard Infantry; Scoring; Heavy Armour; Shield; Musician; Shield Wall; Sturdy															
King's Guard	19	3	9	9	1	5	4	3+		2	5	4/6	1/3	2	SI	545
	Standard Infantry; Scoring; Bodyguard (General, King); Great Weapon; Plate Armour; Shield; Standard; Musician; Sturdy															
<i>Banner of Relentless Company</i>	One use only. May be activated during the controlling player's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company can be activated in the same phase.															[40]
Champion	1	3	9	9	1	5	4	3+		3	5	4/6	1/3	2		[20]
Seekers	19	3	9	10	1	4	4		6+	1/2	4/5	4/6	1/3	2	SI	525
	Standard Infantry; Unbreakable; Fearless; Aegis (6+); Weapon Master; Great Weapon; Paired Weapons; Musician; Vanguard; Sturdy; The bigger they are...; Yer comin' with me!															
Champion	1	3	9	10	1	4	4		6+	2/3	4/5	4/6	1/3	2		[20]
Seekers	19	3	9	10	1	4	4		6+	1/2	4/5	4/6	1/3	2	SI	525
	Standard Infantry; Unbreakable; Fearless; Aegis (6+); Weapon Master; Great Weapon; Paired Weapons; Musician; Vanguard; Sturdy; The bigger they are...; Yer comin' with me!															
Champion	1	3	9	10	1	4	4		6+	2/3	4/5	4/6	1/3	2		[20]
Miners	10	3	9	9	1	4	4	5+		1/2	4/5	4	1	2	SI	265
	Standard Infantry; Scoring; Ambush; Paired Weapons; Throwing Weapons (5+); Heavy Armour; Musician; Shield Wall; Sturdy															
Miners	10	3	9	9	1	4	4	5+		1/2	4/5	4	1	2	SI	265
	Standard Infantry; Scoring; Ambush; Paired Weapons; Throwing Weapons (5+); Heavy Armour; Musician; Shield Wall; Sturdy															

4500 Pts - Dwarven Holds Roster	Danrakh
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Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Field Artillery - Dwarf Ballista	1	3	3	9	5	1	4	5+		3	4	3	0	2	SCo	145
Standard Construct (Large if Catapult); War Machine; Stubborn; Move or Fire; Engineering Rune: Adds +4 to any rolls on the misfire table.; Dwarf Ballista (4+); Heavy Armour; Rune Crafted; All shots by a Dwarf Ballista gain Magical Attacks and Accurate. The model gains Scout with the following exception: It must be deployed within the owner's Deployment Zone.																
Field Artillery - Dwarf Ballista	1	3	3	9	5	1	4	5+		3	4	3	0	2	SCo	145
Standard Construct (Large if Catapult); War Machine; Stubborn; Move or Fire; Engineering Rune: Adds +4 to any rolls on the misfire table.; Dwarf Ballista (4+); Heavy Armour; Rune Crafted; All shots by a Dwarf Ballista gain Magical Attacks and Accurate. The model gains Scout with the following exception: It must be deployed within the owner's Deployment Zone.																

Total	4500
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Models in Army: 129

Validation Results using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	2	n/a	960	840	21%
Core (>=25%)	4	n/a	1125	3375	25%
Special (<=100%)	5	n/a	2125	2375	47%
Clans_Thunder (<=35%)	0	n/a	0	1575	0%
Engines_of_War (<=20%)	2	n/a	290	610	6%
Other (<=100%)	0	n/a	0	4500	0%
Magic Item Summary	4	n/a	340	n/a	7%

Danrakh(c) - ID 1365 - Dwarven Holds Army

1 King on War Throne @ 710 Pts

General; Hand Weapon; Plate Armour; War Throne;
Weapon Runes [150]
Rune of Craftsmanship
Rune of Destruction
Rune of Fury
Armour Runes [90]
Rune of Iron
Rune of Steel
Rune of the Forge

1 Thane @ 250 Pts

Guild-Crafted Handgun (3+); Plate Armour; Shield; Battle Standard;
Runic Standard of Swiftess [60]

20 Clan Marksmen - Handgunners @ 570 Pts

Handgunners; Guild-Crafted Handgun (4+); Heavy Armour; Shield; Standard;
Musician; Champion;

10 Greybeards @ 235 Pts

Hand Weapon; Heavy Armour; Shield; Musician; Vanguard;

2x 10 Clan Warriors @ 160 Pts

Heavy Armour; Shield; Musician;

20 King's Guard @ 545 Pts

Great Weapon; Plate Armour; Shield; Standard; Musician; Champion;
Banner of Relentless Company [40]

2x 20 Seekers @ 525 Pts

Great Weapon; Paired Weapons; Musician; Champion; Vanguard;

2x 10 Miners @ 265 Pts

Paired Weapons; Throwing Weapons (5+); Heavy Armour; Musician;

2x 1 Field Artillery - Dwarf Ballista @ 145 Pts

Dwarf Ballista (4+); Heavy Armour; Rune Crafted

Models in Army: 129

Total Army Cost: 4500

Dwarven Holds (Dwarven Holds 2.0 Beta) [4500pts]

Characters

Anvil of Power [185pts]

Categories: CHARACTERS

Rules: *Aegis (5+), Channel (2), Magic Resistance (2), Not a Leader, Runic Anvil, Unbreakable, War Machine*

1 Global: *Anvil of Power Global*, **2 Defensive:** *Anvil of Power Defence*, **3 Offensive:** *Anvil of Power Offence*, **4 Armour:** *Plate Armour*

Runic Smith [405pts]

Selections: Army General, 3x Battle Runes, Shield

Categories: CHARACTERS

Rules: *Channel (1), Commanding Presence, Magic Resistance (1), Rune Craft Mastery, Shield Wall, Sturdy*

1 Global: *Runic Smith Global*, **2 Defensive:** *Runic Smith Defence*, **3 Offensive:** *Runic Smith Offence*, **4 Armour:** *Plate Armour, Shield*

Runic Items

Selections: Rune of Devouring - Runic Smiths only, Rune of Iron, Rune of Lightning, Rune of Returning, Rune of Shielding

7 Artefact: *Rune of Devouring, Rune of Iron, Rune of Lightning, Rune of Returning, Rune of Shielding*

Thane [440pts]

Selections: Battle Standard Bearer, Holdstone, Shield, Shield Bearers

Categories: CHARACTERS

Rules: *Harnessed, Holdstone, Rally Around the Flag, Shield Wall, Sturdy, Tall*

1 Global: *Shield Bearers Global, Thane Global*, **2 Defensive:** *Shield Bearers Defence, Thane Defence*, **3 Offensive:** *Shield Bearers Offence, Thane Offence*, **4 Armour:** *Plate Armour, Shield*

Runic Items

Selections: 2x Rune of Lightning, Rune of Returning, 2x Rune of Shielding

7 Artefact: *Rune of Lightning, Rune of Returning, Rune of Shielding*

Core

Clan Warriors [645pts]

Selections: Champion, 35x Clan Warrior, Musician, Shield, Spear, Standard Bearer

Categories: CORE

Rules: *Scoring, Shield Wall, Sturdy*

1 Global: *Clan Warrior Global*, **2 Defensive:** *Clan Warrior Defence*, **3 Offensive:** *Clan Warrior Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Spear*

Runic Standard

Selections: Runic Standard of Wisdom

7 Artefact: *Runic Standard of Wisdom*

Clan Warriors [240pts]

Selections: Champion, 14x Clan Warrior, Musician, Paired Weapons, Shield

Categories: CORE

Rules: *Scoring, Shield Wall, Sturdy*

1 Global: *Clan Warrior Global*, **2 Defensive:** *Clan Warrior Defence*, **3 Offensive:** *Clan Warrior Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Paired Weapons*

Clan Warriors [240pts]

Selections: Champion, 14x Clan Warrior, Musician, Paired Weapons, Shield

Categories: CORE

Rules: *Scoring, Shield Wall, Sturdy*

1 Global: *Clan Warrior Global*, **2 Defensive:** *Clan Warrior Defence*, **3 Offensive:** *Clan Warrior Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Paired Weapons*

Special

King's Guard [370pts]

Selections: Champion, 15x King's Guard, Musician, Standard Bearer

Categories: SPECIAL

Rules: *Bodyguard (General, King), Scoring, Sturdy*

1 Global: *King's Guard Global*, **2 Defensive:** *King's Guard Defence*, **3 Offensive:** *King's Guard Offence*, **4 Armour:** *Plate Armour, Shield*, **5 Melee Weapon:** *Great Weapon*

King's Guard [370pts]

Selections: Champion, 15x King's Guard, Musician, Standard Bearer

Categories: SPECIAL

Rules: *Bodyguard (General, King), Scoring, Sturdy*

1 Global: *King's Guard Global*, **2 Defensive:** *King's Guard Defence*, **3 Offensive:** *King's Guard Offence*, **4 Armour:** *Plate Armour, Shield*, **5 Melee Weapon:** *Great Weapon*

Miners - Ranged Weapons [265pts]

Selections: 10x Miner, Musician, Paired Weapons, Throwing Weapons (5+)

Categories: SPECIAL, CLAN'S THUNDER

Rules: *Ambush, Scoring, Shield Wall, Sturdy*

1 Global: *Miner Global*, **2 Defensive:** *Miner Defence*, **3 Offensive:** *Miner Offence*, **4 Armour:** *Heavy Armour*, **5 Melee Weapon:** *Paired Weapons*, **6 Ranged Weapon:** *Throwing Weapons*

Miners - Ranged Weapons [265pts]

Selections: 10x Miner, Musician, Paired Weapons, Throwing Weapons (5+)

Categories: SPECIAL, CLAN'S THUNDER

Rules: *Ambush, Scoring, Shield Wall, Sturdy*

1 Global: *Miner Global*, **2 Defensive:** *Miner Defence*, **3 Offensive:** *Miner Offence*, **4 Armour:** *Heavy Armour*, **5 Melee Weapon:** *Paired Weapons*, **6 Ranged Weapon:** *Throwing Weapons*

Vengeance Seeker [130pts]

Categories: SPECIAL

Rules: *Aegis (6+), Distracting, Hard Target, The bigger they are..., Unbreakable, Whirling Chains of Doom, Yer comin' with me!*

1 Global: *Vengeance Seeker Global*, **2 Defensive:** *Vengeance Seeker Defence*, **3 Offensive:** *Vengeance Seeker Offence*

Vengeance Seeker [130pts]

Categories: SPECIAL

Rules: *Aegis (6+), Distracting, Hard Target, The bigger they are..., Unbreakable, Whirling Chains of Doom, Yer comin' with me!*

1 Global: *Vengeance Seeker Global*, **2 Defensive:** *Vengeance Seeker Defence*, **3 Offensive:** *Vengeance Seeker Offence*

Clan's Thunder

Steam Copters [305pts]

Categories: CLAN'S THUNDER

Rules: *Cannot be Stomped, Fly, Tall*

1 Global: *Steam Copter Global*, **2 Defensive:** *Steam Copter Defence*, **3 Offensive:** *Steam Copter Offence*, **6 Ranged Weapon:** *Forge Repeater*

Attack Copter

Selections: Additional Copter

Categories: CLAN'S THUNDER

Rules: *Shrapnel Grenades, Sweeping Attack*

Steam Copters [210pts]

Selections: Steam Bomber

Categories: CLAN'S THUNDER

Rules: *Cannot be Stomped, Fly, Shrapnel Bombs, Sweeping Attack, Tall*

1 Global: *Steam Copter Global*, **2 Defensive:** *Steam Copter Defence*, **3 Offensive:** *Steam Copter Offence*, **6 Ranged Weapon:** *Forge Repeater*

Engines of War

Field Artillery [150pts]

Selections: Flame Cannon

Categories: ENGINES OF WAR

Rules: *Engineering Rune, Stubborn, War Machine*

1 Global: *Field Artillery Global*, **2 Defensive:** *Field Artillery Defence*, **3 Offensive:** *Field Artillery Offence*, **4 Armour:** *Heavy Armour*, **6 Ranged Weapon:** *Flame Cannon*

Field Artillery [150pts]

Selections: Flame Cannon

Categories: ENGINES OF WAR

Rules: *Engineering Rune, Stubborn, War Machine*

1 Global: *Field Artillery Global*, **2 Defensive:** *Field Artillery Defence*, **3 Offensive:** *Field Artillery Offence*, **4 Armour:** *Heavy Armour*, **6 Ranged Weapon:** *Flame Cannon*

Profile Summary

1 Global	Adv	Mar	Dis	Size	Type
Anvil of Power Global	3"	3"	9	Standard	Construct
Clan Warrior Global	3"	9"	9	Standard	Infantry
Field Artillery Global	3"	3"	9	Standard	Construct
King's Guard Global	3"	9"	9	Standard	Infantry
Miner Global	3"	9"	9	Standard	Infantry
Runic Smith Global	3"	9"	9	Standard	Infantry
Shield Bearers Global	3"	9"	C	Standard	Infantry
Steam Copter Global	1" (8")	2" (16")	9	Standard	Construct
Thane Global	3"	9"	9	Standard	Infantry
Vengeance Seeker Global	3"	9"	10	Standard	Infantry

2 Defensive	HP	Def	Res	Arm
Anvil of Power Defence	5	1	4	0
Clan Warrior Defence	1	4	4	0
Field Artillery Defence	5	1	4	0
King's Guard Defence	1	5	4	0
Miner Defence	1	4	4	0
Runic Smith Defence	3	5	4	0
Shield Bearers Defence	4	C	C	C+2
Steam Copter Defence	3	4	5	3
Thane Defence	3	6	5	0
Vengeance Seeker Defence	3	5	4	0

3 Offensive	Att	Off	Str	AP	Agi
Anvil of Power Offence	3	5	4	1	2
Clan Warrior Offence	1	4	3	0	2
Field Artillery Offence	3	4	3	0	2
King's Guard Offence	2	5	4	1	2
Miner Offence	1	4	4	1	2
Runic Smith Offence	2	5	4	1	3
Shield Bearers Offence	2	5	4	1	2
Steam Copter Offence	2	4	4	1	2
Thane Offence	3	6	4	1	3
Vengeance Seeker Offence	3D3	5	4	1	2

4 Armour	Type	Save	Rules
Heavy Armour	Suit of Armour	+2	A model part can only wear a single Suit of Armour.
Plate Armour	Suit of Armour	+3	A model part can only wear a single Suit of Armour.
Shield	Shield	+1	Parry

5 Melee Weapon	Str	AP	Attributes
Great Weapon	+2	+2	Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Paired Weapons	As User	As User	The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .
Spear	As User	+1	Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing. Cavalry, Beasts and Constructs cannot use Spears.

6 Ranged Weapon	Range	Shots	Str	AP	Attributes
Flame Cannon	24"	1	4 [5]	1 [2]	[Multiple Wounds (D3)], Flaming Attacks
Forge Repeater	18"	4	5	2	Flaming Attacks, Quick to Fire
Throwing Weapons	8"	2	As User	As User	Quick to Fire, Accurate

7 Artefact	Type	Effect
Rune of Devouring	Talismanic Rune	One use only. The player may choose to use this Rune instead of making a Dispel Attempt. The spell is cast as normal but is afterwards lost and the Caster may not cast it again for the rest of the game.
Rune of Iron	Suit of Armour Enchantment	The bearer of a single Rune of Iron gains +1 Armour. The bearer of two or more Runes of Iron gains +2 Armour.
Rune of Lightning	Hand weapon or Paired Weapon Enchantment	If the wielder scores at least one successful hit with a weapon engraved with one or more Rune of Lightning, the attacked enemy unit additionally suffers D3 hits for each instance of this Rune. The hits are resolved with Strength 4 and Armour Penetration 1.
Rune of Returning	Hand weapon or Paired Weapon Enchantment	A weapon engraved with this Rune can be used as a Shooting Weapon with Aim 2+ and the following profile: Range 8", Shots 1, Str as user, AP as user, Quick to Fire, Accurate, Reload!. This Shooting Attack is affected by all Weapon Runes on the engraved weapon (even if the effects are normally restricted to Close Combat Attacks).
Rune of Shielding	Talismanic Rune	The bearer gains Aegis (+1, max 4+). The Aegis from this Rune only stacks with itself and/or Shield Wall.
Runic Standard of Wisdom	Banner Enchantment	The bearer may select a single Battle Rune during Spell Selection. This Battle Rune can be cast by the bearer and has Range: Caster's Unit.

Selection Rules

Aegis (5+): Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.

Aegis (6+): Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.

Ambush: You may choose to not deploy units with Ambush, but instead let them Ambush by bringing them into play later on.

Declare which units will be Ambushing during step 8 of the Pre-Game Sequence

(after Spell Selection), starting with the player that picked the Deployment Zone. Deploy your army as usual, but without the Ambushing units. Starting with your Player Turn 2, at the end of step 2 of the Movement Phase Sequence (after moving units with Random Movement), roll a dice for each Ambushing unit. After rolling for all Ambushing units, all units that rolled 3+ enter the Battlefield from any Board Edge. Place the arriving units with their entire rear ranks touching the Board Edge.

- Ambushing models can neither March Move during the Movement Phase in which they arrive, nor can they voluntarily end that Movement Phase further away from the Board Edge than their March Rate.

- If an Ambushing unit has not entered the Battlefield before the end of the game (e.g. due to failing all its 3+ rolls), the unit counts as destroyed.

- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.

- An Ambushing Character may be deployed within an Ambushing unit that it is allowed to join (declare this when declaring which units are Ambushing). Roll only one dice for the combined unit.

- Until arriving on the Battlefield, Ambushing units follow the rules for units that have Pursued off the Table.

Bodyguard (General, King): When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Cannot be Stomped: For the purposes of Stomp Attacks from enemy model, a model with Cannot be Stomped is never considered Standard Size.

Channel (1): During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the Veil Token Pool. If X is given as a modifier (e.g. Channel (+1)), the model gains this as a modifier to its Channel value (the value in brackets).

Channel (2): During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the Veil Token Pool. If X is given as a modifier (e.g. Channel (+1)), the model gains this as a modifier to its Channel value (the value in brackets).

Commanding Presence: All Generals have the Commanding Presence Universal Rule. All units within 12" of a friendly non-Fleeing model with Commanding Presence may borrow the Discipline of the model with Commanding Presence, instead of using their own Discipline (this ability follows all the normal rules for using a Borrowed Characteristic, meaning that effects modifying the Discipline of the model with Commanding Presence are applied before borrowing the model's Discipline; this borrowed Discipline may then be further modified).

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Engineering Rune: Field Artillery adds +4 to any roll on the Misfire Table.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may use Flying Movement during Move Chargers moves, Advance Moves

, and March Moves. When a unit uses Flying Movement, substitute its

models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that:

- It must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply).

- It is affected by the Terrain Features from which it takes off and in which it lands.

- All modifiers to ground movement values also apply to a model's Fly values (unless specified otherwise).

- When Declaring a Charge with a unit with Fly, you must declare if the unit will use Flying Movement for the Charge Move.

Hard Target: Shooting Attacks targeting a unit that has more than half of its models with Hard Target suffer a -1 to-hit modifier. This rule is cumulative, allowing an additional -1 to-hit modifier for each instance of Hard Target.

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Holdstone: One use only. May be activated at the start of any Round of Combat. Effects last until the unit is no longer Engaged in Combat. Apply the following effects:

-Enemy units cannot claim Combat Score bonuses for being in the Flank or the Rear of the unit.

-The unit cannot be Disrupted.

-Shield Wall and Parry can be used in any Facing.

-For the purpose of Supporting Attacks, all Facings are considered to be the Front Facing (i.e. a model can perform Supporting Attacks also to the Flanks and Rear).

The unit cannot Pursue (nor Overrun).

Magic Resistance (1): Learned Spells and Bound Spells that are targeting at least one enemy unit with one or more models with Magic Resistance suffers a -X modifier to their casting roll (where X is given in brackets). This is an exception to the Casting and Dispelling Modifier rule. If there are different X values that could be used, use the highest value.

Magic Resistance (2): Learned Spells and Bound Spells that are targeting at least one enemy unit with one or more models with Magic Resistance suffers a -X modifier to their casting roll (where X is given in brackets). This is an exception to the Casting and Dispelling Modifier rule. If there are different X values that could be used, use the highest value.

Not a Leader: The model cannot be the General

Rally Around the Flag: All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.

Rune Craft Mastery: All model parts in the same unit as a model with Rune Craft Mastery gain +1 Armour Penetration on their Close Combat Attacks. Each Runic Smith may select up to three different Battle Runes during Spell Selection, provided it paid for them.

Runic Anvil: Each Anvil of Power may choose up to three different Battle Runes during Spell Selection.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon.

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.

- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.

- A unit that has performed a Post-Combat Reform loses Scoring until the end of the current Player Turn.

Shield Wall: When using a Shield, the model gains Aegis (6+, against Close Combat Attacks) This is improved to Aegis (5+, against close combat attacks) if the attacker is Charging. This rule can only be used against attacks from enemies engaged in the model's front facing.

Shrapnel Bombs: Sweeping Attack. The enemy unit suffers D6*2 hits with Strength 3 and Armour Penetration 1. If a natural '6' is rolled for the number of hits, after the attack has been resolved, the Shrapnel Bombs cannot be used anymore during this battle.

Shrapnel Grenades: Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits for each Steam Copter in the unit. Hits are resolved with Strength 3 and Armour Penetration 0.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Sturdy: The model gains Devastating Charge (+1 Str, +1 AP) and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

Sweeping Attack: This attack may be used by units consisting of models with Sweeping Attack. When the unit Advance Moves or March Moves, you may nominate a single unengaged enemy unit that the unit with Sweeping Attack moved through or over during this move (meaning their Bases were Overlapping, even partially). The whole unit makes the Sweeping Attack against the nominated enemy unit, which is resolved when the March or Advance Move is completed. Follow the description in the unit profile. These attacks hit automatically and count as Ranged Attacks. When a model performs a Sweeping Attack, the distance moved is counted from its starting position to the point on the Battlefield where it performed the attack, and then to its final position. Each Sweeping Attack can only be performed once per Player Turn.

Tall: Line of Sight drawn to or from a model with Tall is not blocked by models of the same size (as the model with Tall), unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight it contributes to Hard Cover, otherwise only to Soft Cover).

The bigger they are...: When rolling for Charge Range, if the charged unit contains at least one Large or Gigantic model, models with this Attack Attribute gain Swiftstride for this Charge Range roll (this does not apply to Pursuit and Overrun Moves).

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more Unbreakable models can only be joined by Unbreakable Characters.

War Machine: The Model gains Move or Fire. The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with one or more War Machines.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see Bases and Base Contact). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Whirling Chains of Doom: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and always strike at Initiative Step 10 (regardless of the wielder's Agility). A model with this weapon cannot be joined by Characters.

Yer comin' with me!: Close Combat attacks made by a model with this Attack Attribute may never wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to a Melee Attack, it must immediately, before removal, make a single Close Combat Attack that is always resolved with Strength 5 and Armour Penetration 2, which must be allocated either towards the model that caused the casualty or its unit (in this case, the hits are distributed onto the unit).

This Attack Attribute cannot be used against casualties caused by Impact Hits. In order to use this Attack Attribute, the unit must be at least as wide as it is deep at the start of the Round of Combat.

Piotr “Bia³y” Bia³omazur Undying Dynasties

Death Cult Hierarchy Master, General; The Divination; Soul Conduit, Sacred Hourglass, Talisman of the Void 520

Death Cult Hierarchy, Adept The Evocation, Hierophant, Book of Arcane Mastery 280

Casket of Phatep 240

Nomarch on a Skeleton Chariot, Heavy Armour; Shield, Death Mask of Teput, Alchemist's Alloy 255

24 Skeletons MC 230

7 Skeleton Chariots, FCG, Legion Charioteers, Banner of Speed 765

5 Skeleton Scouts 130

8 Shabti Archers Standard; Musician 640

1 Colossus 420

2x1 Sand Scorpion 160

2x3 Sand Stalkers, Underground Ambush 350

Maciek “Klocek” Grzegorzek Ogre Khans

Great Khan, General, Hoardmaster, Mammoth-Hide Cloak, Lygur's Tongue 470

Shaman Master The Pyromancy, Firebrand, Iron Fist Talisman of the Void, Magical Heirloom 590

Khan BSB, Iron Fist; Heavy Armour; Cult Leader Yeti Furs 345 Pts

7 Bruisers, FCG, Pennant of the Great Grass Sky 599

28 Scraplings, Bow; Standard; Musician, Scrapling Foreman with Halberd 280

26 Scraplings, Bow; Musician, Scrapling Foreman with Halberd 246

7 Mercenary Veterans Poison Attacks; Accurate; Brace of Ogre Pistols; Heavy Armour; Standard; Musician; Banner of Discipline 640

5 Mercenary Veterans, Swiftstride; Plate Armour; Iron Fist; Musician 530

2x1 Thunder Cannon 320

1 Sabretooth Tiger 80

5 Scrapling Trappers 80

Patryk “Mamut” Krzyżak Vampire Covenants - Captain

Vampire Courtier Adept on a Court of the Damned, BSB, Evocation, Nosferatu GW, Talisman of Shielding 725

Necromancer Adept Alchemy, Magical Heirloom 250

Vampire Courtier Master, General, Occultism, Nosferatu, Halberd, Arcane Knowledge, The Dead Arise 510

2x20 Skeletons FCG, Banner of Relentless Company 250

20 Zombies SM 155

20 Skeletons FCG 210

2x8 Dire Wolves C 133

2x1 Dark Coach Extended Chassis 445

Shrieking Horror 490

6 Vampire Spawn C 500

“G@lahad” - Sylvan Elves

--- Characters : 37.56% / 40% Max (1690pts/1800pts) ---

550 - Forest Prince, General, Wild Hunter, Great Elk, Titanic Might (65), Destiny's Call (Standard Size models only) (70), Light Armour, Sylvan Blades

270 - Chieftain, Hail Shot (70), Sylvan Longbow (1+), Battle Standard Bearer

870 - Druid, Dragon, Hero's Heart (60), Sylvan Blades, Wizard Master, Druidism

--- Core : 25.33% / 25% Least (1140pts/1125pts) ---

351 - 8x Heath Riders, Musician, Standard Bearer, Banner of Discipline

168 - 9x Dryads

621 - 24x Sylvan Archers, Musician

--- Special : 21.56% (970pts) ---

385 - 6x Wild Huntsmen, a Shield (6)

385 - 6x Wild Huntsmen, a Shield (6)

100 - Forest Eagle

100 - Forest Eagle

--- Unseen Arrows : 15.56% / 30% Max (700pts/1350pts) ---

335 - 10x Sylvan Sentinels

365 - 10x Sylvan Sentinels scout

--- Total ---

4 500

4500 Pts - Infernal Dwarves Army

No Name

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Overlord	1	3	9	10	3	7	5	1+	/5+	4	7	4/6	1/3	4	SI	510
	Standard Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Hand Weapon; Infernal Armour; Shield; Chosen of Ashuruk; Battle Focus; Fan the Flames															
<i>Onyx Core</i>	Attacks made with this weapon gain +2 Strength, + 2 Armour Penetration, Magical Attacks, and Multiple Wounds (D3, against Flammable). Hand Weapon enchantment.															[120]
<i>Willow's Ward</i>	The bearer cannot use Parry, gains +1 Armour and Impact Hits distributed towards the bearer suffer -2 Armour Penetration. Shield Enchantment. Models on foot only															[15]
<i>Death Cheater</i>	The wearer gains Regeneration (4+) and +1 Armour. Suits of Armour Enchantment															[100]
Chosen of Lugar	1	4	12	9	3	5	5		4+	3/5	6/7	4	1	4	SI	400
	Standard Infantry; Unbreakable; Aegis (4+); Aegis (2+, against Flaming Attacks); Paired Weapons; Battle Standard; Chosen of Ashuruk; Battle Focus; Frenzy; Lugar's Court; Volcanic Embrace															
<i>Lugar's Dice</i>	Natural to-hit and to-wound rolls of '6' with Close Combat Attacks against the bearer must be re-rolled. The bearer must re-roll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks.															[70]
<i>Hero's Heart</i>	The wielder of the enchanted Weapon gains +1 Attack Value when using it. Attacks made with the enchanted Weapon gain Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3. Close Combat Weapon enchantment															[60]
Prophet Adept - Engineer	1	3	9	9	3	4	5	4+	/5+	2	4	4	1	2	SI	180
	Standard Infantry; Wizard Adept; Engineer (3+); The Alchemy; Hand Weapon; Infernal Armour; Chosen of Ashuruk; Battle Focus															
<i>Bullhorn of Nezibkesh</i>	The range of the bearer's Engineer Universal Rule (if it has it) is extended to 12". When a War Machine is selected by the bearer's Engineer Universal Rule, its Shooting Weapons gain +1 Armour Penetration for the duration of this phase.															[65]
Engineer upgrade	1							1+			7	7	0			180
Prophet Adept	1	3	9	9	3	4	5	4+	/5+	2	4	4	1	2	SI	325
	Standard Infantry; Wizard Adept; The Alchemy; Hand Weapon; Infernal Armour; Chosen of Ashuruk; Battle Focus															
<i>Magical Heirloom</i>	Dominant. The bearer knows the Hereditary Spell in addition to its other spells. Wizard only.															[50]
Hobgoblin Chieftain	1	4	8	7	2	4	4	6+		3	4	4	1	4	SI	120
	Standard Infantry; Not a Leader; Hand Weapon															
Wolf	1	9	18					6+		1	3	3	0	3		[0]
	Harnessed															
Disciplies of Lugar	22	4	12	9	1	3	4		5+	1/2	4/5	4	1	3	SI	695
	Standard Infantry; Unbreakable; Aegis (5+); Aegis (2+, against Flaming Attacks); Magical Attacks; Paired Weapons; Standard; Musician; Battle Focus; Chosen of Ashuruk; Battle Focus; Frenzy; Volcanic Embrace															
<i>Rending Banner</i>	One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until they are no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.															[45]
Disciple Champion	1	4	12	9	1	3	4		5+	2/3	4/5	4	1	3		[20]
Citadel Guard	26	3	9	9	1	4	4	3+	/5+	1	4	4	1	2	SI	659

