

Team Sweden:

“sib-bgs” - Undying Dynasties

--- Characters : 27.89% / 40% Max (1255pts/1800pts) ---

555 - **Pharaoh**, General, Skeleton Chariot, Godslayer (75), Jackal's Blessing (100), Heavy Armour, Great Weapon

445 - **Death Cult Hierarch**, Talisman of the Void (50), Ankh of Naptesh (45), Wizard Master, Divination

255 - **Death Cult Hierarch**, Binding Scroll (55), Wizard Adept, Evocation

--- Core : 25.00% / 25% Least (1125pts/1125pts) ---

180 - 21x **Skeletons**, Musician

685 - 6x **Legion Skeleton Chariots**, Champion, Musician, Standard Bearer, Banner of Speed

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

--- Ancient Ordnance : 14.67% / 35% Max (660pts/1575pts) ---

200 - **Charnel Catapult**

200 - **Charnel Catapult**

--- Entombed : 7.11% / 30% Max (320pts/1350pts) ---

160 - **Sand Scorpion**

160 - **Sand Scorpion**

--- Mason's Menagerie : 31.11% / 35% Max (1400pts/1575pts) ---

480 - **Battle Sphinx**

480 - **Battle Sphinx**

440 - **Colossus**, Giant Aspen Bow (5+)

--- Total ---

4 500

“C.Wennberg” - Vampire Covenant - Without a Vampiric Bloodline

--- Characters : 39.56% / 40% Max (1780pts/1800pts) ---

310 - **Necromancer**, General, Necromantic Staff (Wizards only) (80), The Dead Arise, Wizard Adept, Alchemy

760 - **Vampire Courtier**, Hour of the Wolf, Court of the Damned, Ghostly Guard (Heavy and Plate Armour) (40), Talisman of Shielding (50), Lucky Charm (10), Great Weapon, Heavy Armour, Wizard Apprentice, Occultism, Battle Standard Bearer

350 - **Necromancer**, Wizard Master, Evocation

360 - **Barrow King**, Skeletal Steed, Hero's Heart (60), Dusk Forged (Shield) (50), Basalt Infusion (35)

--- Core : 20.18% / 20% Least (908pts/900pts) ---

155 - 20x **Zombies**, Musician, Standard Bearer

260 - 41x **Zombies**, Musician, Standard Bearer

360 - 30x **Skeletons**, Champion, Musician, Standard Bearer, Banner of Speed

133 - 8x **Dire Wolves**, Champion

--- Special : 12.69% (571pts) ---

481 - 24x **Barrow Guard**, Shield, Champion, Musician, Standard Bearer

90 - 2x **Great Bats**

--- Swift Death : 27.56% / 30% Max (1240pts/1350pts) ---

580 - 7x **Vampire Spawn**, Champion

660 - 8x **Vampire Spawn**, Champion

--- Total ---

4 499

“Mattias Lagerlöf” - The Vermin Swarm - With Vermin Daemon

--- Characters : 39.89% / 40% Max (1795pts/1800pts) ---

820 - **Vermin Daemon**, General

725 - **Plague Patriarch**, Plague Pendulum, Putrid Protection (60), Light Armour, Plague Flail, Wizard Adept, Occultism

250 - **Chief**, Binding Scroll (55), Sceptre of Vermin Valour (35), Battle Standard Bearer

--- Core : 26.18% / 25% Least (1178pts/1125pts) ---

499 - 29x **Vermin Guard**, Champion, Musician, Standard Bearer, Rending Banner

395 - 33x **Plague Brotherhood**, Champion, Musician, Standard Bearer

284 - 44x **Giant Rats**

--- Tunnel Gunners : 21.11% / 25% Max (950pts/1125pts) ---

305 - **Dreadmill**

305 - **Dreadmill**

170 - **Plague Catapult**

170 - **Plague Catapult**

--- Special : 12.78% (575pts) ---

90 - 2x **Rat Swarms**

485 - 4x **Thunder Hulks**, Rotary Gun (4+), Champion

--- Total ---

4 498

“painblom” - Saurian Ancients

--- Characters : 32.00% / 40% Max (1440pts/1800pts) ---

795 - **Cuatl Lord**, General, Grasp of the Immortal, Essence of a Free Mind (55), Alchemy, Pyromancy, Battle Standard Bearer, Flaming Standard, Aether Icon

560 - **Cuatl Lord**, Talisman of the Void (50), Sceptre of Power (40), Evocation