	Standard Infantry; Scoring; Hand Weapon; Infernal Armour; Shield; Standard; Musician; Chosen of Ashuruk; Battle Focus															
<i>Flaming Standard</i>	One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, effects lasts until the bearer's unit is no longer Engaged in Combat. If activated before Shooting with the bearer's unit, this effect lasts until end of the Phase.															[35]
Citadel Guard Champion	1	3	9	9	1	4	4	3+		2	4	4	1	2		[20]
Citadel Guard	10	3	9	9	1	4	4	4+	/5+	1	4	4/5	1	2	SI	290
	Standard Infantry; Scoring; Flintlock Axe (3+); Hand Weapon; Infernal Armour; Musician; Chosen of Ashuruk; Battle Focus															
Hobgoblins	20	4	8	6	1	3	3	6+		1	3	3	0	3	SI	180
	Standard Infantry; Scoring; Hand Weapon; Bow (4+); Light Armour; Musician; Opportunists															
Hobgoblin Bolt Thrower	1	4	4	6	4	1	4			2	3	3	0	3	SCo	95
	Standard Construct; War Machine; Hobgoblin Bolt Thrower (4+): Range 48", Shots 1, Str 3[6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].															
- Shrapnel Guns (4+) upgrade	1												0			305
	Volley Gun Artillery Weapon. Range 18", Shots D6+2, Str 6, AP 3, Quick to Fire, Multiple Wounds (D3), Daemonic Infusion.															
Infernal Engine with Shrapnel Guns	1	6	6	9	7	4	7	3+		D3		6	3	2	LCo	145
	Large Construct; Unbreakable; Towering Presence; Harnessed; Inanimate; Impact Hits (D6+1); Grind Attacks (D3); Ponderous: The Infernal Engine may not Declare Charges, its Pursuit and Overrun Distance is always 0".; Shrapel Guns (4+); Daemonic Infusion; Full Steam Ahead															
Crew	3									3	4	3	0	2		[0]
Rocket Battery	1	3	3	9	5	1	4	5+		3	4	3	0	2	SCo	285
	Standard Consctruct; War Machine; Rocket Battery (4+): Volley Gun: Range 48", Shots 2D6, Str 7, AP 2; Heavy Armour; Chosen of Ashuruk; Battle Focus															
Hobgoblin Wolf Riders	5	9	18	6	1	3	3	5+		1	3	3	0	3	SC	130
	Standard Cavalry; Feigned Flight; Vanguard; Light Troops; Light Armour; Opportunists															
Wolf	5	9	18					6+		1	3	3	0	3		[0]
	Harnessed															
Option Footnotes:																
Battle Focus	If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.															
Battle Standard	Rally Around the Flag!: Units w/in 12" (18" if TP) may re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on.															
Bow (4+)	Range 24". S3. AP0, Volley fire.															
Chosen of Ashuruk	The model automatically passes all Fear Tests (but still suffers -1 Discipline from Fear) and considers all units without Chosen of Ashuruk as Insignificant. Furthermore, the model gains Battle Focus, which cannot be used during the first Round of Combat, and model parts with Harnessed cannot use it.															
Daemonic Infusion	The model part gains Magical Attacks, and any Panic Tests they cause to enemy units through 25% casualties suffer -1 Discipline.															
Fan the Flames	The Overlord and all model parts in the same unit, except model parts with Harnessed, gain Hatred.															
Flintlock Axe (3+)	Range 18", Shots 1, Str 4, AP 2. Attacks made with this weapon do not suffer any negative to-hit modifiers from a Stand and Shoot Charge Reaction. In Close Combat, this weapon is used as a Close Combat Weapon. Close Combat Attacks made with it gain +1 Strength. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.															
Frenzy																

Full Steam Ahead	At the end of step 2 of the the Movement Phase Sequence (directly after Rallying Fleeing units), the Infernal Engine may engage its boiler. If so, until the end of this Player Turn, the unit may not shoot and gains Random Movement (3D6), with the following exception: it cannot move into base contact with an enemy unit that was not within the Infernal Engine's Front Arc before the initial pivot.	
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.	
Heavy Armour	Armour Save (+2)	
Infernal Armour	Plate Armour. The wearer gains Aegis (5+) against Flaming Attacks.	
Light Armour	Armour Save (+1)	
Lugar's Court	The model can only join units of Disciples of Lugar, and when joined to Disciples of Lugar, it gains Scoring. If playing Capture the Flags, the model gains Scoring (no matter if joined to a unit of Disciples of Lugar or not).	
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.	
Opportunists	When fighting an enemy unit in the enemy's Flank or Rear Facing while only being Engaged in the Front Facing, a model part with this rule must reroll failed to-hit rolls.	
Paired Weapons	Attacks with +1 Att, +1 Off and ignore Parry. Cannot be used with Shield against Melee attacks	
Shield	+1 AS; Parry (foot models only)	
Standard	+1CR	
Volcanic Embrace	The model part gains Magical Attacks. All Melee Attacks (including Special Attacks) made by model parts with Volcanic Embrace gain Flaming Attacks. In addition, at Initiative Step 0, all enemy models in base contact with one or more model parts with Volcanic Embrace suffer a hit with Strength 4, Armour Penetration 0, and Flaming Attacks. Models with Volcanic Embrace cannot benefit from Regeneration.	
Wizard Adept	The Wizard gains Channel (1) and knows 2 Spells. Can choose between the Learned Spells 1, 2, 3, and 4 of their chosen Path and the Hereditary Spell of their army.	

Total Army Cost: 4499 Pts.

Notes:

Chosen of Ashuruk: The model automatically passes all Fear Tests (but still suffers -1 Discipline from Fear) and considers all units without Chosen of Ashuruk as Insignificant. Furthermore, the model gains Battle Focus, which cannot be used during the first Round of Combat, and model parts with Harnessed cannot use it.

Models in Army: 86

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	6	n/a	1715	85	38%
Core (>=25%)	3	n/a	1129	3371	25%
Special (<=100%)	1	n/a	130	4370	2%
Barrage (<=20%)	2	n/a	380	520	8%
Bound_and_Binders (<=35%)	3	n/a	1145	430	25%
Magic Item Summary	9	n/a	560	n/a	12%

4500 Pts - Daemonic Legions Army

No Name

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Omen of Savar Master	1	6	18	9	4	8	6		6/4+	D6+2	5+D6	6	3	6	SB	725
	Standard Beast; Supernal; Aegis (4+, against Magical Attacks); Wizard Master; The Divination; Divine Right															
<i>Iron Husk</i>	The model gains +1 Resilience.															[60]
<i>Withering Vapour</i>	The model gains Breath Attack (Str 3, AP 2).															[45]
Omen of Savar Adept	1	6	18	9	4	8	6		6/4+	D6+2	5+D6	6	3	6	SB	655
	Standard Beast; Supernal; Aegis (4+, against Magical Attacks); General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Wizard Adept; Dominion of Pride; The Thaumaturgy; Divine Right															
<i>Iron Husk</i>	The model gains +1 Resilience.															[60]
<i>Bronze Backbone</i>	The model gains Hatred. If the model's unit loses a Round of Combat, the model must reroll failed to-hit rolls in the following Round of Combat.															[50]
<i>Hammer Hand</i>	The bearer gains +1 Attack Value.															[35]
Lemures	23	4	8	7	1	3	5		5+	1	3	3	0	2	SB	624
	Supernal; Scoring; Fearless; Parry; Standard; +1CR; Musician															
Champion	1	4	8	7	1	3	5		5+	2	3	3	0	2		[20]
Lemures	19	4	8	7	1	3	5		5+	1	3	3	0	2	SB	520
	Supernal; Scoring; Fearless; Parry; Standard; +1CR; Musician															
Champion	1	4	8	7	1	3	5		5+	2	3	3	0	2		[20]
Brazen Beasts (Daredevils)	6	7	14	8	4	3	4		5+	1	5	3	0	4	LC	764
	Scoring; Supernal; Fearless; Fear; Devastating Charge (+2 Att, +2 Str, +2 AP); Battle Focus; Musician; Red Haze															
<i>#Red Haze</i>	This Manifestation may be activated at the start of any Round of Combat. All models in the same unit must activate it if one model does. When activated, the model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit. The effects last until the end of the Round of Combat.															[0]
Beast	6									2	4	5	2	2		[0]
	Harnessed, Impact Hits (2), Battle Focus															
Furies	5	4	8	5	1	3	3		6+	1	3	4	1	4	SB	160
	Fly (10", 20"); Skirmisher; Light Troops; Supernal; Fearless; Hard Target (1); Devastating Charge (+1 Str); Red Haze															
<i>#Red Haze</i>	This Manifestation may be activated at the start of any Round of Combat. All models in the same unit must activate it if one model does. When activated, the model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit. The effects last until the end of the Round of Combat.															[0]
Furies	5	4	8	5	1	3	3		6+	1	3	4	1	4	SB	150
	Fly (10", 20"); Skirmisher; Light Troops; Supernal; Fearless; Hard Target (1); Devastating Charge (+1 Str)															
Veil Serpents	5	2	4	7	3	4	4		5+	3	4	4	1	4	LB	640
	Fly (9", 12"); Light Troops; Supernal; Fearless; Morphilngs															
Champion	1	2	4	7	4	4	4		5+	4	4	4	1	4		[120]

Wizard Conclave (Must select two spells from the list)														
Hope Harvester	1	5	10	7	5	4	5	4+	5+	4	4	6	3	1 LB 260
Fear; War Platform; Supernal; Fearless; Not a Leader; Aether Battery (3+)														
Option Footnotes:														
Aether Battery (3+)	Volley Gun Artillery Weapon. Range 18", Shots 2D6*2, Str 4, AP 1. Before rolling for the number of shots, the owner may choose to discard 1-3 Veil Tokens from its Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.													
Divine Right	The bearer must issue a Duel whenever possible. Duels issued by this model must (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains Lethal Strike and Multiple Wounds (2).													
Dominion of Pride	Units with more than half of their models affected may reroll failed Discipline Tests.													
Morphilngs	During Spell Selection, each unit of Veil Serpents must choose a Manifestation from the list below and apply the effects during the game: Mesmerising Plumage, Chilling Yawn, Tarskin													
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.													
Wizard Adept	The Wizard gains Channel (1) and and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1 ,2, 3 and 4 of its chosen Path and its Hereditary Spell.													
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.													

Total Army Cost: 4498 Pts.

Notes:

Immortal Denizens: Casting rolls made by models in a Daemon Legions army with one or two dice gain a +1 Casting Modifier. For casting rolls with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers. In addition, each player adds +2 Veil Tokens to their Veil Token pool in the Magic Phase during Siphon the Veil, when they are the Active Player.

Dominion: At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Dominion. All R&F models in the chosen unit are affected as described in the Dominion rule in the Character's unit entry. The effects last until the end of the next Player Turn.

Models in Army: 60

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	2	n/a	1380	420	30%
Core (>=25%)	2	n/a	1144	3356	25%
Special (<=100%)	2	n/a	1024	3476	22%
Aves (<=35%)	3	n/a	950	625	21%
Magic Item Summary	7	n/a	250	n/a	5%

++ Beast Herds (Beast Herds 2.0 Beta) [4499pts] ++

+ Characters +

Beast Chieftain [170pts]: Battle Standard Bearer

Centaur Chieftain [335pts]: Heavy Armour, Shield

. Special Equipment: Alchemist's Alloy, Hawthorn Curse, Willow's Ward - Models on Foot only

Soothsayer [300pts]: Army General, Druidism, Wizard Adept

. Special Equipment: Crown of Autocracy

Soothsayer [520pts]: Evocation, Wizard Master

. Special Equipment: Dark Rain, Seed of the Dark Forest

+ Core +

Mongrel Herd [378pts]: Champion, 36x Mongrel, Musician, Spears, Standard Bearer

. Banner Enchantment: Banner of the Wild Herd

Mongrel Raiders [95pts]: 10x Mongrel Raider

Raiding Chariot (Core) [330pts]: 3x Raiding Chariot

Raiding Chariot (Core) [330pts]: 3x Raiding Chariot

+ Special +

Centaur [460pts]: 10x Centaur, Champion, Paired Weapons, Standard Bearer, Throwing Weapons (5+)

. Banner Enchantment: Banner of Discipline

. Totem Bearer: Black Wing Totem

Gargoyles [135pts]: 5x Gargoyle

Gargoyles [135pts]: 5x Gargoyle

Longhorn Herd [601pts]: Champion, 27x Longhorn, Musician

. Totem Bearer: Blooded Horn Totem

+ Terrors of the Wild +

Cyclops [355pts]

Cyclops [355pts]

++ Total: [4499pts] ++

Unnamed4500 Pts - Empire of Sonnstahl Army

1 Marshal @ 270 Pts

General; Great Weapon; Plate Armour

Imperial Seal [100]

1 Marshal - Battle Standard Bearer @ 265 Pts

Hand Weapon; Plate Armour; Shield; Battle Standard

Death Warrant [55]

The Black Steel [45]

1 Prelate @ 270 Pts

Hand Weapon; Plate Armour; Shield

Locket of Sunna [70]

Alchemist's Alloy [15]

1 Mount: Altar of Battle @ 370 Pts

1 Wizard Adept @ 250 Pts

Wizard Adept; The Pyromancy; Hand Weapon

Magical Heirloom [50]

1 Wizard Adept @ 200 Pts

Wizard Adept; The Cosmology; Hand Weapon

5 Electoral Cavalry @ 195 Pts

Lance; Shield

5 Electoral Cavalry @ 195 Pts

Lance Shield

20 Light Infantry - Crossbowmen @ 265 Pts

39 Heavy Infantry - Spearmen @ 485 Pts

Standard; Musician;

Household Standard [40]

1 Champion @ [20] Pts

29 Imperial Guard @ 570 Pts

Standard; Musician

Rending Banner [45]

1 Champion @ [20] Pts

1 Imperial Artillery - Cannon (4+) @ 250 Pts

1 Steam Tank @ 475 Pts

10 Imperial Rangers @ 150 Pts

1 Arcane Engine of Arcane Shield @ 290 Pts

Models in Army: 109

Total Army Cost: 4500

Unnamed4500 Pts - Ogre Khans Army

1 Shaman - Gut Roarer Master @ 560 Pts

General; Wizard Master; Magic Item allowance; The Pyromancy/The Shamanism; Iron Fist;
Sons of the Avalanche
Big Name - Gut Roarer [45]
Essence of Free Mind [55]
Obsidian Rock [25]

1 Khan- Hoardmaster @ 350 Pts

Plate Armour; Hand Weapon; Battle Standard; Scrapling Lookout; Sons of the Avalanche
Big Name - Hoardmaster [55]
Lygur's Tongue [55]

1 Mammoth Hunter- Trolleater @ 425 Pts

Iron Fist; Hunting Spear (2+); Light Armour; Vanguard; Animal Master;
Light Troops; Loner; Not a Leader; Sons of the Avalanche
Heart-Ripper [50]
Mammoth-Hide Cloak [50]
Big Name - Trolleater [85]

1 Mammoth Hunter- Spinesplitter @ 375 Pts

Iron Fist; Hunting Spear (2+); Light Armour; Vanguard; Animal Master; Light Troops; Loner; Not a Leader; Sons of the Avalanche
Death Cheater [100]
Big Name - Spinesplitter [35]

9 Bruisers @ 827 Pts

Great Weapon; Heavy Armour; Standard; Musician; Scrapling Lookout; Sons of the Avalanche
Pennant of the Great Grass Sky [50]

1 Champion @ [20] Pts

36 Scraplings @ 302 Pts

Spear; Standard; Musician

1 Scrapling Foreman @ [25] Pts

Throwing Weapons (4+); Light Armour; Back to Work!

1 Sabretooth Tigers @ 80 Pts

1 Sabretooth Tigers @ 80 Pts

6 Bombardiers @ 451 Pts

Hand Cannon (4+); Light Armour; Musician; Sons of the Avalanche

3 Bombardiers @ 205 Pts

Hand Cannon (4+); Light Armour; Musician; Sons of the Avalanche

3 Bombardiers @ 205 Pts

Hand Cannon (4+); Light Armour; Musician; Sons of the Avalanche

1 Thunder Cannon @ 320 Pts

Thunder Cannon (4+)

1 Bombardier Crew @ [0] Pts

1 Scrapling Crew @ [0] Pts

1 Woolly Rhino @ [0] Pts

1 Thunder Cannon @ 320 Pts

Thunder Cannon (4+)

1 Bombardier Crew @ [0] Pts

1 Scrapling Crew @ [0] Pts

1 Woolly Rhino @ [0] Pts

Models in Army: 65

Total Army Cost: 4500

Filip "Klapcioo" Serba O&G

565 – Feral Orc Shaman Master, Paired Weapon, Talisman of the Void, Crown of Autocracy, Thaumaturgy, General, War Cry

320 – Orc Shaman Adept, Book of Arcane Mastery, Paired Weapon, Pyromancy, Orc Boar Chariot

375 – Cave Goblin King, Cave Gansher, Light Lance, Heavy Armour, Shield, Ghostly Guard, Touch of Greatness, Dusk Forged, Dragon Staff

340 – Goblin King, Wolf, Paired Weapon, Heavy Armour, Shield, Hero's Heart, Basalt Infusion, Troll Ale Flask, Talisman of Shielding

200 - Forest Goblin Chief BSB, Bow, Maza's Zappin

588 – 33 x Feral Orc, Spear, Standard, Champion, Musician, Bow, Rending Banner

275 – 20 x Feral Orc, Musician, Bow, Paired Weapon

275 – 20 x Feral Orc, Musician, Bow, Paired Weapon

205 – Greenhide Catapult – Git Launcher, Orc Overseer

205 – Greenhide Catapult – Git Launcher, Orc Overseer

325 – 3x Wolf Chariot

225 – 2x Wolf Chariot

90 – Grotilngs

510 – Gargantula

4500 Pts - Undying Dynasties Army

No Name

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Death Cult Hierarch Master	1	4	8	7	3	3	3			1	3	3	0	2	SI	485
	Standard Infantry; Resurrected (1); Undead; Dust to Dust; The Divination; Wizard Master; Wizard Master allowances; Hand Weapon															
<i>Sacred Hourglass</i>	Dominant. The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).															[95]
<i>Scepter of Power</i>	One use only. The bearer may add a single Magic Dice from its Dice Pool to one of its casting rolls or disrupt rolls, after seeing the casting or disrupt roll. (Note that casting rolls cannot exceed the limit of max 5 Magic Dice.)															[40]
Death Cult Hierarch Adept	1	4	8	7	3	3	3			1	3	3	0	2	SI	280
	Standard Infantry; Resurrected (1); Undead; Dust to Dust; The Evocation; Wizard Adept; Hierophant; Hand Weapon															
<i>Book of Arcane Mastery</i>	The bearer's first Casting Attempt in each Magic Phase gains +2 to cast. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.															[60]
Tomb Architect	1	4	8	7	3	4	4	6+		2	4	4	1	3	SI	225
	Standard Infantry; Resurrected (1); Undead; Dust to Dust; Hand Weapon; Light Armour; Flammable; Master of Stone															
<i>Crown of the Wizard King</i>	During Spell Selection, randomise a Magic Path (from all Paths in the Path of Magic book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell.															[50]
<i>Scroll of Desiccation</i>	After Determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Forest, Water, or Field Terrain Feature. This Terrain Feature ceases to be the Terrain Feature it used to be and loses all its rules. It is treated as Dangerous Terrain (1) for all enemy units.															[15]
Nomarch	1	4	8	9	3	4	5	2+		2	2	4	1	3	LCo	265
	Standard Infantry; Resurrected (1); Undead; Dust to Dust; Fear; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Lance; Heavy Armour; Shield; Flammable; Mummy's Curse; Undying Will															
<i>Alchemist's Alloy</i>	The wearer gains +1 Armour and suffer -2 Offensive Skill. Suits of Armour Enchantment															[15]
<i>Death Mask of Teput</i>	Models in enemy units in base contact with the bearer suffer -2 Offensive Skill.															[35]
Skeleton Chariot	1	8	10					6+		D3+3		4	1			[0]
	Light Troops, Swiftstride, Inanimate, Impact Hits (D3+3)															
Skeletal Horse	2									1	2	3	0	2		[0]
	Harnessed															
Skeleton Chariots	7	8	10	7	3	3	4	4+		D3+1		4	1		LCo	695
	Large Construct; Resurrected (3); Undead; Dust to Dust; Swiftstride; Inanimate, Impact Hits (D3+1, Chariot Host); Halberd; Heavy Armour; Musician; Legion Charioteers; Scoring; Bound in Death; Chariot Host															
Champion	1	8	10	7	3	3	4	4+		3	3	3/4	0/1	2		[20]
Charioteer	13									2	3	3/4	0/1	2		[0]
	Aspen Bow (5+)															
Skeletal Horse	14									1	2	3	0	2		[0]
	Harnessed															
Skeletons	20	4	8	4	1	2	3	5+		1	2	3	0	2	SI	170

	Standard Infantry; Resurrected (7); Undead; Dust to Dust; Scoring; Hand Weapon; Light Armour; Shield; Musician															
Skeleton Scouts	5	8	16	6	1	3	3	6+		1	3	3	0	2	SC	130
	Standard Cavalry; Resurrected (4); Undead; Dust to Dust; Vanguard; Aspen Bow (5+); Scout, Light Troops															
Skeletal Horse	5									1	2	3	0	2		[0]
	Harnessed															
Skeleton Scouts	5	8	16	6	1	3	3	6+		1	3	3	0	2	SC	130
	Standard Cavalry; Resurrected (4); Undead; Dust to Dust; Vanguard; Aspen Bow (5+); Scout, Light Troops															
Skeletal Horse	5									1	2	3	0	2		[0]
	Harnessed															
Tomb Cataphracts	4	7	14	8	3	4	4	3+		2	4	4/5	1/2	3	LC	520
	Large Cavalry; Resurrected (2); Ensouled Statue; Scoring; Fear; Lethal Strike; Halberd; Light Armour; Musician															
Champion	1	7	14	8	3	4	4	3+		3	4	4/5	1/2	3		[20]
Amuut	5									3	3	5	2	3		[0]
	Harnessed, Poison Attacks															
Tomb Cataphracts	4	7	14	8	3	4	4	3+		2	4	4/5	1/2	3	LC	520
	Large Cavalry; Resurrected (2); Ensouled Statue; Scoring; Fear; Lethal Strike; Halberd; Light Armour; Musician															
Champion	1	7	14	8	3	4	4	3+		3	4	4/5	1/2	3		[20]
Amuut	5									3	3	5	2	3		[0]
	Harnessed, Poison Attacks															
Tomb Reapers	4	6	12	10	4	5	5	5+		4/5	5/6	5	2	4	LI	760
	Large Infantry; Resurrected (2); Ensouled Statue; Fear; Fly (6",12"); Autonomous; Lethal Strike; Paired Weapons															
Sand Scorpion	1	7	14	8	4	4	5	5+		4	4	5	2	3	LB	160
	Large Beast; Resurrected (2); Ensouled Statue; Fear; Poison Attacks; Lethal Strike; Underground Ambush															
Sand Scorpion	1	7	14	8	4	4	5	5+		4	4	5	2	3	LB	160
	Large Beast; Resurrected (2); Ensouled Statue; Fear; Poison Attacks; Lethal Strike; Underground Ambush															
Option Footnotes:																
Aspen Bow (5+)	Range 24", Shots 1, Str 3, AP 0, Volley Fire. This weapon always hits on a roll equal to or greater than its Aim.															
Bound in Death	R&F models in this unit must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size as this unit.															
Chariot Host	If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it, its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).															
Halberd	Attacks with +1 Strength and +1 AP. Cannot be used with Shield against Melee attacks															
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.															
Heavy Armour	Armour Save (+2)															
Hierophant	One of a Kind. An Undying Dynasties Army must include a single model with this Universal Rule. When the Hierophant casts Death is Only the Beginning as a non-Bound Spell, it may choose to target a friendly unit within 18" (instead of the spell's normal target restrictions).															

Lance	Attacks gain Thunderous Charge (+2 Strength and +2 AP on charge).	
Legion Charioteers	The model loses Light Troops and gains Scoring. Its Charioteers gain Devastating Charge (+1 Str, Fight in Extra Rank).	
Light Armour	Armour Save (+1)	
Master of Stone	Right before the battle (during step 7 of the Deployment Phase Sequence), and at the beginning of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18" of the Tomb Architect. This unit gains Regeneration (5+) until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.	
Mummy's Curse	Special Attack. When the model with Mummy's Curse is removed as a casualty, the model which caused the final wound suffers 1 hit with Strength 6 and Armour Penetration 10. This is treated as a Ranged Attack. If more than one model was part of the action which brought the downfall of the Character, randomise which of those models the hit is distributed towards .	
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.	
Paired Weapons	Attacks with +1 Att, +1 Off and ignore Parry. Cannot be used with Shield against Melee attacks	
Shield	+1 AS; Parry (foot models only)	
Underground Ambush	The model follows the rules for Ambush, with the following exception: Instead of entering the Battlefield from a table edge, place the unit anywhere on the Battlefield in a legal formation and following the Unit Spacing rule. Then roll a D6: # If 5-6 is rolled, the unit arrives where it was initially placed. # If 1-4 is rolled, move the unit (without changing its Facing) 2D6" in a randomly chosen direction. If this would bring the unit within 1" of other units, Impassable Terrain, or the Board Edge, the unit stops 1" short of them and each model in the unit must take a Dangerous Terrain (1) Test. The unit may then perform a Pivot (and must follow the Unit Spacing rule after the Pivot).	
Undying Will	Models in a unit with one or more models with Undying Will gain +2 Offensive Skill, +2 Defensive Skill, Lethal Strike, and replace their Shooting Weapons' Aim with (4+). Characters, Beasts, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.	
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.	
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.	

Total Army Cost: 4500 Pts.

Notes:

Resurrected: Some unit profiles contain the additional Characteristic Resurrected, shortened Rsr, which determines the number of Health Points Raised with Death is Only the Beginning (Hereditary Attribute Spell).