85 - **Skink Captain**, Blowpipe (4+), Paired Weapons

--- Core : 20.78% / 20% Least (935pts/900pts) ---

795 - 40x **Skink Braves**, Caiman, Champion, Musician, Standard Bearer, Flaming Standard

140 - 15x **Skink Braves**

--- Special : 17.56% (790pts) ---

790 - 25x **Temple Guard**, Champion, Musician, Standard Bearer, Rending Banner

--- Jungle Guerillas : 29.67% / 30% Max (1335pts/1350pts) ---

210 - 9x **Chameleons**

210 - 9x **Chameleons**

325 - 2x **Salamander**

325 - 2x **Salamander**

265 - 2x **Spearback**

--- Total ---

4 500

“Mathias eriksson” - Highborn Elves

--- Characters : 40.07% / 40% Max (1800pts/1800pts) ---

660 - **High Prince, Royal Huntsman**, General, Lion Chariot, Blessed Inscriptions (65), Basalt Infusion (35), Diadem of Protection (85), Shield, Dragonforged Armour, Great Weapon

515 - **Master Mage of Order of the Fiery Heart**, Binding Scroll (55), Essence of a Free Mind (55), Alchemy, Pyromancy

415 - **Commander, Master of Canreig Tower**, Elu's Heartwood (75), Longbow (1+), Battle Standard Bearer

210 - **Commander, Queen's Companion**, Longbow (1+), Moonlight Arrows

--- Core : 25.07% / 25% Least (1126pts/1125pts) ---

344 - 24x **Citizen Spears**, Champion, Musician

592 - 27x **Sea Guard**, Champion, Musician

190 - 5x **Elein Reavers**, Bow (3+)

--- Special : 10.24% (460pts) ---

360 - 5x **Knights of Ryma**, Musician

100 - **Giant Eagle**

--- Queen's Bows : 30.01% / 30% Max (1348pts/1350pts) ---

566 - 19x **Queen's Guard**, Musician

--- Naval Ordnance : 12.02% / 15% Max (540pts/675pts) ---

180 - **Sea Guard Reaper**

180 - **Sea Guard Reaper**

180 - **Sea Guard Reaper**

--- Total ---

4 492

Team Belgium:

“PrinceCharming” - Ogre Khans

--- Characters : 38.74% / 40% Max (1740pts/1800pts) ---

355 - **Khan**, Hoardmaster, Mammoth-Hide Cloak (50), Lucky Charm (10), Battle Standard Bearer

600 - **Shaman**, General, Gut Roarer, Ritual Bloodletter (20), Karkadan's Resilience (45), Magical Heirloom (50), Light Armour, Iron Fist, Wizard Master, Shamanism

375 - **Mammoth Hunter**, Spinesplitter, Death Cheater (100), Iron Fist, Vanguard

410 - **Mammoth Hunter**, Trolleater, Wrestler's Belt (70), Dragon Staff (30), Leader of the Pack, Iron Fist

--- Core : 26.65% / 25% Least (1197pts/1125pts) ---

185 - 3x **Bruisers**

185 - 3x **Bruisers**

827 - 10x **Bruisers**, Champion, Musician, Standard Bearer, Pennant of the Great Grass Sky

--- Special : 13.47% (605pts) ---

175 - 2x **Yetis**

175 - 2x **Yetis**

80 - **Sabretooth Tigers**

175 - **Kin-Eater**

--- Chained Beasts : 21.15% / 30% Max (950pts/1350pts) ---

475 - **Rock Auroch**, Hunting Spear (3+)

475 - **Rock Auroch**, Hunting Spear (3+)

--- Total ---

4 492

“Valmir” - The Vermin Swarm - With Vermin Daemon

--- Characters : 34.24% / 40% Max (1540pts/1800pts) ---

820 - **Vermin Daemon**, General

225 - **Chief**, Binding Scroll (55), Ratlock Pistols (3+), Battle Standard Bearer

285 - **Magister**, Binding Scroll (55), 3 Dark Shards, Thaumaturgy

210 - **Rakachit Machinist**, Scurrying Veil (30), Ratlock Pistols (3+)