Models in Army: 49

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	4	n/a	1255	545	27%
Core (>=25%)	4	n/a	1125	3375	25%
Special (<=100%)	2	n/a	1040	3460	23%
Ancient_Ordnance (<=35%)	0	n/a	0	1575	0%
Masons_Menagerie (<=35%)	1	n/a	760	815	16%
Entombed (<=30%)	2	n/a	320	1030	7%
Magic Item Summary	7	n/a	310	n/a	6%

Unnamed4500 Pts - Warriors of the Dark Gods Army

1 Sorcerer Adept @ 365 Pts

General; Magic Item allowance; Wizard Adept; The Evocation; Hand Weapon;
Plate Armour

Alchemist's Alloy [15]

Obsidian Rock [25]

Ledger of Souls [90]

1 Exalted Herald @ 850 Pts

Wizard Adept; Plate Armour; Manifestation

1 Chosen Lord of Sugulag, Greed @ 705 Pts

Favour of Greed (Sugulag); Path of the Favoured; Hand Weapon; Hell-Forged
Armour; Spiked Shield; Battle Standard

Thrice-Forged [65]

Dusk Forged [50]

Daemoniac Wings [100]

Banner of Relentless Company [40]

Wyrd Stone [35]

Potion of Swiftmess [10]

28 Warriors @ 912 Pts

Path of the Favoured; Great Weapon; Hell-Forged Armour; Spiked Shield;
Standard; Musician

Zealots Banner [50]

1 Warrior Champion @ [20] Pts

5 Warhounds @ 100 Pts

5 Warhounds @ 100 Pts

10 Chosen of Vanadra, Wrath @ 870 Pts

Favour of Wrath (Vanadra); Path of the Favoured; Great Weapon; Hell-Forged
Armour; Spiked Shield; Standard; Musician; Masters of Battle

Banner of Speed [50]

4 Chosen Knights of Sugulag, Greed @ 594 Pts

Favour of Greed (Sugulag); Path of the Favoured; Hell-Forged Armour;
Musician

Models in Army: 55

Total Army Cost: 4496

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Unnamed4500 Pts - Infernal Dwarves Army

1 Overlord @ 340 Pts

Great Weapon; Infernal Armour; Chosen of Ashuruk; Battle Focus; Fan the Flames
Crown of the Wizard King [50]

1 Mount: Great Bull of Shamut @ 410 Pts

Volcanic Embrace

1 Prophet Master - Engineer @ 385 Pts

General; Wizard Master; Engineer (3+); The Alchemy; Pyromancy; Hand Weapon; Infernal Armour; Chosen of Ashuruk; Battle Focus
Essence of Free Mind [55]
Bullhorn of Nezibkesh [65]

1 Engineer upgrade @ 180 Pts

1 Chosen of Lugar @ 420 Pts

Great Weapon; Battle Standard; Chosen of Ashuruk; Battle Focus; Frenzy;
Lugar's Court; Volcanic Embrace
Gauntlets of Madzhab [25]
Lugar's Dice [70]
Rending Banner [45]

10 Citadel Guard @ 300 Pts

Flintlock Axe (3+); Hand Weapon; Infernal Armour; Shield; Musician; Chosen of Ashuruk; Battle Focus

10 Citadel Guard @ 300 Pts

Flintlock Axe (3+); Hand Weapon; Infernal Armour; Shield; Musician; Chosen of Ashuruk; Battle Focus

10 Citadel Guard @ 300 Pts

Flintlock Axe (3+); Hand Weapon; Infernal Armour; Shield; Musician; Chosen of Ashuruk; Battle Focus

14 Infernal Warriors @ 225 Pts

Hand Weapon; Heavy Armour; Musician; Chosen of Ashuruk; Battle Focus

1 Infernal Champion @ [20] Pts

5 Hobgoblin Wolf Riders @ 135 Pts

Light Armour; Shield; Opportunists

5 Wolf @ [0] Pts

1 Hobgoblin Bolt Thrower @ 95 Pts

1 Rocket Battery @ 285 Pts

Heavy Armour; Chosen of Ashuruk; Battle Focus

1 Infernal Engine with Shrapnel Guns @ 145 Pts

Shrapnel Guns (4+); Daemonic Infusion; Full Steam Ahead

3 Crew @ [0] Pts

1 - Shrapnel Guns (4+) upgrade @ 305 Pts

19 Disciples of Lugal @ 675 Pts

Paired Weapons; Standard; Musician; Battle Focus; Chosen of Ashuruk;
Battle Focus; Frenzy; Volcanic Embrace
Icon of the Inferno [100]

1 Disciple Champion @ [20] Pts

Models in Army: 71

Total Army Cost: 4500

Hubcik

1 Thane 210 Pts

General; Plate Armour; Shield; Rune of Iron; Rune of Dragon's Breath

2x10 Clan Warriors 2x180 Pts

Throwing Weapons (5+); Musician

3x10 Greybeards 3x255 Pts

Throwing Weapons (5+); Musician

2x10 Miners 2x265 Pts

Throwing Weapons (5+); Musician

2x Grudge Buster 350 Pts

2x2 Steam Attack Copters 2x305 Pts

1 Steam Bomber 210 Pts

2x Vengeance Seeker 2x130 Pts

1 Field Artillery - Catapult @ 300 Pts

Rune Crafted

1 Field Artillery - Cannon @ 255 Pts

2x Field Artillery - Flame Cannon 150 Pts

Total Army Cost: 4500

Unnamed4500 Pts - Beast Herds Army

1 Beast Lord @ 585 Pts

General; Beast Axe; Heavy Armour; Shield

Fatal Folly [35]

Talisman of Shielding [50]

Dark Rain [80]

Basalt Infusion [35]

1 Razortusk Chariot @ [0] Pts

Hunting Horn

1 Wildhorn @ [0] Pts

Light Lance

1 Razortusk @ [0] Pts

1 Beast Chieftain @ 460 Pts

Beast Axe; Heavy Armour; Shield; Battle Standard; Greater Totem Bearer

Dusk Forged [50]

Alchemist's Alloy [15]

Dragonfire Gem [20]

1 Raiding Chariot @ [0] Pts

1 Wildhorn @ [0] Pts

Light Lance

2 War Hog @ [0] Pts

1 Soothsayer Master @ 495 Pts

The Druidism; Wizard Master; Hand Weapon

Seed of the Dark Forest [60]

Binding Scroll [55]

36 Mongrel Herd @ 386 Pts

Spear; Shield; Standard; Musician

Banner of the Wild Herd [50]

1 Mongrel Champion @ [20] Pts

15 Wildhorn Herd @ 220 Pts

Hand Weapon; Throwing Weapons (5+); Musician; Ambush

15 Wildhorn Herd @ 200 Pts

Hand Weapon; Throwing Weapons (5+); Ambush

5 Centaurs @ 185 Pts

Paired Weapons; Light Armour; Shield

8 Feral Hounds @ 104 Pts

5 Minotaurs @ 560 Pts

Light Armour; Shield; Musician

1 Minotaur Champion @ [35] Pts

Totem Bearer

#Black Wing Totem [0]

1 Razortusk Herd @ 100 Pts

1 Razortusk Herd @ 100 Pts

1 Gortach @ 475 Pts

1 Gortach @ 475 Pts

5 Gargoyles @ 150 Pts
Scout

Models in Army: 89

Total Army Cost: 4495

Unnamed4500 Pts - Infernal Dwarves Army

1 Prophet Master @ 480 Pts

General; Wizard Master; The Alchemy, The Fire; Hand Weapon; Infernal Armour; Chosen of Ashuruk; Battle Focus
Essence of Free Mind [55]

1 Vizier @ 320 Pts

Hand Weapon; Infernal Armour; Shield; Battle Standard; Chosen of Ashuruk;
Battle Focus
Burning Steel [60]
Willow's Ward [15]
Crown of the Wizard King [50]
Alchemist's Alloy [15]

10 Citadel Guard @ 280 Pts

Flintlock Axe (3+); Hand Weapon; Infernal Armour; Shield; Chosen of Ashuruk; Battle Focus

10 Citadel Guard @ 280 Pts

Flintlock Axe (3+); Hand Weapon; Infernal Armour; Shield; Chosen of Ashuruk; Battle Focus

27 Infernal Warriors @ 571 Pts

Great Weapon; Heavy Armour; Shield; Standard; Chosen of Ashuruk; Battle Focus
Banner of Shamut [50]

1 Infernal Champion @ [20] Pts

5 Hobgoblin Wolf Riders @ 130 Pts

Light Armour; Opportunists

5 Wolf @ [0] Pts

14 Taurukh @ 534 Pts

Infernal Weapon; Infernal Armour; Shield; Standard; Chosen of Ashuruk;
Battle Focus
Banner of Shamut [50]

1 Gunnery Team - Volley Gun @ 150 Pts

Volley Gun (4+); Infernal Armour; Chosen of Ashuruk; Battle Focus; Steam Powered Chasis

1 Gunnery Team - Volley Gun @ 150 Pts

Volley Gun (4+); Infernal Armour; Chosen of Ashuruk; Battle Focus; Steam Powered Chasis

1 Titan Mortar - Bound Daemon @ 390 Pts

Heavy Armour; Bound Daemon; Daemonic Fury; Daemonic Infusion; Chosen of Ashuruk; Battle Focus; Titan Mortar (4+)

1 Hobgoblin Bolt Thrower @ 95 Pts

1 Hobgoblin Bolt Thrower @ 95 Pts

5 Kadim Incarnates @ 575 Pts

Battle Focus; Frenzy; Volcanic Embrace

1 Infernal Engine with Steam Hammers @ 450 Pts

Steam Hammers; Daemonic Infusion; Full Steam Ahead

3 Crew @ [0] Pts

Models in Army: 77

Total Army Cost: 4500

Przepraszam za opóŹnienie.

Tomasz Tutaj id 2967
Kacper Bucki id 1076
Adam Zielony id 2898

++ Sylvan Elves (Sylvan Elves 2.02 Beta) [4500pts] ++

+ Characters +

Chieftain [220pts]: Standard Bearer
. Special Equipment: Obsidian Rock

Druid [215pts]: Shamanism, Wizard Adept

Druid [215pts]: Cosmology, Special Equipment, Wizard Adept

Dryad Ancient [225pts]: Army General, Wizard Adept

Forest Prince [570pts]: Great Elk, Light Armour, Sylvan Blades, Wild Hunter
. Special Equipment: Destiny's Call - Standard Size only, Dragonfire Gem, Titanic Might

+ Core +

Dryads [150pts]: 8x Dryad

Heath Riders [235pts]: 5x Heath Rider, Musician, Standard Bearer
. Banner Enchantment: Aether Icon

Sylvan Archers [745pts]: Champion, Musician, Standard Bearer, 25x Sylvan Archer
. Banner Enchantment: Banner of Deception

+ Special +

Kestrel Knights [535pts]: Hard Target + Shield, 5x Kestrel Knight, Standard Bearer
. Banner Enchantment: Rending Banner

Kestrel Knights [535pts]: Hard Target + Shield, 5x Kestrel Knight, Standard Bearer
. Banner Enchantment: Rending Banner

Thicket Beasts [405pts]: Champion, 4x Thicket Beast

Treefather [450pts]

++ Total: [4500pts] ++

++ Warriors of the Dark Gods (Warriors of the Dark Gods) [4500pts] ++

+ Characters [1790pts] +

Chosen Lord [700pts]: Army General, Favour of Nukuja, Goddess of Sloth [45pts], Karkadan [105pts], Idol of Spite [60pts]
. Special Equipment [190pts]: Burning Portent [120pts], Dragonfire Gem [20pts], Dusk Forged [50pts]

Chosen Lord [670pts]: Battle Standard Bearer [50pts], Entropic Aura [60pts], Favour of Nukuja, Goddess of Sloth [45pts], Karkadan [105pts], Lance [20pts]
. Special Equipment [90pts]: Aether Icon [15pts], Obsidian Rock [25pts], Talisman of Shielding [50pts]

Sorcerer [420pts]: Evocation, Wizard Master [225pts]
. Special Equipment [50pts]: Magical Heirloom - Dominant [50pts]

+ Core [912pts] +

Fallen [183pts]: 6x Fallen [138pts]

Warhounds (Core) [130pts]: 8x Warhound [80pts]

Warriors [599pts]: Champion [20pts], Musician [20pts], Paired Weapons, Standard Bearer [20pts], 21x Warrior [504pts]
. Banner Enchantment [45pts]: Rending Banner [45pts]

+ Special [1798pts] +

Chosen Knights [789pts]: Champion [20pts], 5x Chosen Rider [635pts], Favour of Nukuja, Goddess of Sloth [60pts], Musician [20pts]

Chosen Knights [789pts]: Champion [20pts], 5x Chosen Rider [635pts], Favour of Nukuja, Goddess of Sloth [60pts], Musician [20pts]

Warrior Chariot [220pts]

++ Total: [4500pts] ++

Shaman Apprentice @ 295 Pts
General; Wizard Apprentice; The Shamanism
Rod of Battle
Magical Heirloom

Khan- Cult Leader @ 395 Pts
Iron Fist; Heavy Armour; Battle Standard
Cult Leader
Lygur's Tongue
Dragonfire Gem
Alchemist's Alloy

Mammoth Hunter- Trolleater @ 410 Pts
Iron Fist
Wrestler's Belt
Dragon Staff
Trolleater

9 Bruisers @ 731 Pts
Standard; Musician
Pennant of the Great Grass Sky

3 Tribesmen @ 175 Pts
Musician

22+1 Scraplings @ 222 Pts
Standard; Musician, Spear
Scrapling Foreman
Halberd

5+1 Mercenary Veterans @ 758 Pts
Lethal Strike; Plate Armour; Iron Fist; Standard; Musician

Banner of the Gyengget

6 Mercenary Veterans @ 708 Pts
Poison Attacks; Swiftstride; Iron Fist; Standard; Musician;
Rending Banner

5 Scrapling Trappers @ 80 Pts

1 Thunder Cannon @ 320 Pts

1 Frost Mammoth @ 405 Pts

Total Army Cost: 4499

Jeżeli coś nie tak to dajcie znać.

Pozdrawiam,
Tomasz Tutaj

TOCZ 1425 - Highborn Elves Army

1 High Prince Adept @ 680 Pts

General; Master of Canreig Tower; Sword Sworn; Master of Spellcrafting;
Wizard Adept; Spear; Heavy Armour; Shield
Sliver of the Blazing Dawn [100]
Protection of Dorac [65]
Willow's Ward [15]
Lucky Charm [10]

1 Mage Master @ 520 Pts

Wizard Master; Asfad Scholar; The Pyromancy; The Divination
Essence of Free Mind [55]

28 Citizen Spears @ 473 Pts

Standard; Musician; Champion
Rending Banner [45]

20 Sea Guard @ 490 Pts

Standard; Musician;
Rending Banner [45]

5 Elein Reavers @ 190 Pts

Bow (3+)

23 Lion Guard @ 709 Pts

Standard; Musician; Champion
War Banner of Ryma [60]

23 Flame Wardens @ 747 Pts

Standard; Musician; Champion
Navigator's Banner [75]

3 Reaver Chariot @ 330 Pts

Standard

1 Sea Guard Reaper @ 180 Pts

1 Sea Guard Reaper @ 180 Pts

Models in Army: 102

Total Army Cost: 4499

4500 Pts - Daemonic Legions Army

No Name

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Omen of Savar Master	1	6	18	9	4	8	6		6/4+	D6+2	5+D6	6	3	6	SB	800
	Standard Beast; Supernal; Aegis (4+, against Magical Attacks); General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Wizard Master; Dominion of Pride; The Divination; Divine Right															
<i>Iron Husk</i>	The model gains +1 Resilience.															[60]
<i>Withering Vapour</i>	The model gains Breath Attack (Str 3, AP 2).															[45]
<i>Hammer Hand</i>	The bearer gains +1 Attack Value.															[35]
Omen of Savar Master	1	6	18	9	4	8	6		6/4+	D6+2	5+D6	6	3	6	SB	760
	Standard Beast; Supernal; Aegis (4+, against Magical Attacks); Wizard Master; The Thaumaturgy; Divine Right															
<i>Iron Husk</i>	The model gains +1 Resilience.															[60]
<i>Sorcerous Antennae</i>	During Siphon the Veil of each of your Magic Phases, each unit with one or more instances of this Manifestation adds a Veil Token to your Veil Token pool.															[45]
<i>Hammer Hand</i>	The bearer gains +1 Attack Value.															[35]
Succubi	10	5	10	7	1	4	3		5+	3	4	3	1	5	SB	255
	Supernal; Scoring; Fearless; Talon Scythes; Musician; Mesmerizing Plumage															
<i>#Mesmerizing Plumage</i>	Friendly units (including the bearer's unit) Engaged in the same Combat as one or more models with this Manifestation gain +1 Offensive Skill and +1 Defensive Skill while Engaged in that Combat.															[0]
Lemures	16	4	8	7	1	3	5		5+	1	3	3	0	2	SB	396
	Supernal; Scoring; Fearless; Parry; Standard; +1CR; Musician															
Lemures	18	4	8	7	1	3	5		5+	1	3	3	0	2	SB	502
	Supernal; Scoring; Fearless; Parry; Standard; +1CR; Musician; Chilling Yawn															
<i>#Chilling Yawn</i>	Dominant. Enemy units in base contact with one or more models with this Manifestation suffer -3 Agility.															[0]
Hoarders	4	5	10	8	4	6	5		5+	3	3	4	1	2	LB	626
	Supernal; Fearless; Scoring; Fear; Strider; Standard; +1CR; Musician; Tarskin; Tightening Grasp															
<i>#Tarskin</i>	Enemy units in base contact with one or more models with this Manifestation suffer -1 Attack Value.															[0]
Champion	1	5	10	8	4	6	5		5+	4	3	4	1	2		[20]
Brazen Beasts (Daredevils)	3	7	14	8	4	3	4		5+	1	5	3	0	4	LC	548
	Scoring; Supernal; Fearless; Fear; Devastating Charge (+2 Att, +2 Str, +2 AP); Battle Focus; Musician; Red Haze															
<i>#Red Haze</i>	This Manifestation may be activated at the start of any Round of Combat. All models in the same unit must activate it if one model does. When activated, the model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit. The effects last until the end of the Round of Combat.															[0]
Champion	1	7	14	8	4	3	4		5+	2	5	3	0	4		[20]
Beast	4									2	4	5	2	2		[0]
	Harnessed, Impact Hits (2), Battle Focus															
Furies	5	4	8	5	1	3	3		6+	1	3	4	1	4	SB	150

	Fly (10", 20"); Skirmisher; Light Troops; Supernal; Fearless; Hard Target (1); Devastating Charge (+1 Str)															
Hellhounds	5	9	18	7	1	3	4		5+	3	5	3	0	4	SB	155
	Supernal; Fearless; Lethal Strike; Hellish Growl															
Hope Harvester	1	5	10	7	5	4	5	4+	5+	4	4	6	3	1	LB	305
	Fear; War Platform; Supernal; Fearless; Not a Leader; Aether Battery (3+); Sorcerous Antennae															
#Sorcerous Antennae	During Siphon the Veil of each of your Magic Phases, each unit with one or more instances of this Manifestation adds a Veil Token to your Veil Token pool.														[0]	
Option Footnotes:																
Aether Battery (3+)	Volley Gun Artillery Weapon. Range 18", Shots 2D6*2, Str 4, AP 1. Before rolling for the number of shots, the owner may choose to discard 1-3 Veil Tokens from its Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.															
Divine Right	The bearer must issue a Duel whenever possible. Duels issued by this model must (if possible) be accepted by a Character unless a Champion accepts first. In addition, when fighting a Duel, the model gains Lethal Strike and Multiple Wounds (2).															
Dominion of Pride	Units with more than half of their models affected may reroll failed Discipline Tests.															
Hellish Growl	At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl must take a Discipline Test with a -1 Discipline modifier. Units that fail this test suffer -1 Strength, and attacks from models with Hellish Growl against them must reroll failed to-wound rolls. The effects last until the end of the Round of Combat.															
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.															
Talon Scythes	Attacks made with Wicked Claws ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.															
Tightening Grasp	Special Attack. The model gains Grind Attacks (X), and can make Grind Attacks as Supporting Attacks. When the model is not Engaged in Combat, X is set to 0. At the end of each Round of Combat, X is increased by +1 (e.g. Grind Attacks (0) becomes Grind Attacks (1)).															
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.															

Total Army Cost: 4497 Pts.

Notes:

Immortal Denizens: Casting rolls made by models in a Daemon Legions army with one or two dice gain a +1 Casting Modifier. For casting rolls with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers. In addition, each player adds +2 Veil Tokens to their Veil Token pool in the Magic Phase during Siphon the Veil, when they are the Active Player.

Dominion: At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Dominion. All R&F models in the chosen unit are affected as described in the Dominion rule in the Character's unit entry. The effects last until the end of the next Player Turn.

Models in Army: 61

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	2	n/a	1560	240	34%
Core (>=25%)	3	n/a	1153	3347	25%
Special (<=100%)	4	n/a	1634	2866	36%
Aves (<=35%)	1	n/a	150	1425	3%
Magic Item Summary	11	n/a	280	n/a	6%

Zielony Skaven 5327 - Vermin Swarm Army

1 Magister Master @ 355 Pts

General; The Thaumaturgy; Wizard Master; Wizard Master; Hand Weapon; Light Armour; Honourless

1 Mount: Doom Bell @ 360 Pts

Crew Doom Bell; Above the Masses; Sounding the Bell; State of Trance (X)

1 Vermin Hulk @ [0] Pts

1 Plague Patriarch Adept @ 235 Pts

The Occultism; Wizard Adept; Wizard Adept; Hand Weapon; Light Armour; Battle Focus; Frenzy; Honourless; Putrid Scholar

1 Mount: Plague Pendulum @ 410 Pts

Crew Plague Pendulum; Frenzy; State of Trance (X)

4 Crew @ [0] Pts

Paired Weapons

1 Ram @ [0] Pts

1 Chief @ 170 Pts

Halberd; Light Armour; Battle Standard; Honourless

25 Vermin Guard @ 506 Pts

Halberd; Heavy Armour; Shield; Standard; Musician
Lightning Rod [100]

1 Champion @ [20] Pts

25 Plague Brotherhood @ 340 Pts

Paired Weapons; Standard; Musician; Battle Focus; Frenzy
Rending Banner [45]

10 Footpads @ 140 Pts

Hand Weapon; Sling (3+); Sling; Musician

10 Footpads @ 140 Pts

Hand Weapon; Sling (3+); Sling; Musician

1 Abomination @ 375 Pts

1 Dreadmill @ 305 Pts

Electric Discharge; Electric Discharge (Melee); Electric Discharge (Shooting)

1 Dreadmill @ 305 Pts

Electric Discharge; Electric Discharge (Melee); Electric Discharge (Shooting)

10 Plague Disciples @ 204 Pts

Plague Flail; Battle Focus; Frenzy

10 Plague Disciples @ 204 Pts

Plague Flail; Battle Focus; Frenzy

1 Verminous Artillery - Plague Catapult (4+) @ 170 Pts
Plague Catapult (4+)

1 Verminous Artillery - Plague Catapult (4+) @ 170 Pts
Plague Catapult (4+)

3 Jezails @ 110 Pts
Jezail (4+); Pavise

Models in Army: 100

Total Army Cost: 4499

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Courtesan of Cibaresh Master	1	9	18	9	6	7	5	5+	6	7	5	4	7	GB	985	
Gigantic Beast; Supernal; Fearless; Aegis (5+); Hard Target (1); Distracting; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Wizard Master; Dominion of Lust; The Divination; Show Hereditary spell; Avert Your Gaze; Dominion; Razor Tentacles																
Kaleidoscopic Flesh	The model gains Hard Target (1).														[45]	
Roaming Hands	When a unit is Engaged with an enemy unit's Flank or Rear Facing, the model gains +1 Strength and +1 Armour Penetration.														[40]	
Living Shield	The model gains Parry.														[25]	
Darkhide	The model gains Scout with the following exception: It must be deployed fully inside the owner's Deployment Zone.														[25]	
#Spear of Infinity	Hereditary Spell. Rep. Hex. Missile. Damage. 4+ to Cast, Range 24". The target suffers 1 hit with Strength 2 [5], [Multiple Wounds (2)], Armour Penetration 2, and Area Attack (1x5). For each non-Attribute Spell successfully cast earlier in the same Magic Phase, hits from the Spear of Infinity gain +1 Strength.														[0]	