--- Core : 25.01% / 25% Least (1125pts/1125pts) ---

445 - 45x **Rats-at-Arms**, Champion, Musician, Standard Bearer, Legion Standard

280 - 25x **Rats-at-Arms**, Champion, Musician, Standard Bearer

120 - 10x **Footpads**

140 - 20x **Giant Rats**

140 - 20x **Giant Rats**

--- Special : 20.52% (923pts) ---

445 - 6x **Vermin Hulks**

90 - 2x **Rat Swarms**

150 - **Meat Grinder**

238 - 12x **Plague Disciples**

--- Tunnel Gunners : 20.23% / 25% Max (910pts/1125pts) ---

150 - 4x **Jezails**

150 - 4x **Jezails**

305 - **Dreadmill**

305 - **Dreadmill**

--- Total ---

4 498

“Artur” - Highborn Elves

--- Characters : 31.01% / 40% Max (1395pts/1800pts) ---

485 - **High Prince, Queen's Companion**, General, Sliver of the Blazing Dawn (100), Destiny's Call (Standard Size models only) (70), Longbow (0+), Spear, Moonlight Arrows

615 - **Master Mage, Asfad Scholar**, Book of Meladys (100), Talisman of the Void (50), Divination

295 - **Mage**, Book of Arcane Mastery (60), Potion of Strength (Cannot be taken by models with Towering Presence) (10), Pyromancy

--- Core : 25.21% / 25% Least (1134pts/1125pts) ---

260 - 20x **Citizen Spears**, Musician

240 - 5x **Highborn Lancers**

634 - 29x **Sea Guard**, Champion, Musician

--- Queen's Bows : 27.54% / 30% Max (1239pts/1350pts) ---

150 - 5x **Grey Watchers**

150 - 5x **Grey Watchers**

305 - 10x **Queen's Guard**, Musician

--- Naval Ordnance : 11.78% / 15% Max (530pts/675pts) ---

265 - **Sky Sloop**

265 - **Sky Sloop**

--- Special : 18.56% (835pts) ---

835 - 30x **Sword Masters**, Champion, Musician, Standard Bearer, Banner of Becalming

--- Total ---

4 499

“Strauss” - Infernal Dwarves

--- Characters : 32.58% / 40% Max (1465pts/1800pts) ---

505 - **Overlord**, General, Onyx Core (120), Death Cheater (100), Potion of Swiftiness (10), Shield

355 - **Vizier**, Ring of Desiccation (75), Lucky Charm (10), Gauntlets of Madzhab (25), Shield, Infernal Weapon, Battle Standard Bearer, Banner of the Relentless Company

485 - **Prophet - Wizard**, Magical Heirloom (50), Shield, Wizard Master, Pyromancy

120 - **Hobgoblin Chieftain on wolf**, Wolf

--- Core : 25.38% / 25% Least (1141pts/1125pts) ---

220 - 15x **Infernal Warriors**, Shield, Champion

691 - 28x **Citadel Guard**, Schield, Champion, Musician, Standard Bearer, Rending Banner

115 - 20x **Orc Slaves**

115 - 20x **Orc Slaves**

--- Special : 12.57% (565pts) ---

205 - 5x **Taurukh**, Shield, Infernal Weapon, Musician

360 - 10x **Taurukh**, Shield, Infernal Weapon, Musician

--- Barrage : 16.68% / 20% Max (750pts/900pts) ---

150 - **Volcano Cannon**

150 - **Volcano Cannon**

450 - **Infernal Engine with Shrapnel Guns**

--- Bound and Binders : 22.80% / 35% Max (1025pts/1575pts) ---

575 - **Kadim Titan**

--- Total ---

4 496

“IHDarklord” - Undying Dynasties

--- Characters : 22.89% / 40% Max (1030pts/1800pts) ---

275 - **Death Cult Hierarch**, Binding Scroll (55), Hierophant, Wizard Adept, Divination

255 - **Death Cult Hierarch**, Binding Scroll (55), Wizard Adept, Evocation

240 - **Casket of Phatep**

260 - **Tomb Architect**, General, Crown of the Wizard King (Cannot be taken by Wizards) (50),
Talisman of the Void (50)

--- Core : 25.42% / 25% Least (1144pts/1125pts) ---

230 - 20x **Skeletons**, Champion, Standard Bearer, Banner of the Entombed

230 - 20x **Skeletons**, Champion, Standard Bearer, Banner of the Entombed

212 - 16x **Skeleton Archers**, Musician

212 - 16x **Skeleton Archers**, Musician

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

--- Ancient Ordnance : 24.09% / 35% Max (1084pts/1575pts) ---

200 - **Charnel Catapult**

200 - **Charnel Catapult**

--- Entombed : 20.89% / 30% Max (940pts/1350pts) ---

160 - **Sand Scorpion**

160 - **Sand Scorpion**

160 - **Sand Scorpion**

--- Mason's Menagerie : 32.00% / 35% Max (1440pts/1575pts) ---

480 - **Battle Sphinx**

480 - **Battle Sphinx**

480 - **Battle Sphinx**

--- Total ---

4 494

Team Germany:

“Frederick” - Beast Herds

--- Terrors of the Wild : 38.78% / 40% Max (1745pts/1800pts) ---

340 - **Jabberwock**

340 - **Jabberwock**

355 - **Cyclops**

355 - **Cyclops**

355 - **Cyclops**

--- Special : 8.00% (360pts) ---

120 - **Briar Beast**

120 - **Briar Beast**

120 - **Briar Beast**

--- Core : 20.00% / 20% Least (900pts/900pts) ---

470 - 30x **Wildhorn Herd**, Blooded Horn Totem, Paired Weapons, Champion, Musician, Standard Bearer, Banner of the Wild Herd

250 - 15x **Ambush Wildhorn Herd**, Paired Weapons and Throwing Weapons (5+), Musician

180 - 16x **Wildhorn Herd**, Musician

--- Characters : 33.22% / 40% Max (1495pts/1800pts) ---

530 - **Soothsayer**, General, Dark Rain (80), Crown of Autocracy (70), Wizard Master, Evocation

295 - **Beast Chieftain**, Greater Totem Bearer, Shield, Battle Standard Bearer, Banner of Discipline

330 - **Centaur Chieftain**, Seed of the Dark Forest (60), Wild Form (35), Paired Weapons, Throwing Weapons (4+)

340 - **Centaur Chieftain**, Hawthorn Curse (70), Alchemist's Alloy (15), Willow's Ward (Models on foot only) (Shield) (15), Shield, Heavy Armour, Throwing Weapons (4+)

--- Total ---

4 500

“Yannic” - Empire of Sonnstahl

--- Characters : 36.03% / 40% Max (1620pts/1800pts) ---

805 - **Imperial Prince**, General, Dragon, Potion of Swiftiness (10)

280 - **Great Tactician**, Binding Scroll (55), Shield, Battle Standard Bearer

400 - **Wizard**, Magical Heirloom (50), Wizard Master, Cosmology Cosmos/Chaos

135 - **Artificer**, Long Rifle (3+)

--- Core : 25.56% / 25% Least (1149pts/1125pts) ---

175 - 21x **Heavy Infantry**, Musician

226 - 17x **Light Infantry**

226 - 17x **Light Infantry**

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

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

--- Special : 14.50% (652pts) ---

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

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

--- Imperial Auxiliaries : 29.45% / 35% Max (1324pts/1575pts) ---

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

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

--- Imperial Armoury : 19.13% / 20% Max (860pts/900pts) ---

250 - **Cannon**

--- Sunna's Fury : 20.80% / 30% Max (935pts/1350pts) ---

475 - **Steam Tank**

--- Total ---

4 496

“Peter Folle” - The Vermin Swarm - Army Organisation

--- Characters : 38.11% / 40% Max (1715pts/1800pts) ---

390 - **Tyrant**, General, Vermin Guard Litter, Dusk Forged (Shield) (50), Alchemist's Alloy (15), Crown of Autocracy (70), Shield, Heavy Armour

205 - **Chief**, Sceptre of Vermin Valour (35), Ratlock Pistols (3+), Battle Standard Bearer

450 - **Magister**, Second Awakening (50), Magical Heirloom (50), Wizard Master, Thaumaturgy

210 - **Rakachit Machinist**, Darkstone Shot (30), Ratlock Pistols (3+)

180 - **Rakachit Machinist**, Ratlock Pistols (3+)

280 - **Sicarra Assassin**

--- Core : 25.27% / 25% Least (1137pts/1125pts) ---

319 - 27x **Rats-at-Arms**, Champion, Musician, Standard Bearer, Legion Standard

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

140 - 10x **Footpads**, Musician

140 - 10x **Footpads**, Musician

140 - 20x **Giant Rats**

--- Special : 6.67% (300pts) ---

150 - **Meat Grinder**

150 - **Meat Grinder**

--- Tunnel Gunners : 29.89% / 30% Max (1345pts/1350pts) ---

150 - **Weapon Team Rotary Gun**

150 - **Weapon Team Globe Launcher**

170 - **Plague Catapult**

265 - **Lightning Cannon**

305 - **Dreadmill**

305 - **Dreadmill**

--- Total ---

4 497

“Zwergnase” - Undying Dynasties

--- Characters : 24.67% / 40% Max (1110pts/1800pts) ---

225 - **Nomarch**, General, Crown of the Pharaohs (85)

160 - **Tomb Architect**

280 - **Death Cult Hierarch**, Book of Arcane Mastery (60), Hierophant, Wizard Adept, Evocation