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Harbinger of Father Chaos Adept	1	5	10	8	3	5	5	4+	4	5	5	2	5	SB	445	
Supernal; Fearless; Wizard Adept; The Thaumaturgy; Battle Standard																
Iron Husk	The model gains +1 Resilience.										[60]					
Unnatural Roots	When a unit with one or more instances of this Manifestation rolls a Break Test or Combat Reform test, the Combat Score difference counts as 2 less, to a minimum of 0 (this has no effect on other units Engaged in the same Combat).										[35]					
Hammer Hand	The bearer gains +1 Attack Value.										[35]					
#Thaumaturgy: Judgement on H	When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled, unless a miscast was rolled. If a caster Miscasts when casting a Spell from Thaumaturgy, add a +1 Miscast Modifier.										[0]					
#Thaum1: Hand of Heaven	Hex. Missile. Damage. 5+ to cast, Range 24". The Target suffers D6 hits with Strength D6 AP2. OR 8+ to cast, The Target suffers D6+1 hits with Strength D6+1 AP3.										[0]					
#Thaum2: Smite the Unbelieve	Hex. 6+ to cast. Range 24". Lasts one Turn. Immediately after successfully casting this spell, roll a D6. If 1-3 is rolled, the target suffers -1 Resilience. If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration. OR 9+ to cast, choose one of effects instead of randomizing.										[0]					
#Thaum3: Speaking in Tongues	Hex. 8+ to cast. Range 18". Lasts one Turn. The Target cannot benefit from Inspiring Presence OR Hold the Ground.										[0]					
#Thaum4: Cleansing Fire	Caster. 5+ to cast. Lasts one Turn. The Target gains										[0]					

```
## Adv Mar Di HP  Def Re Arm Spe Att Off Str AP  Agi Type   Cost
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Lemures	19	4	8	7	1	3	5	5+	1	3	3	0	2	SB	560
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Supernal; Scoring; Fearless; Parry; Standard; +1CR;
Musician; Stiff Upper Lip

Champion 1 4 8 7 1 3 5 5+ 2 3 3 0 2 [20]

Succubi	23	5	10	7	1	4	3	5+	3	4	3	1	5	SB	661
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Supernal; Scoring; Fearless; Talon Scythes; Standard;
+1CR; Musician; Smothering Coils

Champion 1 5 10 7 1 4 3 5+ 4 4 3 1 5 [20]

Furies 5 4 8 5 1 3 3 6+ 1 3 4 1 4 SB 160

Fly (10", 20"); Skirmisher; Light Troops; Supernal;
Fearless; Hard Target (1); Devastating Charge (+1 Str);
Red Haze

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
-----------	----	-----	-----	----	----	-----	----	-----	-----	-----	-----	-----	----	-----	------	------

Hoarders 6 5 10 8 4 6 5 5+ 3 3 4 1 2 LB 750

Supernal; Fearless; Scoring; Fear; Strider; Musician;
Unnatural Roots; Smothering Coils; Tightening Grasp

#Unnatural Roots	When a unit with one or more instances of this Manifestation rolls a Break Test or Combat Reform test, the Combat Score difference counts as 2 less, to a minimum of 0 (this has no effect on other units Engaged in the same Combat).	[0]
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Mageblight Gremlins	2	5	10	6	5	3	3	5+	5	3	2	0	2	SB	196
---------------------	---	---	----	---	---	---	---	----	---	---	---	---	---	----	-----

Skirmisher; Light Troops; Supernal; Fearless; Hard
Target (1); Poison Attacks; Venom Sacs; Spell Craving;

Veil Stalker

#Venom Sacs The model gains Poison Attacks. If the model's Close Combat Attacks already were Poison Attacks from another source than this Manifestation, the attack will automatically wound on successful to-hit rolls of 5+ (instead of 6+).

Unit Name ## Adv Mar Di HP Def Re Arm Spe Att Off Str AP Agi Type Cost

Brazen Beasts (Daredevils) 2 7 14 8 4 3 4 5+ 1 5 3 0 4 LC 430
 Scoring; Supernal; Fearless; Fear; Devastating Charge (+2 Att, +2 Str, +2 AP); Battle Focus; Musician; Red Haze

#Red Haze This Manifestation may be activated at the start of any Round of Combat. All models in the same unit must activate it if one model does. When activated, the model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its attacks with a natural to-hit roll of '1' is distributed onto the bearer's unit. The effects last until the end of the Round of Combat.

Champion 1 7 14 8 4 3 4 5+ 2 5 3 0 4 [20]
 Beast 3 2 4 5 2 2 [0]
 Harnessed, Impact Hits (2), Battle Focus

Unit Name ## Adv Mar Di HP Def Re Arm Spe Att Off Str AP Agi Type Cost

Hope Harvester 1 5 10 7 5 4 5 4+ 5+ 4 4 6 3 1 LB 310
 Fear; War Platform; Supernal; Fearless; Not a Leader; Aether Battery (3+); Mark of the Eternal Champion

#Mark of the Eternal Champio If given to a unit with a Champion, only the Champion is affected by the Manifestation. If the affected model is not a Wizard, it gains Wizard Apprentice and must select Spear of Infinity (Hereditary Spell). If the affected model is already a Wizard, it knows Spear of Infinity (Hereditary Spell) in addition to its other spells and cannot select it during Spell Selection.

Option Footnotes:

Aether Battery (3+) Volley Gun Artillery Weapon. Range 18", Shots 2D6*2, Str 4, AP 1. Before rolling for the number of shots, the owner may choose to discard 1-3 Veil Tokens from its Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

Avert Your Gaze Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.

Battle Standard Rally Around the Flag!: Units w/in 12" (18" if TP) may re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on.

Dominion At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Dominion. All R&F models in the chosen unit are affected as described in the Dominion rule in the Character's unit entry. The effects last until the end of the next Player Turn.

Dominion of Lust The affected models gain +2" March Rate and must reroll

failed Charge Range rolls when Charging an enemy unit in its Flank or Rear Facing.

Musician Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.

Razor Tentacles If the attack is allocated towards an enemy model in the enemy's Flank or Rear Facing, it gains Area Attack (1x5), Strength as user/2 [as user], and Armour Penetration as user/2 [as user], rounding fractions up.

Spell Craving Attack Attribute - Close Combat. The model can perform up to 3 Supporting Attacks. When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it.

Talon Scythes Attacks made with Wicked Claws ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.

Tightening Grasp Special Attack. The model gains Grind Attacks (X), and can make Grind Attacks as Supporting Attacks. When the model is not Engaged in Combat, X is set to 0. At the end of each Round of Combat, X is increased by +1 (e.g. Grind Attacks (0) becomes Grind Attacks (1)).

Veil Stalker The model follows the rules for Ambush with the following exceptions: When the unit arrives, it may choose to be placed within 6" of an enemy model with Channel (instead of with its Rear Facing touching the Board Edge). If so, it cannot perform any Advance Moves this Movement Phase (note that this does not prevent the unit from performing a Reform).

Wizard Adept The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.

Wizard Master The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.

Total Army Cost: 4497

Notes:

Immortal Denizens: Casting rolls made by models in a Daemon Legions army with one or two dice gain a +1 Casting Modifier. For casting rolls with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers. In addition, each player adds +2 Veil Tokens to their Veil Token pool in the Magic Phase during Siphon the Veil, when they are the Active Player.

Dominion: At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Dominion. All R&F models in the chosen unit are affected as described in the Dominion rule in the Character's unit entry. The effects last until the end of the next Player Turn.

Models in Army: 58

Validation Results:

Roster satisfies all enforced validation rules

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Unnamed4500 Pts - Dread Elves Army

1 Oracle Master @ 530 Pts

General; Cult of Yema; Wizard Master; The Occultism

Moraec's Reaping [55]

Wandering Familiar [50]

Mount: Dragon (Oracle) @ 440 Pts

Captain @ 260 Pts

Battle Standard

Binding Scroll [55]

Assassin @ 255 Pts

Paired Weapons Bloodroot

Assassin @ 255 Pts

Paired Weapons Bloodroot

10 Corsairs @ 220 Pts

Paired Weapons; Musician; Champion

10 Corsairs @ 220 Pts

Repeater Handbow; Musician

10 Corsairs @ 220 Pts

Repeater Handbow; Musician

10 Repeater Auxiliaries @ 210 Pts

Musician

23 Dread Legionnaires @ 340 Pts

Spear; Musician; Champion

5 Dark Raiders @ 160 Pts

5 Dread Knights @ 245 Pts

9 Raven Cloaks @ 302 Pts

9 Raven Cloaks @ 302 Pts

1 Dread Reaper @ 180 Pts

1 Dread Reaper @ 180 Pts

1 Dread Reaper @ 180 Pts

Models in Army: 93

Total Army Cost: 4499

Kolata - Beast Herds Army

1 Soothsayer Master @ 510 Pts

General; The Druidism; Wizard Master

Seed of the Dark Forest [60]

Crown of Autocracy [70]

1 Beast Chieftain @ 475 Pts

Beast Axe; Heavy Armour; Shield; Battle Standard; Greater Totem Bearer

Basalt Infusion [35]

Lucky Charm [10]

Binding Scroll [55]

Raiding Chariot

1 Centaur Chieftain @ 335 Pts

Looted Booze; Hand Weapon; Heavy Armour; Shield

Hawthorne Curse [70]

Alchemist's Alloy [15]

Willow's Ward [15]

15 Wildhorn Herd @ 250 Pts

Paired Weapons; Throwing Weapons (5+); Musician; Ambush

15 Wildhorn Herd @ 250 Pts

Paired Weapons; Throwing Weapons (5+); Musician; Ambush

10 Mongrel Raiders @ 115 Pts

Hand Weapon; Bow (4+); Ambush, Scout

10 Mongrel Raiders @ 95 Pts

Hand Weapon; Bow (4+)

10 Mongrel Raiders @ 95 Pts

Hand Weapon; Bow (4+)

8 Feral Hounds @ 104 Pts

7 Minotaurs @ 644 Pts

Light Armour; Shield; Musician; Champion; Blooded Horn Totem

6 Minotaurs @ 560 Pts

Light Armour; Shield; Musician; Champion; Blooded Horn Totem

1 Cyclops @ 355 Pts

1 Cyclops @ 355 Pts

1 Cyclops @ 355 Pts

Models in Army: 79

Total Army Cost: 4498

4500 Pts - Saurian Ancients Army

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Cuatl Lord	1	4	8	8	4	2	4	4/2	1	2	3	0	2	SI		875
	Standard Infantry; Cold-Blooded; Tall; Aegis (4+); General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Wizard Master; The Divination; Hand Weapon; Battle Standard; Palanquin															
Sphere of Shielding	The bearer gains Aegis (2+) against Ranged Attacks. The bearer may not take saves of any kind against Melee Attacks.															[80]
D: Grasp of the Immortal	The Cuatl Lord gains Channel (1) and a +1 modifier to its casting rolls. When rolling casting rolls with a single Magic Dice, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.															[120]
#Spark of Creation	Hereditary Spell. Hex. Missile. Damage. Cast on 6+, Range 36". The target suffers D6 hits with Str5, AP2 and Magical Attacks. OR Cast on 9+, Range 18", D6 hits, Str6, AP3															[0]
D: Trained from Birth	The Cuatl Lord knows Learned Spell 1 in addition to its regular spells from its chosen Path.															[50]
Essence of Free Mind	Dominant. The bearer may choose up to two Paths on its Army List instead of one (from the ones normally available to it). Select which of the two Paths to use during Spell Selection. Wizard only.															[55]
Saurian Warlord	1	8	12	8	3	6	5	1+	5+	5	6	5/6	4	4	SI	485
	Standard Infantry; Cold Blooded; Born Predator; Spear; Heavy Armour; +2 Armour ; Shield															
Touch of Greatness	Attacks made with the enchanted Weapon gain +1 Strength, +1 Armour Penetration and Magical Attacks. Strength modifiers from this Weapon, combined mundane and Weapon Enchantment, cannot exceed +2 (but it can exceed +2 through modifiers from other sources, such as spell). Close Combat Weapon enchantment															[50]
Talisman of Shielding	The bearer gains Aegis (5+).															[50]
Raptor Spirit	The bearer gains +4 Advance Rate, +4 March Rate, and Swiftstride. This Artefact cannot be taken by a model with Ranger's Boots.															[80]
Willow's Ward	The bearer cannot use Parry, gains +1 Armour and Impact Hits distributed towards the bearer suffer -2 Armour Penetration. Shield Enchantment. Models on foot only															[15]
Skink Priest Apprentice	1	6	12	5	2	2	2	6+		1	2	3	0	4	SI	175
	Standard Infantry; Cold-Blooded; Telepathic Link; Strider (Water); Wizard Apprentice; The Shamanism; Hand Weapon															
Jade Staff	The bearer can cast Healing Waters from Druidism as a Bound Spell with Power Level (4/8). Augment. Range 12". Lasts one Turn. The Range of this spell can be measured from the caster or from any Shallow Water Terrain Feature on the table. The Target gains Regeneration (5+).															[60]
Skink Captain	1	6	12	6	2	4	3	2+		3	2	4	1	6	LC	265

	Standard Infantry; Cold-Blooded; Strider (Water); Light Lance; Bow (3+); Light Armour; Shield														
Lucky Charm	One use only. May be activated when the bearer's model fails an Armour Save. That failed Armour Save may be rerolled.														[10]
Wildfire Burst	This weapon has Shots 4, Str 4, AP 1 and always hits on 3+. Attacks made with this weapon gain Flaming Attacks and Magical Attacks. A unit that is hit by these attacks loses Soft Cover until the end of the Player Turn (if it had it). If the enemy unit was in Hard Cover, it is now considered to be in Soft Cover until the end of the Player Turn. Bow enchantment.														[75]
Alchemist's Alloy	The wearer gains +1 Armour and suffer -2 Offensive Skill. Suits of Armour Enchantment														[15]
Alpha Pteradon	1	2	4	3	3	6+	1	3	4	1	2			[0]	
	Large Cavalry; Fly (9", 18"); Feigned Flight; Hard Target; Strider (Forest); Vanguard; Harnessed; Release Rocks														
Skink Braves	19	6	12	5	1	2	3	5+	1	2	3	0	4	SI	400
	Standard Infantry; Cold-Blooded; Scoring; Strider (Water); Hand Weapon; Shield; Musician														
Caiman	2	6	12	7	3	3	4	4+	3	3	5/6	2/	2	LI	[180]
	Large Infantry; Cold Blooded; Strider (Water); Combined Strength; Born Predator; Halberd														
Skink Champion	1	6	12	5	1	2	3	5+	2	2	3	0	4		[20]
Skink Braves	29	6	12	5	1	2	3	5+	1	2	3	0	4	SI	590
	Standard Infantry; Cold-Blooded; Scoring; Strider (Water); Hand Weapon; Shield; Standard; Musician														
Caiman	3	6	12	7	3	3	4	4+	3	3	5/6	2/	2	LI	[270]
	Large Infantry; Cold Blooded; Strider (Water); Combined Strength; Born Predator; Halberd														
Skink Champion	1	6	12	5	1	2	3	5+	2	2	3	0	4		[20]
Raptor Riders	5	7	14	8	1	4	4	2+	2	4	4	1	2	SC	290
	Standard Cavalry; Cold Blooded; Scoring; Born Predator; Lance; Shield; Musician														
Raptor	5						2	3	4	1	2			[0]	
	Harnessed														
Taurosaur with Engine of the A	1	6	10	7	6	3	6	3+	4	3	6	3	2	GB	540
	Gigantic Beast; Fearless; Harnessed; Impact Hits (D6+1); Devastating Charge (+1 Att); Sharp Horns: The model part may reroll the dice for the number of Impact Hits it causes.; Engine of the Ancients; Sharp Horns; The model may reroll the dice for number of Impact Hits.														
#Power of Tezqatl	Choose a Path. All friendly Wizards casting spells from this Path have the casting values decreased by 1.														[0]
#Flames of Xiteqli	During the owner's Shooting Phase pick an enemy unit that is not Engaged in Close Combat and within 9" of the Engine of the Ancients. That unit suffers D3 Metalshifting hits.														[0]
#Shield of Tlaloq	All friendly units within 6" of the Engine of the Ancients has a Ward Save (5+) against Ranged Attacks. Only this effect can be chosen before the battle.														[0]
Skink Crew	5						1	2	3	0	4			[0]	

Poisoned Javelin; Poisoned Javelin (4+)

Skink Hunters 7 6 12 6 1 2 2 6+ 1 2 3 0 4 SI 172
 Standard Infantry; Cold-Blooded; Skirmisher; Strider
 (Water); Blowpipe (4+); Range 12", Shots 2, Str 2, AP 0,
 Poison Attacks, +1 to hit against units consisting
 entirely of models with Towering Presence.; Vanguard

Skink Hunters 7 6 12 6 1 2 2 6+ 1 2 3 0 4 SI 172
 Standard Infantry; Cold-Blooded; Skirmisher; Strider
 (Water); Blowpipe (4+); Range 12", Shots 2, Str 2, AP 0,
 Poison Attacks, +1 to hit against units consisting
 entirely of models with Towering Presence.; Vanguard

Weapon Beasts - Spearback 2 6 12 6 3 3 4 4+ 3 3 4 1 4 LB 265
 Large Beasts; Cold Blooded; Light Troops; Strider
 (Water); Spearback; Shoot Spikes: Shooting Weapon with:
 Range 18", Strength 4, Armour Piercing (1) , Quick to
 Fire, Multiple Shots (2D6). Cannot be used after a March
 move. Razorbacks must declare Stand & Shoot as a Charge
 Reaction, but they don't suffer the -1 to hit penalty
 for it.; Shoot Spikes (4+)

Weapon Beasts - Spearback 2 6 12 6 3 3 4 4+ 3 3 4 1 4 LB 265
 Large Beasts; Cold Blooded; Light Troops; Strider
 (Water); Spearback; Shoot Spikes: Shooting Weapon with:
 Range 18", Strength 4, Armour Piercing (1) , Quick to
 Fire, Multiple Shots (2D6). Cannot be used after a March
 move. Razorbacks must declare Stand & Shoot as a Charge
 Reaction, but they don't suffer the -1 to hit penalty
 for it.; Shoot Spikes (4+)

Option Footnotes:

Battle Standard Rally Around the Flag!: Units w/in 12" (18" if TP) may
 re-roll failed Dis tests of any kind, such as Break
 tests, Rally test, Fear tests, Panic tests and so on.

Bow (3+) 24", S3, Volley

Engine of the Ancients The model gains Telepathic Link. All friendly units
 within 6" of the Engine of the Ancients gain Aegis (5+,
 against Ranged Attacks). At the beginning of each
 friendly Player Turn, you may choose to replace Aegis
 with one of the following effects until the start of the
 next friendly Player Turn: #Choose a Magic Path.
 Friendly Wizards casting spells from this Path have the
 Casting Values decreased by 1; #During the owner's
 Shooting Phase, pick an enemy unit that is not Engaged
 in Combat and within 9" of the Engine of the Ancients.
 That unit suffers D3 hits with Flaming Attacks and
 Armour Penetration 10 that always wound on a roll equal
 to or greater than 7 - the target's Armour. A natural
 '6' always wounds and a natural '1' always fails to
 wound.

Halberd Attacks with +1 Strength and +1 AP. Cannot be used with
 Shield against Melee attacks

Hand Weapon All models comes equipped with a Hand Weapon as their
 default equipment. If a model has any Melee Weapon other
 than a Hand Weapon, it cannot choose to use the Hand

Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.

Lance	Attacks gain Thunderous Charge (+2 Strength and +2 AP on charge).
Light Armour	Armour Save (+1)
Light Lance	Attacks gain Thunderous Charge (+1 Strength and +1 AP on charge).
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.
Palanquin	When a Cuatl Lord is in a unit with Bodyguard, it gains Stand Behind. A model with this rule can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the enemy as the model that refuses a Duel. The model counts as being mounted.
Poisoned Javelin	Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire.
Release Rocks	Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.
Shield	+1 AS; Parry (foot models only)
Shoot Spikes (4+)	Shooting Weapon: Range 18", Shots 2D6, Str 4, AP 2, Quick to Fire. This weapon may not be used if the model performed a March Move in this Player Turn. Spearbacks must declare Stand and Shoot as a Charge Reaction if possible, but they do not suffer the -1 to-hit modifier for it.
Spear	Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing.
Standard	+1CR
Wizard Apprentice	Know 1 Spell. Can choose between the Learned Spell 1 of their chosen Path and the Hereditary Spell of their army.
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.

Total Army Cost: 4494

Notes:

Cold-Blooded: If more than half of a unit's models have Cold-Blooded, its Discipline Tests are subject to Minimised Roll.

Born Predator - Melee: The attack must reroll natural to-hit rolls of '1'.

Models in Army: 77

Validation Results:

Roster satisfies all enforced validation rules

Roster created with Army Builder - Copyright (c) 1998-2001 by Lone Wolf Development, Inc.

1 Necromancer Adept @ 280 Pts

Wizard Adept; The Alchemy; Hand Weapon

Necromantic Staff [80]

1 Vampire Count Adept @ 680 Pts

Wizard Adept; The Evocation; Hand Weapon; Light Armour; Shield

Reaper's Harvest [105]

Eternal Duelist [80]

Destiny's Call [70]

Potion of Swiftess [10]

1 Vampire Count Master @ 835 Pts

General; The Dead Arise; Wizard Master; The Occultism; Hand Weapon; Light Armour; Shield

#The Dead Arise [0]

Eternity Gem [95]

Monster Hunter [45]

Talisman of Shielding [50]

True Thirst [55]

20 Zombies @ 135 Pts

Musician

33 Ghouls @ 558 Pts

1 Champion @ [20] Pts

34 Barrow Guard @ 835 Pts

Hand Weapon; Heavy Armour; Shield; Standard; Musician

Black Standard of Zagvozd [90]

1 Champion @ [20] Pts

2 Vampire Knights @ 280 Pts

Lance; Heavy Armour; Shield; Musician

1 Champion @ [20] Pts

2 Great Bats @ 90 Pts

5 Dire Wolves @ 80 Pts

1 Court of the Damned @ 310 Pts

Chill of the Grave

19 Skeletons @ 245 Pts

Light Armour; Shield; Standard; Musician

Flaming Standard [35]

1 Champion @ [20] Pts

5 Barrow Knights @ 170 Pts

Lance; Heavy Armour; Shield

Models in Army: 124

Total Army Cost: 4498

Team: SZalamandra

Artur Muchozol Orcs&Goblins ID 3742

Orc Shaman Master on Wyvern @ 665 Pts

General; Wizard Master; The Shamanism;

Crown of Autocracy, Skull Fetish

Orc Warlord on War Boar @ 465 Pts

Death Cheater

Lucky Charm

Maza's Zappin

1 Cave Goblin King on Cave Gnasher @ 345 Pts

Ghostly Guard

Dusk Forged

Touch of Greatness

1 Goblin Chief @ 175 Pts

Battle Standard

Binding Scroll

1 Goblin Witch Doctor Apprentice @ 145 Pts

The Thaumaturgy

Goblin Wolf Chariot

25 Feral Orc 'Eadbashers @ 704 Pts

Spear; FCG

Green Tide

37 Goblins @ 268 Pts

Shield; Musician; Champion

5 Feral Orc Boar Riders @ 180 Pts

Shield; Musician

2 x 2 Goblin Wolf Chariot @ 225 Pts

2 x Greenhide Catapult

Orc Overseer

2 x 3 Grotlings @ 90 Pts

1 Gargantula @ 510 Pts

Models in Army: 79

Total Army Cost: 4497

Arkadiusz „Romek” Romański Rogaty Szczur Dread Elves ID 1772

Oracle of Yema on Dragon [995]

Wizard Master: Divination.

General, Moraecs Reaping, Wandering Familiar (Dominant), Obsydian Rock

Oracle Adept on foot [340]

Wizard Adept: Alchemy

Light Armour

Book of Arcane Mastery, Dragon Staff

Core:

2x5 Dark Riders, Repeater Crossbows, shields [210]

10 Blades of Nabh, M [200]

30 Dread Legionaires, Spears, FCG, Rending Banner [525]

Special:

2x Raptor Chariot [195]

7 Dread Knights, FCG, Banner of Blood [451]

2x10 Dread Judges [230]
Raiders
5 Raven Cloacks, Paired Weapons [175]

Destroyers:
3x Dread Reaper [180]
4496pts.
Models: 89

Adam "Bulwok" Durma Daemon Legions ID 3936

Hero:
Kuulima's Deceiver Master [535]
Wizard Master: Protean Magic
Harbinger of Father Chaos [310]
Wizard Adept: The Thaumaturgy
General, Sorcerous Antennae

Core:
2x 10 Imps, Champion, Energy Bolts, Mark of Eternal Champion [285]
21 Myrmidons, FCG, Whipcrack Tail [569]

Special:
2x 4 Brazen Beasts, M, Red Haze [528]
5 Hellhounds, Horns of Hubris [165]
5 Sirens [195]
2x Blazing Glories, Fly, Light Troops, Cloven Hooves [390]
Aves:
2x 5 Furies Kaleidoscopi Flesh [160]
4500pts.
Models: 62

4500 Pts - Ogre Khans Roster

Kubencjusz

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Shaman - Gut Roarer Master	1	6	12	9	4	4	5	6+		3/4	4	4	1	2	LI	550
	Large Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Wizard Master; Magic Item allowance; The Thaumaturgy; Iron Fist; Sons of the Avalanche															
<i>Crown of Autocracy</i>	The bearer gains +1 Discipline. If taken by the General, the opponent is awarded an additional +200 Victory Points if the bearer is removed as a casualty.															[70]
<i>Big Name - Gut Roarer</i>	The bearer gains Fear and Channel (1).															[45]
Khan- Cult Leader	1	6	12	8	4	5	5	5+		4/5	5	5	2	3	LI	355
	Large Infantry; Iron Fist; Ogre Crossbow (3+); Light Armour; Battle Standard; Scrapling Lookout; Sons of the Avalanche															
<i>Lygur's Tongue</i>	All enemy model parts in units in base contact with the bearer suffer -1 Attack Value.															[55]
<i>Big Name - Cult Leader</i>	The range of the bearer's Commanding Presence or Rally Around the Flag is always 18".															[45]
Mammoth Hunter- Trolleater	1	7	14	9	4	5	5	2+	4+	4/5	5	6	2	4	LI	395
	Large Infantry; Swiftstride; Iron Fist; Hunting Spear (2+); Range 12", Shots 1, Str as user +1, AP as user +1, Quick to Fire, Multiple Wounds (D3, against Gigantic.); Light Armour; Scout; Animal Master; Light Troops; Loner; Not a Leader; Cannot be General.; Sons of the Avalanche															
<i>Big Name - Trolleater</i>	The bearer gains Regeneration (4+) and Multiple Wounds (2, against Large Infantry).															[85]
<i>Wrestler's Belt</i>	The wearer gains +2 Armour and +1 Strength.															[70]
Bruisers	10	6	12	8	3	3	4	5+		3	3	4/6	1/3	2	LI	807
	Large Infantry; Scoring; Great Weapon; Heavy Armour; Standard; Musician; Scrapling Lookout; Sons of the Avalanche															
<i>Pennant of the Great Grass Sky</i>	The bearer's unit gains Swiftstride.															[50]
Bruisers	3	6	12	8	3	3	4	5+		3	3	4/6	1/3	2	LI	185
	Large Infantry; Scoring; Great Weapon; Heavy Armour; Sons of the Avalanche															
Bruisers	3	6	12	8	3	3	4	5+		3	3	4/6	1/3	2	LI	185
	Large Infantry; Scoring; Great Weapon; Heavy Armour; Sons of the Avalanche															
Mercenary Veterans	6	6	12	8	3	4	4	5+		4/5	4/5	5	2	3	LI	709
	Large Infantry; Scoring; Poison Attacks; Swiftstride; Brace of Ogre Pistols (4+); Heavy Armour; Musician; Sons of the Avalanche															
Rock Aurochs	1	7	14	8	6	2	6	4+		5	3	6	3	2	GB	475
	Gigantic Beast; Harnessed; Impact Hits (3D3); Devastating Charge (+1 Str, +1 AP); Hunting Spear (3+); Battle Focus; Frenzy; Living Avalanche; Mountain Hide															
Huntsman	1									3	4	4	1	3		[0]
Rock Aurochs	1	7	14	8	6	2	6	4+		5	3	6	3	2	GB	475
	Gigantic Beast; Harnessed; Impact Hits (3D3); Devastating Charge (+1 Str, +1 AP); Hunting Spear (3+); Battle Focus; Frenzy; Living Avalanche; Mountain Hide															
Huntsman	1									3	4	4	1	3		[0]
Slave Giant	1	7	14	8	7	3	5	5+		5/6	3	5	2	3	GI	280
	Gigantic Infantry; Iron Fist; Giant See, Giant Do; The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche. The model is a Musician. The range of the Giant's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18".; Sons of the Avalanche; Rage															
Scrapling Trappers	5	4	8	6	1	2	3			1	2	3	0	3	SI	80
	Standard Infantry; Insignificant; Scout; Vanguard; Skirmisher; Throwing Weapons (5+)															

Total 4496

4500 Pts - Ogre Khans Roster

Kubencjusz

Sons of the Avalanche: The model part gains Impact Hits (1). If its unit has 2 or more Full Ranks, the model part gains Impact Hits (2). A Character with Sons of the Avalanche instead gains Impact Hits (D3), or Impact Hits (D3+1) if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear of enemy models.

Models in Army: 33

Validation Results for Army List 'Standard Army' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	3	n/a	1300	500	28%
Core (>=25%)	3	n/a	1177	3323	26%
Special (<=100%)	2	n/a	789	3711	17%
Powder_Keg (<=35%)	0	n/a	0	1575	0%
Chained_Beasts (<=30%)	3	n/a	1230	120	27%
Magic Item Summary	7	n/a	420	n/a	9%

Kubencjusz - ID 3774 - Ogre Khans Army

1 Shaman - Gut Roarer Master @ 550 Pts

General; Wizard Master; The Thaumaturgy; Iron Fist;
Crown of Autocracy [70]
Big Name - Gut Roarer [45]

1 Khan- Cult Leader @ 355 Pts

Iron Fist; Battle Standard; Ogre Crossbow (3+);
Lygur's Tongue [55]
Big Name - Cult Leader [45]

1 Mammoth Hunter- Trolleater @ 395 Pts

Iron Fist; Hunting Spear (2+); Scout;
Big Name - Trolleater [85]
Wrestler's Belt [70]

10 Bruisers @ 807 Pts

Standard; Musician;
Pennant of the Great Grass Sky [50]

2x 3 Bruisers @ 185 Pts

2x 1 Rock Aurochs @ 475 Pts

Hunting Spear (3+);

1 Slave Giant @ 280 Pts

Iron Fist;

6 Mercenary Veterans @ 709 Pts

Poison Attacks; Swiftstride; Brace of Ogre Pistols (4+); Heavy Armour;
Musician;

5 Scrapling Trappers @ 80 Pts

Models in Army: 33

Total Army Cost: 4496

LIPEK - Daemonic Legions Army

1 Omen of Savar Master @ 810 Pts

General; Wizard Master; Dominion of Pride; The Divination; Divine Right

Iron Husk [60]

Daemonic Vomit [45]

Sorcerous Antennae [45]

1 Omen of Savar Master @ 725 Pts

Wizard Master; The Thaumaturgy; Divine Right

Iron Husk [60]

Daemonic Vomit [45]

21 Lemures @ 609 Pts

Standard; Musician; Champion; Chilling Yawn

20 Lemures @ 520 Pts

Standard; Musician; Champion

1 Hope Harvester @ 300 Pts

Aether Battery (3+); Aura of Despair

4 Brazen Beasts (Daredevils) @ 528 Pts

Musician; Red Haze

6 Hoarders @ 702 Pts

Musician; Tarskin; Tightening Grasp

5 Hellhounds @ 155 Pts

Hellish Growl

5 Furies @ 150 Pts

Models in Army: 58

Total Army Cost: 4499

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Forest Prince - Wild Hunter	1	5	10	9	3	5	3	2+	/4	5/6	7/8	4/7	2/	9	SC	625
Standard Infantry; Forest Walker; Lightning Reflexes; Accurate; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Wildhunter mount upgrade; Sylvan Blades; Sylvan Longbow (0+); Sylvan Longbow; Elven Cloak; Light Armour; Shield; Kindred - Wild Hunter; Frenzy; Battle Focus																
Death Cheater	The wearer gains Regeneration (4+) and +1 Armour. Suits of Armour Enchantment															[100]
Titanic Might	Attacks made with the enchanted Weapon gain +3 Strength and Magical Attacks. Close Combat Weapon enchantment															[65]
Obsidian Rock	The bearer gains Magic Resistance (2).															[25]
Great Elk	1	8	16		5	6+	3	4	4	1	4				[0]	
Strider (Forest); Harnessed																

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Chieftain - Forest Guardian	1	5	10	9	3	6	3	2+	4	6	4/5	2/	7	SI		375
	Standard Infantry; Forest Walker; Lightning Reflexes; Spear; Sylvan Longbow (1+); Sylvan Longbow; Elven Cloak; Light Armour; Shield; Battle Standard; Kindred - Forest Guardian															
Hunter's Honour	Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and Magical Attacks. If the bearer causes at least one unsaved wound with this weapon, the bearer and all R&F models in the bearer's unit gain Distracting until the end of the Melee Phase.															[75]
Willow's Ward	The bearer cannot use Parry, gains +1 Armour and Impact Hits distributed towards the bearer suffer -2 Armour Penetration. Shield Enchantment. Models on foot only															[15]
Lucky Charm	One use only. May be activated when the bearer's model fails an Armour Save. That failed Armour Save may be rerolled.															[10]

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Druid Master	1	5	10	8	3	4	3	1	4	3	0	5	SI	480		
	Standard Infantry; Forest Walker; Lightning Reflexes; Wizard Master; The Shamanism; Tree-singing; Wizard Master point allowance; Hand Weapon; Sylvan Longbow (3+); Sylvan Longbow															
Binding Scroll	One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same Phase.															[55]
Binding Scroll	One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this															[55]

Magic Phase. Only a single Binding Scroll may be activated during the same Phase.

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Heath Riders	5	9	18	8	1	4	3	5+	1	4	3	0/	5	SC		205
Standard Cavalry; Forest Walker; Lightning Reflexes ; Sylvan Lance; AP1. Attacks gain Thunderous Charge (+1 Strength and +1 AP on charge).; Heath Hunters; Sylvan Longbow (3+), Feigned Flight, Light Troops, and Vanguard.; Sylvan Longbow; Light Armour; Feigned Flight; Light Troops; Vanguard																
Elven Horse	5						1	3	3	0	4				[0]	
Harnessed																

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Forest Guard	28	5	10	8	1	5	3	5+	1	5	3	1	5	SI		490
Standard Infantry; Forest Walker; Scoring; Lightning Reflexes; Spear; Light Armour; Shield; Standard; Musician																
Rending Banner	One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until they are no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.															[45]
Champion	1	5	10	8	1	5	3	5+	2	5	3	1	5			[20]

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Forest Rangers	27	6	10	9	1	5	3	5+	2	5	3/5	1/	5	SI		774
Standard Infantry; Fearless; Forest Walker; Scoring; Lightning Reflexes; Great Weapon; Elven Cloak; Light Armour; Vanguard, +1 Advance Rate; Standard; Musician																
Banner of Deception	At the end of step 4 of the Deployment Phase Sequence (before deploying Scouts), the owning player may remove the bearer's unit from the Battlefield and deploy it again elsewhere (any Characters joined to the unit must remain in the unit; this does not affect the number of Undeployed Units for calculating the starting roll-off bonus).															[60]
Champion	1	6	10	9	1	5	3	5+	3	5	3/5	2/	5			[20]

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Dryads	23	5	10	8	1	4	4	5+	2	4	4	1	5	SI		458
Standard Infantry; Fearless; Forest Walker; Sylvan Spirit; Aegis (5+); Magical Attacks; Scoring																
Champion	1	5	10	8	1	4	4	5+	3	4	4	1	5			[20]

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Briar Maidens	4	9	18	9	1	4	3	6+	4+	1	4	3	0	5	SC	320
Standard Cavalry; Forest Walker; Light Troops; Aegis (4+); Lightning Reflexes; Poison Attacks; Poisoned Thorn (2+)																
Champion Adept	1	9	18	9	2	4	3	6+	4+	2	4	3	0	5		[120]

Wizard Adept

#Druid 0: The Oaken Throne Caster. Replicable spell. 4+ to cast. Permanent. If the Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with << >> and ignore any <red text>. Successfully casting The Oaken Throne does not trigger the Attribute Spell. This spell ends if the Caster attempts to cast The Oaken Throne again, or if the opponent removes one dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil). Druidism [0]

#Druid 2: Master of Earth Hex. Direct. Damage. 6+{5+} to cast, Range 18". The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the board. The Target suffers D6 Strength 4{5} hits, Armour Penetration 1{2} and Magical Attacks. Druidism [0]

#Shaman6: Break the Spirit Hex. 8+ to cast, Range 18" OR 11+ to cast, Range 36". Lasts one Turn. The Target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). Shamanism [0]

#Cosm6: Touch the Heart 7+ to cast. Range 24". COSMOS: Focused. Augment. The Target Recovers 1 Health Point; CHAOS: Focused. Hex. Missile. Damage. The Target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. Cosmology [0]

Forest Embrace Hereditary Spell. Augment. Cast on 4+, Range 18". Lasts one Turn. Place a Forest underneath the target (this can be substituted by placing a marker next to the unit). This Forest always extends to the edges of the unit's Boundary Rectangle (even if the unit moves or changes formation). OR Cast on 7+ to add effect: Enemy units in base contact with the target must reroll natural to-hit rolls of '6'. [0]

Elven Deer 5 1 3 4 1 4 [0]

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
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Sylvan Sentinels	10	5	10	8	1	4	3	1	4	3	0	5	SI			335
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Standard Infantry; Forest Walker; Skirmisher; Lightning Reflexes; Poison Attacks; Sylvan Longbow (3+); Sylvan Longbow

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
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Sylvan Sentinels	10	5	10	8	1	4	3	1	4	3	0	5	SI			335
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Standard Infantry; Forest Walker; Skirmisher; Lightning Reflexes; Poison Attacks; Sylvan Longbow (3+); Sylvan Longbow

Unit Name	##	Adv	Mar	Di	HP	Def	Re	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
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Forest Eagle	1	2	4	8	3	5	4	2	5	4	1	4	LB			100
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Large Beast; Fly (9",18"); Strider (Forest)

Option Footnotes:

Battle Focus If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Battle Standard Rally Around the Flag!: Units w/in 12" (18" if TP) may

re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on.

Elven Cloak When combined with Light Armour, the wearer gains Innate Defence (1)

Frenzy
Great Weapon Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks

Hand Weapon All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.

Kindred - Forest Guardian Innate Defence (2)

Kindred - Wild Hunter The bearer's model gains Frenzy, Battle Focus, Devastating Charge (+1 Att, Fear), Light Troops, +1 Attack Value, and -2 Defensive Skill (Also affect mounts)

Light Armour Armour Save (+1)

Musician Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.

Poisoned Thorn (2+) Range 12", Shots 1, Str 3, AP 1, Quick to Fire. +1 AS; Parry (foot models only)

Shield
Spear Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing.

Standard +1CR

Sylvan Blades Attacks with +1 Att, +1 Off, +1AP and ignore Parry. Cannot be used with Shield against Melee attacks

Sylvan Longbow Range 30". Shots: 1. Str3. AP1. Volley Fire. Quick to Fire. When shooting from Short Range, the Strength is set to 4.

Tree-singing Each model with Tree Singing may discard 1 Veil Token once per friendly Magic Phase, right after Siphon the Veil. If so, choose a Forest Terrain Feature within 24" of the model with Tree Singing that is not in contact with any unit. Move this Forest up to 6" in a straight line. This movement stops just before moving into contact with any units or other Terrain Features. Each Forest may only be moved with Tree Singing once per Magic Phase.

Wizard Adept The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.

Wizard Master The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.

Total Army Cost: 4497

Notes:

The Forest Follows: After choosing deployment zones, before any models are deployed, place a Forest piece of terrain (no larger than 27cm in length and 19cm in width) on the board in your half of the table. All forests on the table are Dangerous Terrain.

Forest Walker: The model gains Strider (Forest). If a unit comprised entirely of models with Forest Walker starts the Melee Phase with more than half of its Footprint inside a Forest, then all model parts with Forest Walker and without Harnessed must reroll to-wound rolls of '1' with their Close Combat Attacks for the duration of that phase.

Master Archers: When shooting with a Sylvan Longbow, all models of a unit with Master Archer may choose to gain either +2 Armour Penetration or +2 to hit.

Models in Army: 107

Validation Results:

Roster satisfies all enforced validation rules

Roster created with Army Builder - Copyright (c) 1998-2001 by Lone Wolf Development, Inc.

Krzemi (c) 3854 - Warriors of the Dark Gods

Chosen Lord of Vanadra on war dais, @ 675 Pts

General; Magic Item allowance; Favour of Wrath (Vanadra); Path of the Favoured; Hand Weapon; Hell-Forged Armour; Shield; War Dais
Dusk Forged [50]
Burning Portent [120]
Idol of Spite [60]
Potion of Swiftiness [10]

1 War Dais @ [0] Pts

1 Doomlord @ 585 Pts

Path of the Exiled; Great Weapon; Hell-Forged Armour; Shield; Battle Standard
Death Cheater [100]
Crown of the Wizard King [50]

1 Sorcerer Master @ 575 Pts

Wizard Master; The Occultism; Plate Armour; Veil Walker
Ledger of Souls [90]

29 Barbarians FCG, Banner of speed @ 458 Pts

18 Barbarians M @ 182 Pts

6 Forsworn MC, GW @ 424 Pts

2x5 Warrior Knights, MC, Greed @ 320 Pts

2x8 Warhounds @ 130 Pts

2x1 Chosen Chariot, Greed @ 350 Pts

Total Army Cost: 4499

Mojesz 5255 - Dread Elves

Oracle Master on Dragon; General; Cult of Yema; The Occultism; Wandering Familiar; Moraec's Reaping; Obsidian Rock; 995

Oracle Adept; The Witchcraft; 245

Cult Priest; Repeater Handbow; Battle Standard; 175

Medusa; Halberd; 135

2x Raptor Chariot; 195

2x Hydra; 440

3x Dread Reaper; 180

3x 10 Corsairs; Paired Weapons; Repeater Handbow; Musician; 240

10 Blades of Nabh; Musician; 220

5 Dark Raiders; Repeater Crossbow; 200

Podwys 3554 - Undying Dynasties

1 Death Cult Hierarch Master @ 445 Pts

General; The Divination; Wizard Master; Wizard Master allowances; Hand

Weapon
Sacred Hourglass [95]

1 Death Cult Hierarch Adept @ 220 Pts

The Evocation; Wizard Adept; Hierophant; Hand Weapon

1 Tomb Architect @ 160 Pts

Hand Weapon; Light Armour; Flammable; Master of Stone

1 Nomarch @ 225 Pts

Hand Weapon; Aspen Bow (4+); Heavy Armour; Shield; Flammable; Mummy's Curse; Undying Will

Alchemist's Alloy [15]

1 Skeleton Chariot @ [0] Pts

2 Skeletal Horse @ [0] Pts

7 Skeleton Chariots @ 765 Pts

Halberd; Heavy Armour; Standard; Musician; Legion Charioteers; Scoring; Bound in Death; Chariot Host
Banner of Speed [50]

1 Champion @ [20] Pts

13 Charioteer @ [0] Pts

Aspen Bow (5+)

14 Skeletal Horse @ [0] Pts

5 Skeleton Scouts @ 130 Pts

Aspen Bow (5+); Scout, Light Troops

23 Skeletons @ 230 Pts

Hand Weapon; Light Armour; Shield; Musician

1 Champion @ [20] Pts

8 Shabti Archers @ 685 Pts

Great Aspen Bow (5+); Light Armour; Standard; Musician
Rending Banner [45]

8 Shabti Archers @ 640 Pts

Great Aspen Bow (5+); Light Armour; Standard; Musician

3x1 Sand Scorpion @ 160 Pts

Underground Ambush

5 Tomb Cataphracts @ 520 Pts

Halberd; Light Armour; Standard; Musician

Total Army Cost: 4500

Marcin "Talladil" Zajkowski ID 4564 - 4500 Pts - Dread Elves Army

1 Oracle Master @ 575 Pts

General; Wizard Master; The Witchcraft; Show Hereditary Spell; Wizard Master allowance; Hand Weapon; Light Armour; Miscast Table; Irresistible Will; Killer Instinct
Moraec's Reaping [55]
Destiny's Call [70]
Magical Heirloom [50]

1 Captain, The Fleet Commander @ 370 Pts

Fleet Commander; Kraken's Hide; Paired Weapons; Heavy Armour; Shield; Battle Standard; Killer Instinct
Shield Breaker [40]
Banner of Blood [50]
Potion of Strength [10]

5 Dark Raiders @ 200 Pts

Cult of Cadaron; Light Lance; Repeater Crossbow (4+); Repeater Crossbow; Light Armour

5 Elven Horse @ [0] Pts

5 Dark Raiders @ 200 Pts

Cult of Cadaron; Light Lance; Repeater Crossbow (4+); Repeater Crossbow; Light Armour

5 Elven Horse @ [0] Pts

23 Dread Legionnaires @ 450 Pts

Spear; Light Armour; Shield; Standard; Musician; Killer Instinct
Academy Banner [60]

1 Champion @ [20] Pts

23 Dread Legionnaires @ 450 Pts

Spear; Light Armour; Shield; Standard; Musician; Killer Instinct
Academy Banner [60]

1 Champion @ [20] Pts

27 Tower Guard @ 765 Pts

Cult of Olaron; Halberd; Heavy Armour; Standard; Musician
Rending Banner [45]

1 Champion @ [20] Pts

8 Dread Knights @ 532 Pts

Lance; Heavy Armour; Shield; Standard; Musician; Killer Instinct
Flaming Standard [35]

1 Champion @ [20] Pts

9 Raptor @ [0] Pts

8 Dark Acolytes @ 571 Pts

Cult of Yema

1 Champion @ [120] Pts

Occult1: Pentagram of Pain [0]

Occult4: Breath of Corruption [0]

Occult6: The Grave Calls [0]

9 Elven Horse @ [0] Pts

1 Divine Altar @ 385 Pts

Light Armour

1 Avatar @ [0] Pts

3 Disciple @ [0] Pts

Models in Army: 100

Total Army Cost: 4498

Unnamed4500 Pts - Infernal Dwarves Army

1 Prophet Adept @ 385 Pts

General; Wizard Adept; The Occultism; Hand Weapon; Infernal Armour;
Shield; Chosen of Ashuruk; Battle Focus
Magical Heirloom [50]
Ghostly Guard [40]
Lucky Charm [10]

1 Mount: Temple Lammasu Adept @ 375 Pts

Wizard Adept; The Witchcraft

1 Prophet Adept @ 370 Pts

Wizard Adept; The Alchemy; Hand Weapon; Infernal Armour; Shield; Chosen of
Ashuruk; Battle Focus
Tablet of Ashuruk [70]
Alchemist's Alloy [15]

1 Vizier @ 335 Pts

Hand Weapon; Blunderbuss (3+); Infernal Armour; Shield; Battle Standard;
Chosen of Ashuruk; Battle Focus
Mask of the Furnace [65]
Burning Steel [60]
Willow's Ward [15]

21 Infernal Warriors @ 527 Pts

Hand Weapon; Blunderbuss (3+); Heavy Armour; Shield; Standard; Musician;
Chosen of Ashuruk; Battle Focus

1 Infernal Champion @ [20] Pts

10 Citadel Guard @ 300 Pts

Flintlock Axe (3+); Hand Weapon; Infernal Armour; Shield; Musician; Chosen
of Ashuruk; Battle Focus

34 Hobgoblins @ 320 Pts

Spear & Shield; Spear; Light Armour; Shield; Standard; Musician;
Opportunists

1 Hobgoblin Champion @ [20] Pts

14 Immortals @ 510 Pts

Infernal Weapon; Infernal Armour; Shield; Standard; Musician; Blessing of
Nezibkesh; Chosen of Ashuruk; Battle Focus
Icon of the Inferno [100]

1 Immortal Champion @ [20] Pts

5 Hobgoblin Wolf Riders @ 135 Pts

Light Armour; Shield; Opportunists

5 Wolf @ [0] Pts

5 Hobgoblin Wolf Riders @ 135 Pts

Light Armour; Shield; Opportunists

5 Wolf @ [0] Pts

1 Titan Mortar - Bound Daemon @ 390 Pts

Heavy Armour; Bound Daemon; Daemonic Fury; Daemonic Infusion; Chosen of Ashuruk; Battle Focus; Titan Mortar (4+)

1 Volcano Cannon - Bound Daemon @ 350 Pts

Heavy Armour; Bound Daemon; Daemonic Fury; Daemonic Infusion; Chosen of Ashuruk; Battle Focus

1 Armoured Giant @ 365 Pts

Big Brother; Giant Club; Heavy Armour; Chosen of Ashuruk; Battle Focus; Rage

Models in Army: 92

Total Army Cost: 4497

DE 240 2 Smok Oku. BSB Altar, 2xMed. HC 2Hy4500 Pts - Dread Elves Army

1 Oracle Master @ 570 Pts

General; Cult of Yema; Wizard Master; The Occultism; Wizard Master
allowance; Hand Weapon; Irresistible Will
Wandering Familiar [50]
Moraec's Reaping [55]
Beastmaster's Lash [40]

1 Mount: Dragon (Oracle) @ 440 Pts

Yema Rider

1 Cult Priest @ 740 Pts

Cult of Yema; Hand Weapon; Repeater Crossbow (4+); Repeater Crossbow;
Light Armour; Shield; Battle Standard; Divine Altar
Alchemist's Alloy [15]
Banner of Gar Daecos [75]

1 Divine Altar @ [15] Pts

1 Avatar @ [0] Pts

3 Disciple @ [15] Pts
Paired Weapons

5 Dark Raiders @ 220 Pts

Cult of Cadaron; Light Lance; Repeater Crossbow (4+); Repeater Crossbow;
Light Armour; Shield

5 Elven Horse @ [0] Pts

5 Dark Raiders @ 220 Pts

Cult of Cadaron; Light Lance; Repeater Crossbow (4+); Repeater Crossbow;
Light Armour; Shield

5 Elven Horse @ [0] Pts

27 Dread Legionnaires @ 495 Pts

Spear; Light Armour; Shield; Standard; Musician; Killer Instinct
Rending Banner [45]

1 Champion @ [20] Pts

10 Corsairs @ 240 Pts

Paired Weapons; Repeater Handbow (4+); Repeater Handbow; Kraken's Hide;
Light Armour; Musician; Killer Instinct

1 Hunting Chariot @ 210 Pts

Harpoon Launcher (3+); Light Armour

2 Crew @ [0] Pts
Light Lance

2 Elven Horse @ [0] Pts

1 Hunting Chariot @ 210 Pts

Harpoon Launcher (3+); Light Armour

2 Crew @ [0] Pts
Light Lance

2 Elven Horse @ [0] Pts

1 Hydra @ 440 Pts

1 Hydra @ 440 Pts

1 Medusa @ 135 Pts
Cult of Yema; Halberd; Petrifying Stare

1 Medusa @ 135 Pts
Cult of Yema; Halberd; Petrifying Stare

Models in Army: 49

Total Army Cost: 4495

Unnamed4500 Pts - Vampire Covenant Army

1 Vampire Count Apprentice @ 635 Pts

Wizard Apprentice; The Occultism; Lance; Heavy Armour; Shield
Eternity Gem [95]
Death Cheater [100]

1 Skeletal steed @ [0] Pts

1 Barrow King @ 400 Pts

Battle Standard Bearer; Lance; Heavy Armour; Shield; Unliving Shield
Dusk Forged [50]
Alchemist's Alloy [15]
Hero's Heart [60]

1 Skeletal steed @ [0] Pts

1 Necromancer Adept @ 230 Pts

General; The Dead Arise; Wizard Adept; The Evocation; Hand Weapon
#The Dead Arise [0]

1 Necromancer Adept @ 200 Pts

Wizard Adept; The Evocation; Hand Weapon

1 Banshee @ 165 Pts

Reaper; Wail of Woe

1 Banshee @ 165 Pts

Reaper; Wail of Woe

35 Skeletons @ 410 Pts

Light Armour; Shield; Standard; Musician
Banner of Relentless Company [40]

1 Champion @ [20] Pts

25 Zombies @ 180 Pts

Standard; Musician

25 Zombies @ 180 Pts

Standard; Musician

7 Dire Wolves @ 133 Pts

1 Champion @ [20] Pts

1 Dark Coach @ 445 Pts

Extended Chasis

1 Coachman @ [0] Pts

Great Weapon

1 Vampire @ [0] Pts

2 Undead Mount @ [0] Pts

1 Dark Coach @ 445 Pts

Extended Chasis

1 Coachman @ [0] Pts
Great Weapon

1 Vampire @ [0] Pts

2 Undead Mount @ [0] Pts

4 Vampire Knights @ 530 Pts
Lance; Heavy Armour; Shield; Standard; Musician
Banner of Speed [50]

1 Champion @ [20] Pts

5 Undead Mount @ [0] Pts

3 Great Bats @ 105 Pts

4 Barrow Knights @ 275 Pts
Lance; Heavy Armour; Shield; Standard; Musician
Rending Banner [45]

1 Champion @ [20] Pts

5 Skeletal steed @ [0] Pts

Models in Army: 113

Total Army Cost: 4498

Unnamed4500 Pts - Empire of Sonnstahl Army

- 1 Marshal @ 330 Pts
 - General; Hand Weapon; Plate Armour; Shield
 - Death Warrant [55]
 - Imperial Seal [100]
 - Lucky Charm [10]
- 1 Marshal - Battle Standard Bearer @ 260 Pts
 - Hand Weapon; Plate Armour; Shield; Battle Standard
 - Dusk Forged [50]
 - The Black Steel [45]
- 1 Wizard Adept @ 480 Pts
 - Wizard Adept; The Cosmology; Hand Weapon; Light Armour
 - Alchemist's Alloy [15]
 - Exemplar's Flame [60]
 - #Cosmology: Duality [0]
 - #CosmA: Equilibrium [0]
 - #Cosm1: Altered Sight [0]
 - #Cosm2: Truth of Time [0]
 - #Cosm3: Ice and Fire [0]
 - #Cosm4: Perception of Strength [0]
 - #Quicksilver Lash (Alchemy) [0]
 - #Know Thy Enemy (Divination) [0]
 - #Fireball (Pyromancy) [0]
 - 1 Arcane Engine of Arcane Shield @ [0] Pts
 - Arcane Shield
 - #Perception of Strength (Cosmology) [0]
 - 2 Crew @ [0] Pts
 - 2 Horse @ [0] Pts
- 1 Prelate @ 350 Pts
 - Hand Weapon; Plate Armour; Shield
 - Hero's Heart [60]
 - Basalt Infusion [35]
 - Locket of Sunna [70]
- 1 Mount: Altar of Battle @ 370 Pts
 - Unerring Strike (Divination) [0]
 - 2 Horse @ [0] Pts
- 1 Imperial Artillery - Cannon (4+) @ 250 Pts
 - Cannon (4+)
- 1 Steam Tank @ 475 Pts
 - Steel Ram; Steam Cannon (3+); Steam Powered
 - 1 Steel Ram @ [0] Pts
- 5 Reiters @ 175 Pts
 - Brace of Pistols (4+); Light Armour; Horse; Fire on Impact!

5 Horse @ [0] Pts

5 Electoral Cavalry @ 235 Pts

Lance; Plate Armour; Shield; Standard; Musician; Horse

5 Horse @ [0] Pts

19 Heavy Infantry - Swordsmen @ 205 Pts

Hand Weapon; Light Armour; Shield; Standard; Musician; Support Unit

1 Champion @ [20] Pts

19 Heavy Infantry - Swordsmen @ 205 Pts

Hand Weapon; Light Armour; Shield; Standard; Musician; Support Unit

1 Champion @ [20] Pts

39 Heavy Infantry - Spearmen @ 480 Pts

Spears; Spear; Light Armour; Shield; Standard; Musician; Parent Unit
Flaming Standard [35]

1 Champion @ [20] Pts

35 Imperial Guard @ 684 Pts

Plate Armour; Shield; Standard; Musician
Rending Banner [45]

1 Champion @ [20] Pts

Models in Army: 123

Total Army Cost: 4499

Piotr "Nebiros" Szymanski - UD

1 Death Cult Hierarch Master @ 400 Pts

The Divination; Wizard Master; Wizard Master allowances; Hierophant; Hand Weapon

1 Death Cult Hierarch Adept @ 200 Pts

General; The Evocation; Wizard Adept; Hand Weapon

1 Tomb Architect @ 160 Pts

Hand Weapon; Light Armour; Flammable; Master of Stone

1 Nomarch @ 225 Pts

Hand Weapon; Aspen Bow (4+); Heavy Armour; Shield; Flammable; Mummy's Curse; Undying Will

Alchemist's Alloy [15]

1 Skeleton Chariot @ [0] Pts

2 Skeletal Horse @ [0] Pts

7 Skeleton Chariots @ 765 Pts

Halberd; Heavy Armour; Standard; Musician; Legion Charioteers; Scoring;

Bound in Death; Chariot Host

Banner of Speed [50]

1 Champion @ [20] Pts

13 Charioteer @ [0] Pts

Aspen Bow (5+)

14 Skeletal Horse @ [0] Pts

5 Skeleton Scouts @ 130 Pts

Aspen Bow (5+); Scout, Light Troops

5 Skeletal Horse @ [0] Pts

21 Skeletons @ 230 Pts

Hand Weapon; Light Armour; Shield; Standard; Musician

1 Champion @ [20] Pts

4 Tomb Cataphracts @ 410 Pts

Halberd; Light Armour; Musician

4 Amut @ [0] Pts

7 Shabti Archers @ 540 Pts

Great Aspen Bow (5+); Light Armour; Musician

1 Battle Sphinx @ 480 Pts

4 Riders @ [0] Pts

Light Lance

1 Battle Sphinx @ 480 Pts

4 Riders @ [0] Pts

Light Lance

1 Sand Scorpion @ 160 Pts

Underground Ambush

1 Sand Scorpion @ 160 Pts

Underground Ambush

1 Sand Scorpion @ 160 Pts
Underground Ambush

Models in Army: 46

Total Army Cost: 4500

Champion	1	6	12	7	3	3	4	5+		4/5	3	4	1	2		[20]
Scraplings	31	4	8	6	1	2	3			1	2	3	1	3	SI	256
	Standard Infantry; Insignificant; Scoring; Spear; Musician															
Scrapling Foreman	1	4	8	7	1	3	3	6+		3	3	3/5	1/3	4		[29]
	Great Weapon; Throwing Weapons (4+); Light Armour; Back to Work!															
Sabretooth Tigers	8	8	16	5	2	4	4			3	4	4	1	4	SB	255
	Standard Beast; Insignificant															
Sabretooth Tigers	1	8	16	5	2	4	4			3	4	4	1	4	SB	80
	Standard Beast; Insignificant															
Tusker Cavalry	3	8	14	8	3	3	5	3+		3	3	4/6	1/3	2	LC	740
	Large Cavalry; Fear; Scoring; Great Weapon; Heavy Armour; Standard; Musician															
Banner of the Gyengget	All model parts in the bearer’s unit must reroll natural to-hit, to-wound, and Armour Save rolls of ‘1’ in the first Round of Combat (this includes Special Attacks).															[75]
Champion	1	8	14	8	3	3	5	3+		4	3	4/6	1/3	2		[20]
Tusker	4									4	3	5	2	2		[0]
	Impact Hits (D3), Harnessed															
Yetis	1	7	14	8	3	3	4	5+		3/4	3/4	5	2	3	LI	195
	Large Infantry; Swiftstride; Fear; Light Troops; Vanguard; Touch of Frost: Enemy units suffer -1 Agility for each unit of Yetis in base contact.; Paired Weapons															
Champion	1	7	14	8	3	3	4	5+		4/5	3/4	5	2	3		[20]
Slave Giant	1	7	14	8	7	3	5	6+		5	3	5/7	2/4	3	GI	295
	Gigantic Infantry; Great Weapon; Giant See, Giant Do; The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche. The model is a Musician. The range of the Giant's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18”; Sons of the Avalanche; Rage															
Rock Aurochs	1	7	14	8	6	2	6	4+		5	3	6	3	2	GB	475
	Gigantic Beast; Harnessed; Impact Hits (3D3); Devastating Charge (+1 Str, +1 AP); Ogre Crossbow (3+); Battle Focus; Frenzy; Living Avalanche; Mountain Hide															
Huntsman	1									3	4	4	1	3		[0]
Option Footnotes:																
Animal Master	The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it.															
Back to Work!	The Scrapling Foreman is a Champion, except it does not benefit from First Among Equals. It gains Rally Around the Flag, but only Scraplings, Scratapults, and Scrapling Trappers may benefit from it.															
Battle Focus	If the attack hits with a natural to-hit roll of ‘6’, the attack causes two hits instead of one.															
Battle Standard	Rally Around the Flag!: Units w/in 12" (18" if TP) may re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on.															
Frenzy																
Great Weapon	Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks															
Heavy Armour	Armour Save (+2)															
Iron Fist	When using this weapon, the wielder gains +1 Armour and +1 Attack Value. If the wielder is on foot it also gains Parry.															
Leader of the Pack	The Mammoth Hunter changes its base size to 50x50mm. As long the model is part of a unit of Sabretooth Tigers, the unit may perform Swift Reforms as if it had a Musician, gains Vanguard, and the Mammoth Hunter counts as being Standard Beast for the purposes of distributing hits.															
	Armour Save (+1)															

Light Armour		
Living Avalanche	Impact Hits from the model gain +1 Strength and +1 Armour Penetration.	
Loner	A model on foot with Loner can only join units of Yetis and Sabretooth Tigers (ignore the Insignificant rule for joining units). If mounted, it cannot join any unit. A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner.	
Mountain Hide	When a model with Stone Skin suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding up.	
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.	
Ogre Crossbow (2+)	Range 30", Shots 1, Str 2[5], AP 1[3], Penetrating.	
Ogre Crossbow (3+)	Range 30", Shots 1, Str 2[5], AP 1[3], Penetrating.	
Paired Weapons	Attacks with +1 Att, +1 Off and ignore Parry. Cannot be used with Shield against Melee attacks	
Rage	Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.	
Scrapling Lookout	If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, R&F models must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size as the unit.	
Sons of the Avalanche	The model part gains Impact Hits (1). If its unit has 2 or more Full Ranks, the model part gains Impact Hits (2). A Character with Sons of the Avalanche instead gains Impact Hits (D3), or Impact Hits (D3+1) if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear of enemy models.	
Spear	Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing.	
Standard	+1CR	
Throwing Weapons (4+)	Range 8". Shots 2. Strength and AP as user. Quick to Fire.	
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.	

Total Army Cost: 4500 Pts.

Notes:

Sons of the Avalanche: The model part gains Impact Hits (1). If its unit has 2 or more Full Ranks, the model part gains Impact Hits (2). A Character with Sons of the Avalanche instead gains Impact Hits (D3), or Impact Hits (D3+1) if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear of enemy models.

Models in Army: 54

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	4	n/a	1800	0	40%
Core (>=20%)	3	n/a	915	3585	20%
Special (<=100%)	3	n/a	1015	3485	22%
Powder_Keg (<=35%)	0	n/a	0	1575	0%
Chained_Beasts (<=30%)	2	n/a	770	580	17%
Magic Item Summary	12	n/a	645	n/a	14%

Unnamed4500 Pts - Beast Herds Army

1 Beast Lord @ 545 Pts

General; Hunting Call; Beast Axe; Heavy Armour; Shield
Fatal Folly [35]
Death Cheater [100]

1 Razortusk Chariot @ [0] Pts

Hunting Horn

1 Wildhorn @ [0] Pts

Light Lance

1 Razortusk @ [0] Pts

1 Beast Chieftain @ 415 Pts

Beast Axe; Throwing Weapons (4+); Heavy Armour; Shield; Battle Standard;
Greater Totem Bearer
Alchemist's Alloy [15]
Dragonfire Gem [20]

1 Raiding Chariot @ [0] Pts

1 Wildhorn @ [0] Pts

Light Lance

2 War Hog @ [0] Pts

1 Soothsayer Master @ 440 Pts

The Druidism; Wizard Master; Paired Weapons
Binding Scroll [55]

5 Minotaurs @ 560 Pts

Light Armour; Shield; Musician

1 Minotaur Champion @ [35] Pts

Totem Bearer
#Black Wing Totem [0]

5 Minotaurs @ 560 Pts

Light Armour; Shield; Musician

1 Minotaur Champion @ [35] Pts

Totem Bearer
#Black Wing Totem [0]

10 Mongrel Raiders @ 95 Pts

Hand Weapon; Bow (4+)

24 Mongrel Herd @ 260 Pts

Spear; Shield; Standard; Musician; Ambush

1 Mongrel Champion @ [20] Pts

15 Wildhorn Herd @ 250 Pts

Paired Weapons; Throwing Weapons (5+); Musician; Ambush

3 Raiding Chariot @ 330 Pts

1 Wildhorn @ [0] Pts
Light Lance

1 Longhorn @ [0] Pts
Great Weapon

2 War Hog @ [0] Pts

1 Razortusk Herd @ 100 Pts

1 Razortusk Herd @ 100 Pts

5 Gargoyles @ 135 Pts

1 Cyclops @ 355 Pts

1 Cyclops @ 355 Pts

Models in Army: 64

Total Army Cost: 4500

Unnamed4500 Pts - Ogre Khans Army

1 Shaman - Gut Roarer Master @ 630 Pts

General; Wizard Master; Magic Item allowance; The Thaumaturgy; Iron Fist;
Light Armour; Sons of the Avalanche
Big Name - Gut Roarer [45]
Lygur's Tongue [55]
Crown of Autocracy [70]
Ritual Bloodletter [20]

1 Khan- Rottenjaw @ 400 Pts

Iron Fist; Ogre Crossbow (3+); Heavy Armour; Battle Standard; Scrapling
Lookout; Sons of the Avalanche
Banner of the Gyengget [75]
Big Name - Rottenjaw [35]
Obsidian Rock [25]

8 Bruisers @ 751 Pts

Great Weapon; Heavy Armour; Standard; Musician; Scrapling Lookout; Sons of
the Avalanche
Pennant of the Great Grass Sky [50]

1 Champion @ [20] Pts

3 Tribesmen @ 205 Pts

Iron Fist; Light Armour; Musician; Sons of the Avalanche

3 Tribesmen @ 205 Pts

Iron Fist; Light Armour; Musician; Sons of the Avalanche

1 Rock Aurochs @ 475 Pts

Ogre Crossbow (3+); Battle Focus; Frenzy; Living Avalanche; Mountain Hide

1 Huntsman @ [0] Pts

1 Rock Aurochs @ 475 Pts

Ogre Crossbow (3+); Battle Focus; Frenzy; Living Avalanche; Mountain Hide

1 Huntsman @ [0] Pts

1 Sabretooth Tigers @ 80 Pts

2 Sabretooth Tigers @ 105 Pts

1 Kin-Eater @ 175 Pts

1 Kin-Eater @ 175 Pts

1 Kin-Eater @ 175 Pts

1 Thunder Cannon @ 320 Pts

Thunder Cannon (4+)

1 Bombardier Crew @ [0] Pts

1 Scrapling Crew @ [0] Pts

1 Woolly Rhino @ [0] Pts

1 Thunder Cannon @ 320 Pts
Thunder Cannon (4+)

1 Bombardier Crew @ [0] Pts

1 Scrapling Crew @ [0] Pts

1 Woolly Rhino @ [0] Pts

Models in Army: 26

Total Army Cost: 4491

TRAXORS - Orcs & Goblins Army

1 Feral Orc Warlord @ 450 Pts

General; Frenzy; Battle Focus; War Cry!; Paired Weapons; Light Armour;
Born to Fight
Shady Shankin [50]
Essence of Mithril [60]
Potion of Swiftess [10]
Lucky Charm [10]

1 Orc Shaman Master @ 440 Pts

Orc Shaman; Wizard Master; The Shamanism; Shaman Master allowances; Hand
Weapon; Light Armour; Born to Fight
Magical Heirloom [50]
Potion of Strength [10]

1 Goblin Chief @ 210 Pts

Goblin Chief; Hand Weapon; Light Armour; Shield; Battle Standard
Crown of the Cavern King [90]

1 Goblin Witch Doctor Adept @ 190 Pts

Goblin Shaman; Wizard Adept; The Witchcraft; Hand Weapon; Light Armour

2x 5 Orc Boar Riders @ 180 Pts

Orc Boar Riders; Light Lance; Light Armour; Shield; Musician; Born to
Fight

20 Goblins @ 155 Pts

Goblins; Light Armour; Musician; Scoring

1 Shady Gitz @ [15] Pts

Paired Weapons; Light Armour

2x 1 Gargantula @ 510 Pts

35 Feral Orcs @ 630 Pts

Frenzy; Battle Focus; Mammoth Stabber; Spear; Standard; Musician; Born to
Fight
Banner of Speed [50]

1 Orc Champion @ [20] Pts

2x 7 Trolls @ 460 Pts

1 Goblin Wolf Chariot @ 125 Pts

Models in Army: 81

Total Army Cost: 4500

High Prince on Ancient Dragon @ 940 Points

- Army General
- Lucky Charm
- Great Weapon
- Longbow
- Martial Discipline
- Lightning Reflex

Commander on Dragon @ 720 Points

- Battle Standard
- Queen's Cavalier
- Great Weapon
- Martial Discipline
- Lightning Reflex

Mage on Reaper Chariot @ 250 Points

- Wizard Adept (Path of Cosmology)
- Light Armour
- Master of Spellcrafting
- Martial Discipline
- Lightning Reflex

Mage on Reaper Chariot @ 250 Points

- Wizard Adept (Path of Divination)
- Light Armour
- Master of Spellcrafting
- Martial Discipline
- Lightning Reflex

5 Highborn Lancers on Elven Horses @ 280 Points

- Champion
- Musician
- Heavy Armour
- Shield
- Lance
- Martial Discipline
- Lightning Reflex
- Scoring

5 Highborn Lancers on Elven Horses @ 280 Points

- Champion
- Musician
- Heavy Armour
- Shield
- Lance
- Martial Discipline
- Lightning Reflex
- Scoring

5 Elven Reavers on Elven Horses @ 190 Points

- Bow (3+)
- Light Lance
- Light Armour
- Vanguard
- Feigned Flight
- Light Troops
- Martial Discipline

- Lightning Reflexes

5 Elein Reavers on Elven Horses @ 190 Points

- Bow (3+)
- Light Lance
- Light Armour
- Vanguard
- Feigned Flight
- Light Troops
- Martial Discipline
- Lightning Reflexes

5 Elein Reavers on Elven Horses @ 190 Points

- Bow (3+)
- Light Lance
- Light Armour
- Vanguard
- Feigned Flight
- Light Troops
- Martial Discipline
- Lightning Reflexes

20 Flame Wardens @ 605 Points

- Champion
- Standard Bearer
- Musician
- Rending Banner
- Heavy Armour
- Halberd
- Aegis (4+)
- Fight in Extra Rank
- Fearless
- Martial Discipline
- Lightning Reflex
- Scoring

20 Flame Wardens @ 605 Points

- Champion
- Standard Bearer
- Musician
- Rending Banner
- Heavy Armour
- Halberd
- Aegis (4+)
- Fight in Extra Rank
- Fearless
- Martial Discipline
- Lightning Reflex
- Scoring

Total Army Cost: 4500

Models in Army: 69

Imię: Piotr

Nazwisko: Miński

Nick: Azurix

Miasto: Å Å³dÅ°

Armia: Highborn Elves
ID Ligowe: 4009

4500 Pts - Orcs & Goblins Roster	PSz
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Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Orc Shaman Master	1	4	8	8	3	3	4	4+	4+	2/3	3/4	4	1	2	SI	620
	Standard Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Orc Shaman; War Cry!; Wizard Master; The Thaumaturgy; Shaman Master allowances; Paired Weapons; Light Armour; Born to Fight															
<i>Destiny's Call</i>	The wearer gains Aegis (4+) and always Armour 3. Suits of Armour Enchantment; Standard size models only															[70]
<i>Skull Fetish</i>	At the start of any friendly Magic Phase, add X Veil Tokens to your pool, where X is the number of friendly units Engaged in Combat minus the number of friendly Fleeing units, ignoring negative results. You cannot gain more than 3 Veil Tokens this way. These tokens are in addition to Veil Tokens gained from other sources. Skull Fetish can never cause a loss of Veil Tokens., Wizards only. Dominant.															[65]
<i>Binding Scroll</i>	One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same Phase.															[55]
Iron Orc Chief	1	4	8	8	3	6	5	3+	5+	3/4	6/7	4/6	1/3	3	SI	330
	Standard Infantry; Iron Orc Chief; Weapon Master; Fearless; Plate Armour; Great Weapon; Paired Weapons; Shield; Battle Standard															
<i>Talisman of Shielding</i>	The bearer gains Aegis (5+).															[50]
<i>Banner of Relentless Company</i>	One use only. May be activated during the controlling player's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company can be activated in the same phase.															[40]
<i>Lucky Charm</i>	One use only. May be activated when the bearer's model fails an Armour Save. That failed Armour Save may be rerolled.															[10]
Orc Chief	1	4	8	8	3	5	5	4+		3/5	5/6	4	1	3	LC	230
	Standard Infantry; Orc Chief; Heavy Armour; Paired Weapons; Shield															
<i>Hero's Heart</i>	The wielder of the enchanted Weapon gains +1 Attack Value when using it. Attacks made with the enchanted Weapon gain Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3. Close Combat Weapon enchantment															[60]
<i>Pan of Protection Pinchin'</i>	When successfully wounded, the bearer may use the Armour of the model that inflicted the wound, and either its Aegis or Regeneration. Additionally, when the bearer's unit is the target of a spell, the bearer gains the same Magic Resistance as the Caster of the spell.															[40]
Mount: Wyvern (Orc, Common)	1	4	8		4		5			3	5	6	3	3	MB	170
	Large Cavalry; Fly (8", 16"); Fear; Towering Presence; Harnessed; Poison Attacks; Venomous Fangs															
Orc Shaman Adept	1	4	8	8	3	3	4	3+		2/3	3/4	4	1	2	LCo	305
	Standard Infantry; Orc Shaman; Wizard Adept; The Shamanism; Paired Weapons; Light Armour; Born to Fight															
<i>Basalt Infusion</i>	The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Regeneration saves. Suits of Armour enchantment															[35]
<i>Potion of Strength</i>	One use only. May be activated at the start of any Phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.															[10]
Orc Boar Chariot	1	7	7		4		5	5+		D6+1		5	2			[0]
	Large Construct; Swiftstride; Inanimate, Impact Hits (D6+1)															
'Eadbasher	1									1	4	4	1	2		[0]
	Lance															
War Boar	2									1	3	4	1	3		[0]
	Harnessed, Devastating Charge (+1 Str, +1 AP)															

4500 Pts - Orcs & Goblins Roster	PSz
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Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Goblin Witch Doctor Apprentice	1	4	8	6	2	2	3	5+		1	2	3	0	3	SI	145
	Standard Infantry; Insignificant; Goblin Shaman; Wizard Apprentice; The Pyromancy; Hand Weapon; Light Armour															
Goblin Wolf Chariot	1	9	9		4		4	6+		D6+1		5	2		LCo	[0]
	Large Construct; Light Troops; Swiftstride; Inanimate; Impact Hits (D6+1)															
Common Goblin Crew	2									1	2	3	0	2		[0]
	Light Lance; Bow (4+)															
Wolf	2									1	3	3	0	3		[0]
	Harnessed															
Feral Orc 'Eadbashers	29	4	8	7	1	3	4		6+	1	4	4	2	2	SI	800
	Standard Infantry; Scoring; Frenzy; Battle Focus; Spear; Standard; Musician; Born to Fight															
Green Tide	The bearer's unit gains Fight in Extra Rank. 0-3 Banners per Army.															[45]
'Eadbasher Champion	1	4	8	7	1	3	4		6+	1	4	4	2	2		[20]
Forest Goblin Raiders	7	7	14	6	1	2	3	5+		1	2	3	0	2	SC	211
	Standard Cavalry; Insignificant; Feigned Flight; Vanguard; Light Troops; Count as Core; Forest Goblin Raiders; Strider; Scout; Poisoned Attacks (CC only); Light Lance; Throwing Weapons (5+); Shield															
Goblin Raiders Champion	1	7	14	6	1	2	3	5+		2	2	3	0	2		[20]
Scuttler Spider	8							6+		1	3	3	0	4		[0]
	Harnessed, Poison Attacks															
Feral Orc Boar Riders	4	7	14	7	1	2	4	4+	6+	1	3	3	0	2	SC	200
	Standard Cavalry; Scoring; Mount's Protection (2); Feral Orc Boar Riders; Aegis (6+); Devastating Charge (+1 Att); Frenzy; Battle Focus; Light Lance; Shield; Musician; Born to Fight															
Orc Champion	1	7	14	7	1	2	4	4+	6+	2	3	3	0	2		[20]
War Boar	5									1	3	4	1	3		[0]
	Harnessed, Devastating Charge (+1 Str, +1 AP)															
Iron Orcs	21	4	8	8	1	5	4	3+		1	5	4	1	2	SI	589
	Standard Infantry; Scoring; Bodyguard (Iron Orc Warlord, Iron Orc Chief); Weapon Masters; Fearless; Paired Weapons (+1A,+1Off, Ignore Parry); Great Weapon (+2St, +2AP, In0); Plate Armour; Shield; Standard; Musician; Born to Fight															
Green Tide	The bearer's unit gains Fight in Extra Rank. 0-3 Banners per Army.															[45]
Iron Orc Champion	1	4	8	8	1	5	4	3+		2	5	4	1	2		[20]
Giant	1	7	14	8	7	3	5	6+		5	3	5/6	2/3	3	GI	315
	Gigantic Infantry; Giant Club; Born to Fight; Rage															
Giant	1	7	14	8	7	3	5	6+		5	3	5/6	2/3	3	GI	315
	Gigantic Infantry; Giant Club; Born to Fight; Rage															
Grotlings	3	4	8	4	5	2	2			5	2	2	0	2	SI	90
	Standard Infantry; Insignificant; Scout; Vanguard; Skirmisher; Unstable; Throwing Weapons (5+)															
Skewerer	1	4	4	6	5	1	4	6+		3	2	3	0	3	SCo	90
	Standard Construct; War Machine; Insignificant; Light Armour; Balista (4+)															
Skewerer	1	4	4	6	5	1	4	6+		3	2	3	0	3	SCo	90
	Standard Construct; War Machine; Insignificant; Light Armour; Balista (4+)															

Total	4500
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4500 Pts - Orcs & Goblins Roster

PSz

Unruly: Unruly units have -1 Ld to rolls on following tests: Restrain Frenzy, Restrain Pursuit. In addition, if in horde formation roll 3 dice for panic tests and discard the highest.

Models in Army: 66

Validation Results for Army List 'Standard Army' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	6	n/a	1800	0	40%
Core (>=25%)	3	n/a	1211	3289	26%
Special (<=100%)	2	n/a	679	3821	15%
Death from Above (<=15%)	2	n/a	180	495	4%
Big_n_Nasty (<=30%)	2	n/a	630	720	14%
Magic Item Summary	12	n/a	525	n/a	11%

PSz - ID 1915 - Orcs & Goblins Army

1 Orc Chief @ 230 Pts

Orc Chief; Heavy Armour; Paired Weapons; Shield
Hero's Heart [60]
Pan of Protection Pinchin' [40]

1 Mount: Wyvern (Orc, Common) @ 170 Pts

Venomous Fangs

1 Orc Shaman Master @ 620 Pts

General; Orc Shaman; War Cry!; Wizard Master; The Thaumaturgy; Shaman
Master allowances; Paired Weapons; Light Armour; Born to Fight
Skull Fetish [65]
Destiny's Call [70]
Binding Scroll [55]

1 Iron Orc Chief @ 330 Pts

Iron Orc Chief; Plate Armour; Great Weapon; Paired Weapons; Shield; Battle
Standard
Talisman of Shielding [50]
Banner of Relentless Company [40]
Lucky Charm [10]

1 Goblin Witch Doctor Apprentice @ 145 Pts

Goblin Shaman; Wizard Apprentice; The Pyromancy; Hand Weapon; Light Armour

1 Goblin Wolf Chariot @ [0] Pts

2 Common Goblin Crew @ [0] Pts

Light Lance; Bow (4+)

1 Orc Shaman Adept @ 305 Pts

Orc Shaman; Wizard Adept; The Shamanism; Paired Weapons; Light Armour;
Born to Fight
Basalt Infusion [35]
Potion of Strength [10]

1 Orc Boar Chariot @ [0] Pts

1 'Eadbasher @ [0] Pts

Lance

30 Feral Orc 'Eadbashers @ 800 Pts

Frenzy; Battle Focus; Spear; Standard; Musician; Champion;
Green Tide [45]

22 Iron Orcs @ 589 Pts

Plate Armour; Shield; Standard; Musician; Champion;
Green Tide [45]

5 Feral Orc Boar Riders @ 200 Pts

Feral Orc Boar Riders; Frenzy; Battle Focus; Light Lance; Shield;
Musician; Champion;

8 Forest Goblin Raiders @ 211 Pts

Count as Core; Forest Goblin Raiders; Light Lance; Throwing Weapons (5+);
Shield; Champion;

3 Grotlings @ 90 Pts

Throwing Weapons (5+)

1 Giant @ 315 Pts

Giant Club; Born to Fight; Rage

1 Giant @ 315 Pts

Giant Club; Born to Fight; Rage

2x 1 Skewerer @ 90 Pts

Balista (4+)

Models in Army: 66

Total Army Cost: 4500

Furies	5	4	8	5	1	3	3		6+	1	3	4	1	4	SB	150
	Fly (10", 20"); Skirmisher; Light Troops; Supernal; Fearless; Hard Target (1); Devastating Charge (+1 Str)															
Veil Serpents	3	2	4	7	3	4	4		5+	3	4	4	1	4	LB	280
	Fly (9", 12"); Light Troops; Supernal; Fearless; Morphilngs															
Option Footnotes:																
Avert Your Gaze	Enemy units within 6" of one or more models with Avert Your Gaze suffer -2 Discipline when taking Combat Reform tests.															
Dominion	At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Dominion. All R&F models in the chosen unit are affected as described in the Dominion rule in the Character's unit entry. The effects last until the end of the next Player Turn.															
Dominion of Lust	The affected models gain +2" March Rate and must reroll failed Charge Range rolls when Charging an enemy unit in its Flank or Rear Facing.															
Falling Star	The model's Offensive Skill and Defensive Skill are set to twice the model's current number of Health Points.															
Hellish Growl	At the start of each Round of Combat, enemy units in base contact with one or more models with Hellish Growl must take a Discipline Test with a -1 Discipline modifier. Units that fail this test suffer -1 Strength, and attacks from models with Hellish Growl against them must reroll failed to-wound rolls. The effects last until the end of the Round of Combat.															
Morphilngs	During Spell Selection, each unit of Veil Serpents must choose a Manifestation from the list below and apply the effects during the game: Mesmerising Plumage, Chilling Yawn, Tarskin															
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.															
Omniscience	In the Magic Phase, if the model did not March Move or declare a Charge this Player Turn, the cost of converting Veil Tokens into Magic Dice is decreased to 2:1 during this Player Turn (2 Veil Tokens per 1 Magic Dice).															
Razor Tentacles	If the attack is allocated towards an enemy model in the enemy's Flank or Rear Facing, it gains Area Attack (1x5), Strength as user/2 [as user], and Armour Penetration as user/2 [as user], rounding fractions up.															
Talon Scythes	Attacks made with Wicked Claws ignore Parry and, if allocated towards Standard or Large Infantry, gain a +1 to-hit modifier.															
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.															

Total Army Cost: 4494 Pts.

Notes:

Immortal Denizens: Casting rolls made by models in a Daemon Legions army with one or two dice gain a +1 Casting Modifier. For casting rolls with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers. In addition, each player adds +2 Veil Tokens to their Veil Token pool in the Magic Phase during Siphon the Veil, when they are the Active Player.

Dominion: At the start of each friendly Player Turn, you may choose one friendly unit within the Commanding Presence range of the model with Dominion. All R&F models in the chosen unit are affected as described in the Dominion rule in the Character's unit entry. The effects last until the end of the next Player Turn.

Models in Army: 59

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	2	n/a	1775	25	39%
Core (>=25%)	2	n/a	1130	3370	25%
Special (<=100%)	4	n/a	1159	3341	25%

Aves (<=35%)	2	n/a	430	1145	9%
Magic Item Summary	12	n/a	225	n/a	5%

Reservoir dogs (Ukraine2) team

Sviatoslav "Mr.Pink" Malanov (C) - Undying Dynasties

515 Death cult hierarch, wizard master of divination, soul conduit, sacred hourglass, ankh of nepesh

260 Tomb architect, talisman of the void, crown of wizard king

240 Nomarch, general, Crown of Pharaohs, scroll of desiccation

170 20x Skeletons, m

130 5x Skeleton scouts

845 8xChariots, legion charioteers, c, m, b, stalker's standart

760 4xDread Reapers, paired weapons

760 4xDread Reapers, paired weapons

500 5xTomb Cataphracts, m

160 Sand scorpion

160 Sand scorpion

Total 4500

Hryhorii "Mr. Brown" Tsokur – Kingdom of Equitaine

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

360 Paladin, Barded Warhorse, Bsb, Questing Oath, Storm Clarion, Shield, Alchemist's Alloy

500 Damsel, Equitan Unicorn, Wizard Master, Druidism, Binding Scroll

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

300, 6 Knights of the Realm, M, C

680 12 Knights of the Quest, M, S, C Banner of Speed

375, The Green Knight

125, 5 Yeoman Outriders, Bow (4+) 635

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

Total: 4497

Mark "Mr. White" Abarenko - Warriors of the Dark Gods

345 Barbarian Chief, Battle Standard Bearer, Dark Chariot, Light Lance, Shield, Basalt Infusion

675 Chosen Lord, Dark Chariot, Favour of Savar, Idol of Spite, Paired Weapons, Death Cheater, Potion of Swiftmess, Symbol of Slaughter

320 Sorcerer, General, Evocation, Wizard Adept, Binding Scroll, Rod of Battle

275 Sorcerer, Alchemy, Wizard Adept, Orb of Foreboding

160 5x Fallen

160 5x Fallen

130pts 8x Warhound

454 16x Warrior, m, s, Banner of the Relentless Company

634 8x Chosen, Favour of Vanadra, Great Weapon, M

794 5x Chosen Knights, Favour of Cibaresh, God of Lust, M, S, Flaming Standard

220 Warrior Chariot

330 Hellmaw

Total: 4497

4500 Pts - Warriors of the Dark Gods Army	No Name
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Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Chosen Lord of Vanadra, Wrath	1	5	10	9	3	7	5	1+		5	8	5	2/8	7	SI	665
	Standard Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Magic Item allowance; Favour of Wrath (Vanadra); Path of the Favoured; Hand Weapon; Hell-Forged Armour; Shield; War Dais															
<i>Burning Portent</i>	Attacks made with the enchanted Weapon gain +6 Armour Penetration, Flaming Attacks and Multiple Wounds (D3). Hand Weapon enchantment															[120]
<i>Dusk Forged</i>	Shield Enchantment. The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves. Shield Enchantment															[50]
<i>Idol of Spite</i>	One use only. Activate at the start of a Round of Combat. For the duration of this Round of Combat, the bearer gains +1 Att, +1 Str and +1 AP .															[60]
War Dais	1	C	C		4			5+		4	5	4	1	4	SI	[0]
	Tall, Cannot be Stomped, Harnessed															
Sorcerer Master	1	4	8	8	3	4	4	6+		2	4	3	0	3	SI	560
	Standard Infantry; Fearless; Wizard Master; The Occultism; Hand Weapon; Light Armour; Veil Walker															
<i>Ledger of Souls</i>	Whenever a friendly model with Hell-Forged Armour or Irredeemable within 12" of the bearer, or a model in the bearer's unit is removed as a casualty, you gain one Veil Token for each Health Point the model (that was removed as a casualty) started the game with. In addition, at the end of Siphon the Veil, the army may keep up to 6 Veil Tokens (instead of the normal 3). Dominant.															[90]
Barbarian Chief	1	4	8	8	3	5	4	5+		3	5	5	1	5	SI	285
	Standard Infantry; Hand Weapon; Heavy Armour; Battle Standard; Battle Fever; Deeds not Words															
<i>Crown of the Wizard King</i>	During Spell Selection, randomise a Magic Path (from all Paths in the Path of Magic book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell.															[50]
<i>Talisman of the Void</i>	The bearer gains Channel (+ 1).															[50]
Barbarians	29	5	10	8	1	4	3	5+		1	4	4	1	3	SI	470
	Standard Infantry; Scoring; Spear; Light Armour; Shield; Standard; Musician; Battle Fever															
<i>Banner of Speed</i>	A unit with one or more Banner of Speed gains +1 Advance Rate and +2 March Rate.															[50]
Barbarian Champion	1	5	10	8	1	4	3	5+		2	4	4	1	3		[20]
Barbarians	14	4	8	8	1	4	3	6+		1	4	4	0	3	SI	175
	Standard Infantry; Scoring; Hand Weapon; Light Armour; Musician; Battle Fever															
Barbarian Champion	1	4	8	8	1	4	3	6+		2	4	4	0	3		[20]
Warhounds	8	8	16	5	1	3	3			1	3	3	0	4	SB	130
	Standard Beast; Insignificant; Release the Hounds															
Warhounds	8	8	16	5	1	3	3			1	3	3	0	4	SB	130
	Standard Beast; Insignificant; Release the Hounds															
Chosen Chariot of Sugulag, Greed	1	7	7	8	5	6	5	2+		D6+1		5	2		LCo	350
	Large Construct; Swiftstride; Fear; Inanimate; Impact Hits (D6+1); Favour of Greed (Sugulag); Path of the Favoured; Hell-Forged Armour; Chosen Crew															
Chosen Crew	2									3	6	4/5	1/2	5		[0]

	Halberd															
Karkadan	1									2	3	5	2	2	LC	[0]
	Harnessesd															
Chosen Chariot of Sugulag, Greed	1	7	7	8	5	6	5	2+		D6+1		5	2		LCo	350
	Large Construct; Swiftstride; Fear; Inanimate; Impact Hits (D6+1); Favour of Greed (Sugulag); Path of the Favoured; Hell-Forged Armour; Chosen Crew															
Chosen Crew	2									3	6	4/5	1/2	5		[0]
	Halberd															
Karkadan	1									2	3	5	2	2	LC	[0]
	Harnessesd															
Warrior Knights of Sugulag, Greed	4	8	14	8	1	5	4	1+		2	5	4	1	4	SC	320
	Standard Cavalry; Scoring; Path of the Favoured; Favour of Greed (Sugulag); Hand Weapon; Hell-Forged Armour; Shield; Musician															
Favoured Knight Champion	1	8	14	8	2	6	4	1+		3	6	4	1	5		[40]
Black Steed	5									1	3	4	0	3		[0]
	Harnessesd															
Warrior Knights	5	8	14	8	1	5	4	1+		2	5	4	1	4	SC	310
	Standard Cavalry; Scoring; Path of the Favoured; Lance; Hell-Forged Armour; Shield; Musician															
Black Steed	5									1	3	4	0	3		[0]
	Harnessesd															
Forsworn	5	6	12	8	3	4	4	3+		2	5	4/6	1/3	4	LI	424
	Large Infantry; Scoring; Bodyguard (Doomlord); Path of the Exiled; Great Weapon; Hell-Forged Armour; Musician															
Forsworn Champion	1	6	12	8	3	4	4	3+		3	5	4/6	1/3	4		[20]
Hell Maw	1	5	10	5	5	3	5	5+	5+	5	3	5	2	1	GCo	330
	Gigantic Construct; Supernal; Fearless; Aegis (5+); Magical Attacks; One Ominous Gateway															
Option Footnotes:																
Battle Fever	Units with more than half of their models with Battle Fever must reroll any natural rolls of ‘1’ when rolling for Charge Range.															
Battle Standard	Rally Around the Flag!: Units w/in 12" (18" if TP) may re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on.															
Deeds not Words	Attack Attribute. The model part gains Battle Focus and Hatred when in a unit that has R&F models with Battle Fever.															
Favour of Greed (Sugulag)	Universal Rule. The bearer gains Weapon Master, Halberd, Paired Weapons, and Great Weapon. A Character with this Favour has its Special Equipment allowance increased by 50 pts.															
Favour of Wrath (Vanadra)	Attack Attribute - Melee. The model part gains Lightning Reflexes and +1 Agility. Close Combat Attacks allocated towards the model gain +1 to hit. These effects are only applied in the first Round of each Combat.															
Great Weapon	Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks															
Halberd	Attacks with +1 Strength and +1 AP. Cannot be used with Shield against Melee attacks															
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.															

Heavy Armour	Armour Save (+2)	
Hell-Forged Armour	Plate Armour. The wearer's model gains Fearless and Aegis (5+, against Toxic Attacks)	
Lance	Attacks gain Thunderous Charge (+2 Strength and +2 AP on charge).	
Light Armour	Armour Save (+1)	
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.	
One Ominous Gateway	During step 7 of the Pre-Game Sequence (Spell Selection), for each Ominous Gateway in your army, mark a point on the Battlefield with a Gateway Marker. This must be outside the opponent's Deployment Zone. If both players have Ominous Gateways, the player that picked their Deployment Zone marks their Primordial Gateways first.	
Path of the Exiled	At the end of step 7 of a Round of Combat (after taking Break Tests), models with Path of the Exiled in a unit that failed a Break Test simultaneously perform Close Combat Attacks (ignoring the rules for Initiative Order, but otherwise following the normal rules such as Supporting Attacks and Allocating Attacks). Afterwards, they are removed as casualties. Models with Path of the Exiled cannot join or be joined by models with Path of the Favoured.	
Path of the Favoured	When the model issues or fights in a Duel, it gains +1 Combat Score until the end of the Round of Combat (note that this bonus is lost if the model with Path of the Favoured is removed as a casualty).	
Release the Hounds	One use only. May be activated at the start of a friendly Player Turn (all models in a unit must activate this rule at the same time). The model gains +6" March Rate and Devastating Charge (+1 Attack Value, +1 Strength) during this Player Turn.	
Shield	+1 AS; Parry (foot models only)	
Spear	Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing.	
Standard	+1CR	
Veil Walker	When casting a non-Bound Spell you may discard one Veil Token when declaring the target(s) of the spell and choose one of the following effects:; # Distort Space: The spell's range is increased by 6". Aura Spells only gain +3" range. Spells with Type: Caster are unaffected; # Rift in Reality: Failed to-wound rolls from this spell must be rerolled; # Phase Shift: Successful Armour Saves against wounds caused by this spell must be rerolled.	
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.	

Total Army Cost: 4499 Pts.

Notes:

by DeBelial

Models in Army: 79

Validation Results:

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=45%)	3	n/a	1510	515	33%
Core (>=20%)	4	n/a	905	3595	20%
Special (<=100%)	5	n/a	1754	2746	38%
Legendary_Beasts (<=35%)	1	n/a	330	1245	7%
Magic Item Summary	7	n/a	470	n/a	10%

4500 Pts - Vampire Covenant Roster

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Bloodline Army Composition	1												0			0
	Bloodline Army Comp															
Vampire Count Nosferatu Adept	1	6	12	9	3	7	5	4+	4+	4/5	5/6	5	2	7	SI	645
	Standard Infantry; Reanimated (1); Undead; Fear; Awaken (Zombies); Vampiric (6+); B: Nosferatu; Wizard Adept; The Evocation; Paired Weapons; Light Armour															
<i>Blood Magic</i>	During Spell Selection, choose a Path (this may be a different Path than the one the model selects its spells from). When the Vampire or a friendly Wizard within 12" casts the Hereditary Spell or any spell from the chosen Path, the Casting Value of the Spell is reduced by 2. If a friendly Wizard within 12" of the Vampire Miscasts, it suffers a +1 Miscast Modifier.															[75]
<i>Necromantic Staff</i>	Dominant. The bearer gains Channel (1). The bearer may cast the first Boosted version (6" Aura) of Arise! as a Bound Spell with Power Level (4/8).															[80]
<i>Destiny's Call</i>	The wearer gains Aegis (4+) and always Armour 3. Suits of Armour Enchantment; Standard size models only															[70]
Vampire Courtier Nosferatu Master	1	6	12	8	3	6	4			3	4	5	2	6	SI	590
	Standard Infantry; Reanimated (1); Undead; Fear; Awaken (Zombies); Vampiric (6+); B: Nosferatu; General; Units w/in 12" may march.; The Dead Arise; Wizard Master; The Occultism; Hand Weapon															
<i>Arcane Knowledge</i>	The Vampire knows the Hereditary Spell in addition to its other spells. Spells cast by the Vampire gain +6" Range. This effect is decreased to +3" Range for Aura spells. Bound Spells and spells without Range are not affected.															[60]
<i>Scepter of Power</i>	One use only. The bearer may add a single Magic Dice from its Dice Pool to one of its casting rolls or disrupt rolls, after seeing the casting or disrupt roll. (Note that casting rolls cannot exceed the limit of max 5 Magic Dice.)															[40]
<i>Talisman of the Void</i>	The bearer gains Channel (+ 1).															[50]
<i>#The Dead Arise</i>	Bound Spell with Power Level (4/8). Range 12". Ground. Summon a unit from the ones from the Awaken (X) Universal Rule of the Caster (declare which before casting) with as many Health Points as given by the Reanimated value of the unit. All models must be placed within the spell's Range, with at least one model on the target point. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it).															[0]
Barrow King	1	4	8	8	4	5	5	1+		3/4	5	4	1	4	SC	410
	Standard Infantry; Reanimated (1); Undead; Ashes to Ashes; Not a Leader; Magic Attacks; Lethal Strike; Multiple Wounds (2, against Standard); Battle Standard Bearer; Heavy Armour; Shield; Unliving Shield															
<i>Basalt Infusion</i>	The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Regeneration saves. Suits of Armour enchantment															[35]
<i>Dusk Forged</i>	Shield Enchantment. The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves. Shield Enchantment															[50]
<i>Hero's Heart</i>	The wielder of the enchanted Weapon gains +1 Attack Value when using it. Attacks made with the enchanted Weapon gain Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3. Close Combat Weapon enchantment															[60]
Skeletal steed	1	8	16					5+		1	2	3	0	2		[0]
	Ghost Step; Restraints; Magical Attacks															
Skeletons	19	4	8	4	1	2	3	5+		1	2	3	0	2	SI'	250
	Standard Infantry; Reanimated (D6+4); Undead; Ashes to Ashes; Scoring; Light Armour; Shield; Standard; Musician															
<i>Banner of Relentless Company</i>	One use only. May be activated during the controlling player's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company can be activated in the same phase.															[40]
Champion	1	4	8	4	1	2	3	5+		2	2	3	0	2		[20]
Skeletons	19	4	8	4	1	2	3	5+		1	2	3	0	2	SI'	250
	Standard Infantry; Reanimated (D6+4); Undead; Ashes to Ashes; Scoring; Light Armour; Shield; Standard; Musician															
<i>Banner of Relentless Company</i>	One use only. May be activated during the controlling player's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company can be activated in the same phase.															[40]
Champion	1	4	8	4	1	2	3	5+		2	2	3	0	2		[20]

4500 Pts - Vampire Covenant Roster

Unit Name	##	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Type	Cost
Zombies	21	4	8	2	1	1	3			1	1	3	0	1	SI	140
	Standard Infantry; Reanimated (2D6+4); Undead; Ashes to Ashes; Scoring; Musician															
Zombies	22	4	8	2	1	1	3			1	1	3	0	1	SI	145
	Standard Infantry; Reanimated (2D6+4); Undead; Ashes to Ashes; Scoring; Musician															
Bat Swarm	3	1	2	3	4	3	2			4	3	2	0	3	SB	135
	Standard Beast; Reanimated (D6+4); Undead; Ashes to Ashes; Fly (6", 12"); Skirmisher; Distracting; Storm of Wings															
Dire Wolves	8	9	18	3	1	3	3			1	3	3	0	3	SB	113
	Standard Beast; Reanimated (D3+4); Undead; Ashes to Ashes; Vanguard; Devastating Charge (+1 Str, +1 AP)															
Dire Wolves	7	9	18	3	1	3	3			1	3	3	0	3	SB	133
	Standard Beast; Reanimated (D3+4); Undead; Ashes to Ashes; Vanguard; Devastating Charge (+1 Str, +1 AP)															
Champion	1	9	18	3	1	3	3			2	3	3	0	3		[20]
Dark Coach	1	8	8	7	5	3	5	3+	4+	D6+1		5	2		LCo	430
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Swiftstride; Fear; Ghost Step; Aegis (4+); Inanimate; Impact Hits (D6+1); Unholy Conduit: Units within 6" of the model gain Autonomous.															
Coachman	1									2	3	3/5	10	2		[0]
	Magical Attacks; Great Weapon															
Vampire	1									4	6	5	2	6		[0]
	Vampiric (3+)															
Undead Mount	2									1	3	4	1	2		[0]
Dark Coach	1	8	8	7	5	3	5	3+	4+	D6+1		5	2		LCo	430
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Swiftstride; Fear; Ghost Step; Aegis (4+); Inanimate; Impact Hits (D6+1); Unholy Conduit: Units within 6" of the model gain Autonomous.															
Coachman	1									2	3	3/5	10	2		[0]
	Magical Attacks; Great Weapon															
Vampire	1									4	6	5	2	6		[0]
	Vampiric (3+)															
Undead Mount	2									1	3	4	1	2		[0]
Altar of Undeath	1	8	8	5	5	3	5	5+	4+			5	2		LCo	365
	Large Construct; Reanimated (1); Undead; Ashes to Ashes; Towering Presence; Terror; Ghost Step; Swiftstride; Regeneration (4+); Inanimate; Impact Hits (D6); Aura of Undeath; Lash of Souls															
#Pentagram of Pain (Occultism)																[0]
Master	1									1	3	3	0	3		[0]
Ghost Steeds	1									8	2	3	0	2		[0]
	Restrains, Magical Attacks															
Vampire Knights	4	7	14	7	2	5	4	2+		2	5	5	2	5	SC	460
	Standard Cavalry; Reanimated (1); Undead; Autonomous; Scoring; Fear; Vampiric (6+); Lance; Heavy Armour; Shield; Musician															
Champion	1	7	14	7	2	5	4	2+		3	5	5	2	5		[20]
Undead Mount	5									1	3	4	1	2		[0]
	Restrains															
Option Footnotes:																
Aura of Undeath	Special Attack. During its Shooting Phase, the model part can make the Shooting Attack: that targets all enemy units within 12" of the model (including those Engaged in Combat and outside Front Arc and/or Line of Sight). This attack can be used even if the Altar is Engaged in Combat. The targets suffer D6 hits with a Strength equal to the current Game Turn number and Armour Penetration 2.															

4500 Pts - Vampire Covenant Roster

Option Footnotes:		
B: Nosferatu	The Vampire suffers -1 Attack Value, -2 Offensive Skill, and may not be equipped with Heavy Armour or a Shield. The Vampire gains Awaken (Zombies, Skeletons) and Gates of the Netherworld. A Vampire Courtier must be upgraded to Wizard Apprentice, Wizard Adept, or Wizard Master. A Vampire Count must be upgraded to Wizard Adept or Wizard Master. The Vampire always knows the Hereditary Spell in addition to its other spells.	
Great Weapon	Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks	
Hand Weapon	All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry Defensive Trait.	
Heavy Armour	Armour Save (+2)	
Lance	Attacks gain Thunderous Charge (+2 Strength and +2 AP on charge).	
Light Armour	Armour Save (+1)	
Musician	Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.	
Paired Weapons	Attacks with +1 Att, +1 Off and ignore Parry. Cannot be used with Shield against Melee attacks	
Shield	+1 AS; Parry (foot models only)	
Standard	+1CR	
Storm of Wings	Enemy units in base contact with one or more model with Storm of Wings suffer -1 Offensive Skill and -1 Defensive Skill.	
Unliving Shield	Enemy models cannot allocate Close Combat Attacks towards a Necromancer as long as they can allocate attacks towards a model with Unliving Shield in the same unit as the Necromancer. This rule cannot be used if there are also models with Vampiric in the same unit.	
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.	
Wizard Master	The Wizard gains Channel (1), a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.	

Total **4496**

Master of Undeath: One character in the Vampire Covenant army may be nominated to be the Master. At the start of the game, the general is always the Master.

Ashes to Ashes: At the end of the phase in which the General is killed, and each time a Leadership test is failed for gaining a new Master (or if there is no eligible character to take the test), all units with the majority of the models having this Special Rule must take a Leadership Test. If failed the unit suffers 1 wound for each point by which the test was failed with. These wounds are distributed following the rules for Unstable but can never be assigned to models without this Special Rule.

Vampiric (X): Models with this Special Rule can make march moves as normal even when outside the range of the General's Inspiring Presence. They still have to test Leadership if they are within 8" of enemy units. At the end of the close combat phase, units with this Special Rule can make a single Vampiric Roll if a Model part with this Special Rule caused at least one wound during the phase. Roll a D6 for each Vampiric Roll, X+ a single wound is Raised to the unit, where X is the number stated within the brackets (a 1 is always a failure). Characters must cause wounds and roll for Raised wounds separately from any unit they are joined to.

Models in Army: 111

Validation Results for Army List 'Standard Army' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

4500 Pts - Vampire Covenant Roster

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=40%)	4	n/a	1645	155	36%
Core (>=25%)	7	n/a	1166	3334	25%
Special (<=100%)	3	n/a	1225	3275	27%
The_Suffering (<=20%)	0	n/a	0	900	0%
Swift_Death (<=30%)	1	n/a	460	890	10%
Magic Item Summary	13	n/a	600	n/a	13%

Rychu 1712 Sylvan Elves Army

1 Forest Prince - Wild Hunter @ 555 Pts

Sylvan Blades; Sylvan Longbow; Light Armour; Kindred - Wild Hunter; Great Elk Mount;
Titanic Might [65]
Destiny's Call [70]

1 Druid Master @ 405 Pts

Wizard Master; The Cosmology;
Scepter of Power [40]

1 Druid Adept @ 215 Pts

Wizard Adept; The Shamanism;

1 Dryad Ancient @ 190 Pts

General;
Scarred Bark [80]

1 Chieftain - Forest Guardian @ 370 Pts

Spear; Elven Cloak; Light Armour; Shield; Battle Standard; Kindred - Forest Guardian;
Hunter's Honour [75]
Willow's Ward [15]
Lucky Charm [10]

15 Sylvan Archers @ 460 Pts

Standard; Musician
Banner of Discipline [35]

25 Dryads @ 476 Pts

Champion @ [20] Pts

5 Heath Riders @ 200 Pts

Champion @ [20] Pts

8 Sylvan Sentinels @ 289 Pts

Scout

6 Thicket Beasts @ 595 Pts

17 Forest Rangers @ 445 Pts

Standard; Musician; Champion
Flaming Standard [35]

5 Briar Maidens @ 200 Pts

1 Forest Eagle @ 100 Pts

Models in Army: 78

Total Army Cost: 4500

Heptun - Zielonki (3x4,5k) 4500 Pts - Sylvan Elves Army

1 Avatar of Nature @ 630 Pts

General; Tree-singing; Impaling Roots

1 Forest Prince - Wild Hunter @ 610 Pts

Wildhunter mount upgrade; Sylvan Blades; Sylvan Longbow (0+); Sylvan Longbow; Elven Cloak; Light Armour; Shield; Kindred - Wild Hunter; Frenzy; Battle Focus
Titanic Might [65]
Potion of Strength [10]
Death Cheater [100]

1 Great Elk @ [0] Pts

1 Dryad Ancient Adept @ 225 Pts

Wizard Adept; The Druidism; Tree-singing

1 Chieftain @ 280 Pts

Great Weapon; Sylvan Longbow (1+); Sylvan Longbow; Elven Cloak; Light Armour; Shield
Hail Shot [70]
Willow's Ward [15]
Alchemist's Alloy [15]

8 Heath Riders @ 316 Pts

Sylvan Lance; Light Armour; Shield; Standard; Musician; Devastating Charge (+1St,+1AP); Scoring

8 Elven Horse @ [0] Pts

5 Wild Huntsmen @ 370 Pts

Sylvan Blades; Light Armour; Shield; Standard; Musician; Battle Focus; Frenzy

5 Elven Deer @ [0] Pts

8 Dryads @ 150 Pts

Scoring

8 Dryads @ 150 Pts

Scoring

8 Dryad Skirmishers @ 182 Pts

Scoring; Skirmishers

11 Sylvan Archers @ 309 Pts

Sylvan Longbow; Musician

11 Sylvan Archers @ 309 Pts

Sylvan Longbow; Musician

8 Sylvan Sentinels @ 313 Pts

Sylvan Blades; Sylvan Longbow; Scout

8 Sylvan Sentinels @ 289 Pts

Sylvan Blades; Sylvan Longbow

4 Briar Maidens @ 360 Pts
Poisoned Thorn (2+); Standard; Musician

1 Champion Adept @ [120] Pts
Wizard Adept
#Druid 0: The Oaken Throne [0]
#Druid 2: Master of Earth [0]
#Shaman6: Break the Spirit [0]
#Cosm6: Touch the Heart [0]
Forest Embrace [0]

5 Elven Deer @ [0] Pts

Models in Army: 79

Total Army Cost: 4493

Unnamed4500 Pts - Undying Dynasties Army

1 Death Cult Hierarch Master @ 485 Pts

General; The Divination; Wizard Master; Wizard Master allowances; Hand Weapon
Sacred Hourglass [95]
Scepter of Power [40]

1 Death Cult Hierarch Adept @ 280 Pts

The Cosmology; Wizard Adept; Hierophant; Hand Weapon
Book of Arcane Mastery [60]

1 Tomb Architect @ 160 Pts

Hand Weapon; Light Armour; Flammable; Master of Stone

1 Nomarch @ 230 Pts

Hand Weapon; Heavy Armour; Shield; Flammable; Mummy's Curse; Undying Will
Alchemist's Alloy [15]
Lucky Charm [10]

1 Skeleton Chariot @ [0] Pts

2 Skeletal Horse @ [0] Pts

7 Skeleton Chariots @ 675 Pts

Halberd; Heavy Armour; Musician; Legion Charioteers; Scoring; Bound in
Death; Chariot Host

14 Charioteer @ [0] Pts

Aspen Bow (5+)

14 Skeletal Horse @ [0] Pts

19 Skeletons @ 190 Pts

Hand Weapon; Light Armour; Shield; Musician

1 Champion @ [20] Pts

5 Skeleton Scouts @ 130 Pts

Aspen Bow (5+); Scout, Light Troops

5 Skeletal Horse @ [0] Pts

5 Skeleton Scouts @ 130 Pts

Aspen Bow (5+); Scout, Light Troops

5 Skeletal Horse @ [0] Pts

5 Tomb Cataphracts @ 500 Pts

Halberd; Light Armour; Musician

5 Amut @ [0] Pts

1 Colossus @ 440 Pts

Giant Aspen Bow (5+); Light Armour

1 Colossus @ 420 Pts

Light Armour

1 Sand Scorpion @ 160 Pts
Underground Ambush

1 Sand Scorpion @ 160 Pts
Underground Ambush

7 Shabti Archers @ 540 Pts
Great Aspen Bow (5+); Light Armour; Musician

Models in Army: 50

Total Army Cost: 4500

Unnamed4500 Pts - Warriors of the Dark Gods Army

1 Exalted Herald @ 850 Pts

Wizard Adept; Plate Armour; Manifestation

1 Chosen Lord of Sugulag, Greed @ 705 Pts

Favour of Greed (Sugulag); Path of the Favoured; Great Weapon; Halberd;
Paired Weapons; Hell-Forged Armour; Spiked Shield; Battle Standard
Daemoniac Wings [100]
Thrice-Forged [65]
Dusk Forged [50]
Banner of Relentless Company [40]
Wyrd Stone [35]
Potion of Swiftiness [10]

1 Sorcerer Adept @ 365 Pts

General; Magic Item allowance; Wizard Adept; The Evocation; Hand Weapon;
Plate Armour
Ledger of Souls [90]
Obsidian Rock [25]
Alchemist's Alloy [15]

28 Warriors @ 912 Pts

Path of the Favoured; Great Weapon; Hell-Forged Armour; Spiked Shield;
Standard; Musician
Zealots Banner [50]

1 Warrior Champion @ [20] Pts

10 Chosen of Vanadra, Wrath @ 870 Pts

Favour of Wrath (Vanadra); Path of the Favoured; Great Weapon; Hell-Forged
Armour; Spiked Shield; Standard; Musician; Masters of Battle
Banner of Speed [50]

4 Chosen Knights of Sugulag, Greed @ 594 Pts

Favour of Greed (Sugulag); Path of the Favoured; Great Weapon; Halberd;
Paired Weapons; Hell-Forged Armour; Musician

4 Karkadan @ [0] Pts

5 Warhounds @ 100 Pts

Release the Hounds

5 Warhounds @ 100 Pts

Release the Hounds

Models in Army: 55

Total Army Cost: 4496

Mateusz "Swierszczu" Swierczynski - HbE (c)

1 High Prince Adept @ 550 Pts

General; Master of Canreig Tower; Sword Sworn; Master of Spellcrafting;
Wizard Adept; Great Weapon; Light Armour
Destiny's Call [70]

1 Commander @ 375 Pts

High Warden of the Flame; Hand Weapon; Light Armour; Battle Standard
Banner of Becalming [70]

1 High Prince @ 650 Pts

Great Weapon; Dragonforged Armour; Shield
Diadem of Protection [85]
Glittering Lacquer [40]
Supernatural Dexterity [30]
Mount: Griffon (Prince/Commander) @ [200] Pts

1 Mage Adept @ 225 Pts

Wizard Adept; The Pyromancy; Hand Weapon; Master of Spellcrafting

29 Sea Guard @ 675 Pts

Spear; Bow (3+); Light Armour; Shield; Standard; Musician; Cover Volley;
Steady Aim
1 Champion @ [20] Pts

19 Citizen Spears @ 260 Pts

Spear; Light Armour; Shield
1 Champion @ [20] Pts

5 Elven Reavers @ 190 Pts

Light Lance; Bow (3+); Light Armour
5 Elven Horse @ [0] Pts

6 Knights of Ryma @ 394 Pts

Lance; Dragonforged Armour; Shield
6 Elven Horse @ [0] Pts

28 Sword Masters @ 817 Pts

Great Weapon; Heavy Armour; Standard; Musician; Sword Sworn
Navigator's Banner [75]
1 Champion @ [20] Pts

1 Sea Guard Reaper @ 180 Pts

Elven Bolt Thrower (3+); Light Armour

1 Sea Guard Reaper @ 180 Pts

Elven Bolt Thrower (3+); Light Armour

Models in Army: 89

Total Army Cost: 4496

Unnamed4500 Pts - Orcs & Goblins Army

1 Feral Orc Warlord @ 510 Pts

General; Frenzy; Battle Focus; War Cry!; Hand Weapon; Light Armour; Shield; Born to Fight
Omen of the Apocalypse [120]
Potion of Swiftiness [10]
Basalt Infusion [35]

1 War Boar @ [0] Pts

1 Goblin Chief @ 210 Pts

Goblin Chief; Hand Weapon; Light Armour; Shield; Battle Standard
Crown of the Cavern King [90]

1 Feral Orc Shaman Master @ 445 Pts

Feral Orc Shaman; Frenzy; Battle Focus; Wizard Master; The Shamanism;
Shaman Master allowances; Hand Weapon; Born to Fight
Magical Heirloom [50]

1 Goblin Witch Doctor Apprentice @ 145 Pts

Goblin Shaman; Wizard Apprentice; The Witchcraft; Hand Weapon; Light Armour

1 Goblin Wolf Chariot @ [0] Pts

2 Common Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

2 Wolf @ [0] Pts

36 Feral Orcs @ 635 Pts

Frenzy; Battle Focus; Mammoth Stabber; Spear; Standard; Musician; Born to Fight
Banner of Relentless Company [40]

1 Orc Champion @ [20] Pts

19 Goblins @ 180 Pts

Goblins; Light Armour; Shield; Standard; Musician; Scoring

1 Goblin Champion @ [20] Pts

8 Feral Orc Boar Riders @ 316 Pts

Feral Orc Boar Riders; Frenzy; Battle Focus; Light Lance; Shield; Standard; Musician; Born to Fight

1 Orc Champion @ [20] Pts

9 War Boar @ [0] Pts

2 Goblin Wolf Chariot @ 225 Pts

6 Common Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

4 Wolf @ [0] Pts

2 Goblin Wolf Chariot @ 225 Pts

6 Common Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

4 Wolf @ [0] Pts

24 Gnasher Herd @ 288 Pts
They're Everywhere!

23 Gnasher Herd @ 276 Pts
They're Everywhere!

3 Grotlings @ 90 Pts
Throwing Weapons (5+)

1 Greenhide Catapult - Git Launcher (4+) @ 185 Pts
Git Launcher (4+); Insignificant

1 Greenhide Catapult - Splatterer (4+) @ 170 Pts
Splatterer (4+); Insignificant

1 Skewerer @ 90 Pts
Balista (4+)

1 Gargantula @ 510 Pts
Venomous Fangs

8 Forest Goblin Crew @ [0] Pts
Light Lance; Bow (4+)

Models in Army: 118

Total Army Cost: 4500

Team Czech - "Death Stars"

Ondřej "Malda" Malý (c)

Warriors of the Dark Gods

645 - Chosen Lord, Favour of Savar, God of Pride, Daemoniac Wings, Battle Standard, Spiked Shield, Dusk forged, Hell Forged Armour, Thrice-Forged, Symbol of Slaughter (Hand Weapon)

640 - Sorcerer, General, Veil Walker, Occultism, Wizard Master, Light Armour, Destiny's Call, Ledger of Souls, Potion of Strength

546 - 19x Warriors, Standard Bearer, Banner of the Relentless Company, Musician, Champion

183 - 6x Fallen

183 - 6x Fallen

843 - 6x Feldraks, Great Weapons, Standard Bearer, Musician, Champion

820 - 10x Chosen, Great Weapons, Wrath, Musician, Champion

310 - 5x Warrior Knights, Lances, Musician

330 - Hellmaw, One Ominous Gateway

4500

Michal "Houba" Malý

Dwarven Holds

700 - King, General, War Throne, Shield, Rune of Destruction (Hand Weapon), 2 Rune of Might (Hand Weapon), Rune of Dragon's Breath

310 - Thane, Battle Standard, Banner of the Relentless Company, Shield, 2 Rune of Lightning (Hand Weapon), Holdstone

235 - Runic Smith, Shield, 3 Battle Runes

185 - Anvil of Power

574 - 29x Clan Warriors, Spears and Shields, Standard Bearer, Runic Standard of Swiftess , Musician, Champion

554 - 28x Clan Warriors, Vanguard, Great Weapons, Standard Bearer, Musician, Champion

529 - 2x21 Seekers, Vanguard, Musician

265 - 2x10 Miners, Throwing Weapons, Shields, Musician

175 - 2x1 Steam Copters, Attack Copter

4496

Filip "Sirkar" Bartoš

Vampire Covenant

780 - Vampire Count, General (The Dead Arise), Strigoi, Ghoul Lord, Chamanism, Wizard Adept, Paired Weapons, King Slayer (Paired Weapons), Hypnotic Pendant

450 - Vampire Courtier, Strigoi, Flying Horror, Chamanism, Wizard Apprentice, Paired Weapons, Touch of Greatness (Paired Weapons), Cursed Medallion

445 - Vampire Courtier, Strigoi, Chamanism, Wizard Apprentice, Battle Standard, Banner of the Relentless Company, True Thirst (Hand Weapon)

626 - 34x Ghouls, Blood ties (Strigoi), Champion

235 - 15x Ghouls, Champion

133 - 8x Dire Wolves, Champion

133 - 8x Dire Wolves, Champion

190 - 5x Barrow Knights, Musician

170 - 5x Barrow Knights

660 - 8x Vampiric spawns, Champion

335 - Varkolak

335 - Varkolak

4492

Dmitry Korovin Mity - Undying Dynasties (c)

525 - 1 Death Cult Hierarchy Master, The Divination; Soul Conduit; Sacred Hourglass; Binding Scroll

280 - 1 Death Cult Hierarchy Adept, The Cosmology; Hierophant; Book of Arcane Mastery

225 - 1 Nomarch, General; Crown of the Pharaohs

210 - 1 Tomb Architect, Crown of the Wizard King

385 - 1 Tomb Harbinger on Skeleton Chariot, HA, Sh; BSB; Sun's Embrace, Alchemist's Alloy, Death Mask of Teput

700 - 8 Skeleton Chariots, CS, Rending Banner

250 - 20 Skeletons, CSM, Banner of Relentless Company

180 - 10 Skeleton Archers, S, Banner of Relentless Company

130 - 5 Skeleton Scouts

200 - 3 Shabti Archers

760 - 4 Tomb Reapers, Halberd

655 - 6 Tomb Cataphracts, S; M; Rending Banner

Total: 4500

Aleksei Slinka-DE

745 - Cult Priest, Cult of Yema, Divine Altar, Paired Weapons, Battle Standard, Shield, Basalt Infusion, Moraec's Reaping (Hand Weapon), Lucky Charm

485 - Oracle, General, Divination, Wizard master, Wandering Familiar, Amulet of Spite

395 - Assassin, Paired Weapons, Binding Scroll, Elixir of Shadows, Path of Bloody Murder, Master Poisoner : Bloodroot

525 - 30x Dread Legionnaires, Spears, Standard Bearer, Rending Banner, Musician, Champion

200 - 10x Corsairs, Paired Weapons, Musician

200 - 5x Dark Raiders, Repeater Crossbows

200 - 5x Dark Raiders, Repeater Crossbows

431 - 7x Dread Knights, Standard Bearer, Banner of Blood, Musician

424 - 6x Dark Acolytes, Cult of Yema, Champion

355 - 5x Dark Acolytes, Champion

180 - Dread Reaper

180 - Dread Reaper

180 - Dread Reaper

Stanislav Fesenko - SE

735 - Treefather Ancient, General, Divination, Wizard master

550 - Forest Prince, Wild Hunter, Great Elk, Light Armour, Destiny's Call, Sylvan Blades, Titanic Might (Sylvan Blades)

270 - Druid, Druidism, Wizard Adept, Binding Scroll

245 - Chieftain, Battle Standard, Crown of the Wizard King

381 - 14x Sylvan Archers, Musician

381 - 14x Sylvan Archers, Musician

205 - 5x Heath Riders, Heath Hunters

188 - 9x Dryads, Champion

510 - 5x Thicket Beasts, Champion

330 - 3x Kestrel Knights, Hard Target and Shields, Champion

100 - Forest Eagle(s)

300 - 9x Sylvan Sentinels

300 - 9x Sylvan Sentinels

4495

Team Ukraine 3

Dmytro "Bishop" Stashok - Vampire Covenant Army

655 - Vampire Count - Nosferatu; Wizard Adept; The Evocation; Halberd; Light Armour; Destiny's Call; Necromantic Staff; Blood Magic

590 - Vampire Courtier - General; Nosferatu; Wizard Master; The Occultism; Scepter of Power; Talisman of the Void; Arcane Knowledge

410 - Barrow King - BSB; Hero's Heart; Basalt Infusion; Dusk Forged; Skeletal steed

235 - 3x20 Skeletons - S, M, C; Legion Standard

170 - 27xZombies - M

133 - 2x8 Dire Wolves - C

430 - 2x1 Dark Coach

490 - Shrieking Horror

350 - 4xVampire Knights - M

Total Army Cost: 4496

Maxim "Inkvizitor Maximilian" Biba - Highborn Elves

465 - High Prince - General; Sliver of the Blazing Dawn, Protection of Dorac, Lucky Charm; Heavy Armour; Shield; Spear;

425 – Commander - BSB; Master of Canreign Tower; long bow, great weapon, Elu's Heartwood.

465 – Mage - Asfad Scholar, Divination, Wizard Master.

510 – 20xSea Guard – M, C, S; Rending banner.

190 – 2x5 Elein Reavers - Bow.

240 – 20xCitizen spears.

668 – 21xLion Guard - M, S, C; Navigator banner.

470 – 15xFlame Wardens– M, S; Banner of Becalming.

334 – 11xQueen's Guard - M.

180 – 3x1 Sea Guard Reaper.

Total Army Cost: 4497

Dmytro "Ursa06" Adeiev – Daemon Legions

605 - Omen of Savar, Iron Husk (60), Centipede Legs (25), Bronze Backbone (50), Wizard Adept, Divination

595 - Kuulima's Deceiver, General, Iron Husk (60), Living Shield (25), Venom Sacs Guiding (65), Must take Dominion of Envy, Wizard Adept

560 - Harbinger of Father Chaos, Great Beast of Prophecy, Centipede Legs Dominant (40), Cloven Hooves (40), Iron Husk (60), Battle Standard Bearer, Wizard Adept, Divination

440 - 14x Imps, Mark of the Eternal Champion, Spear of Infinity (Hereditary), Champion, Musician, Standard Bearer

685 - 25x Succubi, Bronze Backbone (25), Champion, Musician, Standard Bearer

581 - 5x Clawed Fiends, Broodmother (5), Musician, Champion, Standard Bearer

195 - 5x Sirens

686 - 5x Brazen Beasts, Red Haze (5), Champion, Musician, Standard Bearer

150 - 5x Furies

Total Army Cost : 4 497

Team Ukraine 1

Konstantin Volokhin (Kastyan_kg) Captain- Beast Heards

Beast Lord, Razortusk Chariot, General, Heavy Armour, Shield, Beast Axe, Fatal Folly, Basalt

Infusion, Binding Scroll, Talisman of Shielding, Hunting Call - 585

Beast chieftain, Raiding Chariot, Bsb, Heavy Armour, Shield, Beast Axe, Dusk Forged,

Alchemist's Alloy, Dragonfire Gem, Greater Totem Bearer - 460

Soothsayer, Seed of the Dark Forest, Binding Scroll, Wizard Master, Druidism - 495

37 Mongrel Herd, Spear, Shield, M, S, C, Banner of the Wild Herd - 386

15 Wildhorn Herd, Throwing Weapons, M, Ambush - 220

15 Wildhorn Herd, Throwing Weapons, Ambush - 200

8 Feral Hounds - 104

6 Minotaurs, Paired Weapons, C, Black Wing Totem - 564

5 Centaurs, Paired Weapons - 185

1 Razortusk Herd - 100

1 Razortusk Herd - 100

5 Gargoyles, Scout - 150

1 Gortach - 475

1 Gortach - 475

Total: 4499

Artem Kurhanskyi - Empire of Sonnstahl

320 - Marshal Army General, Shield, Death Warrant, Imperial Seal

205 - Marshal Battle Standard Bearer, Shield, Household Standard

725 - Prelate, Altar of Battle, Paired Weapons, Plate Armour, Shield, Basalt Infusion, Hero's Heart, Locket of Sunna

350 - Wizard Master: Cosmology

200 - Wizard Adept: Alchemy

589 - 49x Heavy Infantry, Halberd, FCG, Rending Banner

205 - 20x Heavy Infantry, FCG

205 - 20x Heavy Infantry, FCG

285 - 20x Light Infantry, Musician

684 - 36x Imperial Guard: FCG, Rending Banner

250 - Cannon

475 - Steam Tank

++ Total: [4493pts] ++

littlecow - Orcs & Goblins Army

550 - Orc Shaman Master, General, War Cry!, Wizard Master, Crown of Autocracy, Essence of Free Mind, Master, Shamanism/Pyromancy

190 - Goblin Witch Doctor, Adept, Witchcraft

120 - Cave Goblin Chief, BSB, Shield

540 - Iron Orc Warlord, War Boar, Shield, Omen of the Apocalypse, Dusk Forged, Dragonfire Gem, Potion of Swiftess

375 - Forest Goblin King, Scuttler Spider, Heavy Armour, Shield, Death Cheater, Hero's Heart, Troll Ale Flask

491 - 24x Orc 'Eadbashers, S, Paired Weapons, Banner of Relentless Company

525 - 45x Cave Goblins, S, 3 Mad Gitz, Banner of Relentless Company

195 - 20x Orcs, M

160 - 5x Orc Boar Riders, M

120 - 5 Goblin Raiders

288 - 3x24 Gnasher Herd

185 - 2x1 Greenhide Catapult - Git Launcher

Total: 4500

Tofic KOE

Duke @ 765 Pts

General; Questing Oath; Lance; Shield; Hippogriff

Basalt Infusion [35]

Fortress of Faith [60]

Lucky Charm [10]

Potion of Swiftmess [10]

Virtue of Might [100]

Divine Judgement [80]

Damsel Master @ 395 Pts

Wizard Master; The Shamanism; Barded Warhorse

Potion of Strength [10]

Paladin @ 295 Pts

Lance; Shield; Battle Standard; Barded Warhorse

Alchemist's Alloy [15]

Wyrnwood Core [45]

The Green Knight @ 375 Pts

11 Knights of the Realm, FCG @ 595 Pts

Banner of Discipline [35]

6 Knights of the Realm, C @ 280 Pts

5 Knights Aspirant, C @ 250 Pts

9 Knights of the Grail, FCG @ 834 Pts

Banner of Roland [50]

5 Yeoman Outriders, Shields @ 130 Pts

3 Pegasus Knights @ 340 Pts

1 Siege War Machine - Scorpion (4+) @ 120 Pts

1 Siege War Machine - Scorpion (4+) @ 120 Pts

Total Army Cost: 4499

Tomek Chudzinski

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Dwarven

Holds

295 – Runic Smith, General, 2x Battle Runes,
Shield, Rune of Dragon's Breath, Rune of Iron

185 – Anvil of Power

735 – 29 x Greybeards, Shields, C, M, S, Banner
of the Relentless Company

265 – 2x10 Miners, M, Shields, Throwing Weapons (5+)

509 – 2 x 24 x Seekers

130 – Vengeance Seeker

305 – 2x2 Steam Copters

255 – Cannon

150 – 2x Flame Cannon

140 – 2 x 10 Warriors, Shield

160 – 10 x Warriors, Shield, Throwing Weapons (5+)

4498

Xargos OG

Feral Orc Warlord 515
General; LA, Shield
Omen of the Apocalypse
Essence of Mithril
Lucky Charm
Potion of Swiftiness

Goblin Chief 120
Battle Standard

Goblin Witch Doctor Master 425
Master; Thaumaturgy;
Skull Fetish [65]

Goblin Witch Doctor Adept 230
Adept; Pyromancy;
Potion of Strength
Goblin Wolf Chariot

Orc Shaman Adept 260
Adept; Shamanism; PW
Orc Boar Chariot

37 Feral Orcs 635
FCG; Mammoth Stabber; Spear
Banner of Relentless Company

6 Feral Orc Boar Riders 204
Shield; M

21 Goblins 146
Shield; M

8 Goblin Raiders 159

Gargantula 510

Great Green Idol 365

Greenhide Catapult - Git Launcher 185

2 Goblin Wolf Chariot 225

Greenhide Catapult - Splatterer 170

Giant 350
Giant Club; Big Brother

£apamat OK

Khan 385
BSB; Hoardmaster; LA; Banner of Discipline, Lygur's Tongue

Mammoth Hunter 395
Hunting Spear, Iron Fist, Scout, Trolleater
Wrestler's Belt

Shaman 435
General, Iron Fist, Shamanism, Wizard Master

10 Bruisers 827pts
FCG; Pennant of the Great Grass Sky

37 Scraplings 302
FCG, Spear,

Sabretooth Tigers 80

2x3 Bombardiers 185

2x1 Thunder Cannon 320

Rock Aurochs 475pts

2xSlave Giant 295pts
GW

Laik - DE

Oracle Master 995
General; Yema; Occultism; Wizard Master
Moraec's Reaping
Wandering Familiar
Obsidian Rock
Dragon

Cult Priest 235
Cult of Cadaron; Halberd; Repeater Crossbow; BSB
Binding Scroll

2x1 Assassin 255
Paired Weapons; Path of Silent Death; Assassin Throwing
Weapon ; Bloodroot

10 Corsairs 260
Paired Weapons; Repeater Handbow; MC

10 Corsairs 240
Paired Weapons; Repeater Handbow; M

5 Dark Raiders 160

2x10 Blades of Nabh 240 M

10 Raven Cloaks 335

10 Raven Cloaks 345

Paired Weapons

5 Dread Knights 265 M

3x1 Dread Reaper 180

1 Medusa 135

Halberd

KATEREK - SALAMANDRA 4500 Pts - Vampire Covenant Army

1 Bloodline Army Composition @ 0 Pts
Bloodline Army Comp

1 Necromancer Master @ 490 Pts
General; The Dead Arise; Wizard Master; Wizard Master allowances; The
Evocation; Hand Weapon; Light Armour
#The Dead Arise [0]
Binding Scroll [55]
Talisman of the Void [50]

1 Vampire Count of Strigoi Adept @ 790 Pts
B: Strigoi; Wizard Adept; The Shamanism; Paired Weapons
Ghoul Lord [70]
Eternity Gem [95]
Magical Heirloom [50]
Touch of Greatness [50]

1 Barrow King @ 380 Pts
Battle Standard Bearer; Paired Weapons; Heavy Armour; Shield; Unliving
Shield
Hero's Heart [60]
Destiny's Call [70]
Dragonfire Gem [20]

34 Ghouls @ 645 Pts
Blood Ties (Strigoi); First Raised; Unholy Appetite; Vanguard

1 Champion @ [20] Pts

30 Zombies @ 185 Pts
Musician

29 Zombies @ 180 Pts
Musician

7 Dire Wolves @ 133 Pts

1 Champion @ [20] Pts

7 Dire Wolves @ 133 Pts

1 Champion @ [20] Pts

1 Dark Coach @ 445 Pts
Extended Chasis

1 Coachman @ [0] Pts
Great Weapon

1 Vampire @ [0] Pts

2 Undead Mount @ [0] Pts

1 Dark Coach @ 445 Pts
Extended Chasis

1 Coachman @ [0] Pts
Great Weapon

1 Vampire @ [0] Pts

2 Undead Mount @ [0] Pts

1 Varkolak @ 335 Pts

1 Varkolak @ 335 Pts

Models in Army: 116

Total Army Cost: 4496

Unnamed4500 Pts - Vampire Covenant Army

1 Bloodline Army Composition @ 0 Pts
Bloodline Army Comp

1 Vampire Courtier Nosferatu Master @ 590 Pts
B: Nosferatu; General; The Dead Arise; Wizard Master; The Occultism;
Halberd
Arcane Knowledge [60]
Necromantic Staff [80]
#The Dead Arise [0]

1 Necromancer Adept @ 200 Pts
Wizard Adept; The Evocation; Hand Weapon

19 Skeletons @ 235 Pts
Light Armour; Shield; Standard; Musician
Legion Standard [25]

1 Champion @ [20] Pts

19 Skeletons @ 235 Pts
Light Armour; Shield; Standard; Musician
Legion Standard [25]

1 Champion @ [20] Pts

19 Skeletons @ 235 Pts
Light Armour; Shield; Standard; Musician
Legion Standard [25]

1 Champion @ [20] Pts

7 Dire Wolves @ 133 Pts

1 Champion @ [20] Pts

7 Dire Wolves @ 133 Pts

1 Champion @ [20] Pts

20 Zombies @ 155 Pts
Standard; Musician

1 Altar of Undeath @ 365 Pts
Aura of Undeath; Lash of Souls
#Pentagram of Pain (Occultism) [0]

1 Master @ [0] Pts

1 Ghost Steeds @ [0] Pts

1 Altar of Undeath @ 365 Pts
Aura of Undeath; Lash of Souls
#Pentagram of Pain (Occultism) [0]

1 Master @ [0] Pts

1 Ghost Steeds @ [0] Pts

1 Dark Coach @ 430 Pts

1 Coachman @ [0] Pts
Great Weapon

1 Vampire @ [0] Pts

2 Undead Mount @ [0] Pts

1 Dark Coach @ 430 Pts

1 Coachman @ [0] Pts
Great Weapon

1 Vampire @ [0] Pts

2 Undead Mount @ [0] Pts

9 Wraiths @ 500 Pts
Blood Ties (Nosferatu); Great Weapon; Reaper

1 Champion @ [120] Pts
#Witch1: Raven's Wing [0]
#Witch2: Deceptive Glamour [0]
#Evoc3: Hasten the Hour [0]

1 Shrieking Horror @ 490 Pts
Chilling Shriek

Models in Army: 109

Total Army Cost: 4496

Unnamed4500 Pts - Vermin Swarm Army

1 Vermin Daemon @ 820 Pts
General

1 Chief 260 Pts
Great Weapon; Heavy Armour; Battle Standard
Sceptre of Vermin Valour [35]
Rending Banner [45]

1 Plague Patriarch Apprentice 230 Pts
Plague Flail
Binding Scroll [55]

1 Plague Patriarch Apprentice 230 Pts
Plague Flail
Binding Scroll [55]

1 Plague Patriarch Apprentice 175 Pts
Plague Flail

20 Plague Brotherhood 225 Pts
Musician

25 Rats-at-Arms 240 Pts
Musician

35+1 Vermin Guard 666 Pts
Standard; Musician
Lightning Rod [100]

15 Plague Disciples 289 Pts

1 Weapon Team - Globe Launcher 150 Pts

10 Grenadiers 227 Pts

1 Dreadmill 305 Pts

1 Dreadmill 305 Pts

1 Abomination 375 Pts

Models in Army: 113

Total Army Cost: 4497

JACKIE - Warriors of the Dark Gods Army

1 Sorcerer Adept @ 220 Pts

General; Magic Item allowance; Wizard Adept; The Evocation; Hand Weapon;
Light Armour

1 Chosen Lord of Vanadra, Wrath @ 620 Pts

Favour of Wrath (Vanadra); Path of the Favoured; Hand Weapon; Hell-Forged
Armour; Shield; Battle Standard; Black Steed
Burning Portent [120]
Lucky Charm [10]
Potion of Swiftiness [10]

1 Exalted Herald @ 850 Pts

Wizard Adept; Plate Armour; Manifestation

2 X 8 Warhounds @ 130 Pts

5 Fallen @ 160 Pts

Path of the Exiled; Paired Weapons; Hell-Forged Armour

15 Warriors @ 484 Pts

Path of the Favoured; Paired Weapons; Hell-Forged Armour; Spiked Shield;
Standard; Musician
Zealots Banner [50]

1 Warrior Champion @ [20] Pts

8 Warrior Knights of Vanadra, Wrath @ 631 Pts

Path of the Favoured; Favour of Wrath (Vanadra); Great Weapon; Hell-Forged
Armour; Shield; Standard; Musician
Stalker's Standard [45]

1 Favoured Knight Champion @ [40] Pts

3 Chosen Knights of Sugulag, Greed @ 614 Pts

Favour of Greed (Sugulag); Path of the Favoured; Hell-Forged Armour;
Musician

1 Chosen Knight Champion @ [20] Pts

5 Chosen of Sugulag, Greed @ 320 Pts

Favour of Greed (Sugulag); Path of the Favoured; Hell-Forged Armour;
Spiked Shield; Masters of Battle

1 Hell Maw @ 330 Pts

One Ominous Gateway;

Models in Army: 56

Total Army Cost: 4489

Pedro 4500Pts - Warriors of the Dark Gods Army

1 Exalted Herald @ 850 Pts
General

1 Exalted Herald @ 850 Pts

1 Sorcerer Adept @ 325 Pts
Wizard Adept; The Evocation; Plate Armour
Gladiator's Spirit [35]
Binding Scroll [55]

19 Warriors of Vanadra, Wrath @ 835 Pts
Favour of Wrath (Vanadra); Great Weapon;
Standard; Favoured Champion
Zealots Banner [50]

10 Warhounds @ 150 Pts

1 Warrior Chariot @ 220 Pts

5 Warrior Knights @ 310 Pts
Lance; Shield; Musician

3 Chosen Knights of Nukuja, Sloth @ 491 Pts
Favour of Sloth (Nukuja); Halberd; Musician

3 Chosen Knights of Sugulag, Greed @ 464 Pts
Favour of Greed (Sugulag); Great Weapon; Halberd; Paired Weapons; Musician

Models in Army: 44

Total Army Cost: 4495

Unnamed4500 Pts - Undying Dynasties Army

1 Pharaoh @ 555 Pts

General; Great Weapon; Heavy Armour; Flammable; Mummy's Curse; Undying Will

Godslayer [75]

Jackal's Blessing [100]

Skeleton Chariot @ [0] Pts

Skeletal Horse @ [0] Pts

1 Death Cult Hierarch Master @ 445 Pts

The Divination; Wizard Master; Wizard Master allowances; Hand Weapon

Sacred Hourglass [95]

1 Death Cult Hierarch Adept @ 280 Pts

The Evocation; Wizard Adept; Hierophant; Hand Weapon

Book of Arcane Mastery [60]

1 Tomb Architect @ 220 Pts

Hand Weapon; Light Armour; Flammable; Master of Stone

Crown of the Wizard King [50]; Potion of Strenght [10]

7 Skeleton Chariots @ 760 Pts

Halberd; Heavy Armour; Standard; Musician; Champion; Legion Charioteers; Scoring;

Bound in Death; Chariot Host

Stalker's Standard [45]

20 Skeletons @ 190 Pts

Hand Weapon; Light Armour; Shield; Musician; Champion @ [20] Pts

20 Skeletons @ 210 Pts

Hand Weapon; Light Armour; Shield; Standard

Banner of the Entombed [40]

1 Sand Scorpion @ 160 Pts

Underground Ambush

1 Sand Scorpion @ 160 Pts

Underground Ambush

1 Sand Scorpion @ 160 Pts

Underground Ambush

1 Charnel Catapult @ 200 Pts

Charnel Catapult (5+)

1 Charnel Catapult @ 200 Pts

Charnel Catapult (5+)

5 Tomb Cataphracts @ 480 Pts

Halberd; Light Armour

5 Tomb Cataphracts @ 480 Pts

Halberd; Light Armour

Models in Army: 58

Total Army Cost: 4500

Micha³ "Pantrq" Æwik - Warriors of the Dark Gods

@665 - Chosen Lord[300], General, Karkadan[105], Burning Portent[125], Idol of Spite[60], Dusk Shroud[50], Obsidian Rock[25], Favour of Lust
@625 - Chosen Lord [300], BSB [50], Karkadan[105], Halberd[20], Death Cheater[100], Touch of Greatness[50], Favour of Lust
@555 - Sorcerer[145], Master[225] - Occultism, Black Steed[50], Plate Armor[15], Paired Weapons[5], Hero's Heart[60], Alchemist's Alloy[15], Scepter of Power[40]
@257 - 8x Barbarian Horsemen[205], Shields[16], Light Lances[16], Musician[20]
@257 - 8x Barbarian Horsemen[205], Shields[16], Light Lances[16], Musician[20]
@130 - 8x Warhounds[130]
@130 - 8x Warhounds[130]
@130 - 8x Warhounds[130]
@774 - 5x Chosen Knights[689], Favour of Lust [30], Standard[20], Musician[20], Aether Icon[15]
@646 - 4x Chosen Knights[562], Favour of Lust [24], FCG[60]
@330 - 5x Warrior Knights[240], Musician[20], Champion[20], Lances[50]

Marcin "Undead" Jab³oñski - Undying Dynasties

@540 - Pharaoh; General; Great Weapon; Light Armour; Godslayer [75]; Jackal's Blessing [100]; Skeleton Chariot
@445 - Death Cult Hierarch Master; The Divination; Sacred Hourglass [95]
@220 - Death Cult Hierarch Adept; The Cosmology; Hierophant
@160 - Tomb Architect
@190 - 20x Skeletons; Champion; Musician
@210 - 20x Skeletons; Standard; Banner of the Entombed [40]
@675 - 7x Skeleton Chariots; Musician; Legion Charioteers
@130 - 5x Skeleton Scouts
@568 - 24x Nercopolis Guard; Paired Weapons; Standard; Musician; Champion; Rending Banner [45]
@160 - Sand Scorpion
@160 - Sand Scorpion
@160 - Sand Scorpion
@435 - Colossus Pts; Great Weapon
@445 - Colossus; Scales of Destiny

Mariusz "Elit" Zawisza - Dwarven Holds

@455 - Runic Smith;General; Ancestral Memory; Battle Runes Taken (x2); Hand Weapon; Plate Armour; Shield; Rune Craft Mastery; Shield Wall; Sturdy; Rune of Iron (x2); Rune of Devouring; Rune of Fire; Rune of Fury (x2)
@185 - Anvil of Power Plate Armour
@325 - Thane Plate Armour; Shield; Battle Standard; Shield Wall; Sturdy;Rune of Lightning (x3);Rune of Iron;Rune of Shielding
@250 - Engineer Hand Weapon; Wyrn-Slayer Rocket (3+); Plate Armour; Shield; Entrench; Shield Wall, Rune of Denial
@626 - 36x Clan Warriors Spear; Heavy Armour; Shield; Standard; Musician; Shield Wall; Sturdy;Champion
@261 - 11xClan Marksmen - Crossbowmen Crossbow (4+); Heavy Armour; Shield; Musician; Shield Wall
@240 - 10xClan Marksmen - Crossbowmen Crossbow (4+); Heavy Armour; Shield; Musician; Shield Wall
@329 - 12x Miners Hand Weapon; Shield; Throwing Weapons (5+); Heavy Armour; Standard;Musician; Shield Wall; Sturdy
@646 - 6xHold Guardians Plate Armour; Standard; Musician; Runic Engravings, Champion
@305 - 2xSteam Attack Copters Forge Repeater (4+); Shrapnel Grenades
@305 - 2xSteam Attack Copters Forge Repeater (4+); Shrapnel Grenades
@300 - 1xField Artillery - Catapult Catapult (4+); Heavy Armour; Rune Crafted
@270 - 1x Field Artillery - Organ Gun Organ Gun (4+); Heavy Armour