445 - **Death Cult Hierarch**, Sacred Hourglass (95), Wizard Master, Divination

--- Core : 28.22% / 25% Least (1270pts/1125pts) ---

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

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

190 - 20x **Skeletons**, Champion, Musician

--- Special : 11.11% (500pts) ---

500 - 5x **Tomb Cataphracts**, Musician

--- Ancient Ordnance : 17.78% / 35% Max (800pts/1575pts) ---

540 - 7x **Shabti Archers**, Musician

--- Mason's Menagerie : 16.89% / 35% Max (760pts/1575pts) ---

760 - 4x **Tomb Reapers**, Paired Weapons

--- Entombed : 18.22% / 30% Max (820pts/1350pts) ---

160 - **Sand Scorpion**

160 - **Sand Scorpion**

--- Total ---

4 500

“Stefan” - Warriors of the Dark Gods

--- Characters : 23.79% / 45% Max (1070pts/2025pts) ---

850 - **Exalted Herald**, General, Abiding Spirit, Unholy Avatar, Brand of the Dragon, Emissary of Chaos, Sorcerer Immortal

220 - **Sorcerer**, Wizard Adept, Alchemy

--- Core : 20.04% / 20% Least (901pts/900pts) ---

199 - 16x **Barbarians**, Standard Bearer, Banner of Discipline

221 - 8x **Barbarian Horsemen**, Shield

221 - 8x **Barbarian Horsemen**, Shield

130 - 8x **Warhounds**

130 - 8x **Warhounds**

--- Special : 56.17% (2526pts) ---

220 - **Warrior Chariot**

220 - **Warrior Chariot**

220 - **Warrior Chariot**

622 - 4x **Chosen Knights**, Wrath, Standard Bearer, Flaming Standard

622 - 4x **Chosen Knights**, Wrath, Standard Bearer, Flaming Standard

622 - 4x **Chosen Knights**, Wrath, Standard Bearer, Flaming Standard

--- Total ---

4 497

Team French Bataillon:

“Puppenspieler” - Sylvan Elves

--- Characters : 39.56% / 40% Max (1780pts/1800pts) ---

680 - **Forest Prince**, Dragon, Lucky Charm (10), Great Weapon

735 - **Treefather Ancient**, General, Wizard Master, Druidism

365 - **Thicket Shepherd**, Toxic Spores, Battle Standard Bearer

--- Core : 26.00% / 25% Least (1170pts/1125pts) ---

200 - 5x **Heath Riders**, Musician

494 - 26x **Dryads**, Champion

476 - 25x **Dryads**, Champion

--- Special : 34.44% (1550pts) ---

385 - 4x **Thicket Beasts**

615 - 6x **Thicket Beasts**, Champion

100 - **Forest Eagle**

450 - **Treefather**

--- Total ---

4 500

“Valius” - Infernal Dwarves

--- Characters : 23.67% / 40% Max (1065pts/1800pts) ---

315 - **Vizier**, Battle Standard Bearer, Icon of the Inferno, Banner of the Relentless Company

475 - **Prophet - Wizard**, General, Besheluk's Mechanism (50), Wizard Master, Pyromancy

275 - **Prophet - Wizard**, Wizard Adept, Alchemy

--- Core : 25.24% / 25% Least (1136pts/1125pts) ---

266 - 17x **Infernal Warriors**, Shield, Champion, Musician

290 - 10x **Citadel Guard**, Flintlock Axe (3+), Musician

290 - 10x **Citadel Guard**, Flintlock Axe (3+), Musician

290 - 10x **Citadel Guard**, Flintlock Axe (3+), Musician

--- Special : 18.78% (845pts) ---

710 - 5x **Taurukh Anointed**, Shield, Paired Weapons, Musician, Standard Bearer, Banner of Shamut

135 - 5x **Hobgoblin Wolf Riders**, Shield

--- Barrage : 6.67% / 20% Max (300pts/900pts) ---

150 - **Gunnery Team - Gunnery Volley Gun**

150 - **Gunnery Team - Gunnery Volley Gun**

--- Bound and Binders : 25.56% / 35% Max (1150pts/1575pts) ---

575 - 5x **Kadim Incarnates**

575 - 5x **Kadim Incarnates**

--- Total ---

4 496

“Chaeron” - Undying Dynasties

--- Characters : 29.56% / 40% Max (1330pts/1800pts) ---

540 - **Pharaoh**, Skeleton Chariot, Godslayer (75), Jackal's Blessing (100), Great Weapon

280 - **Death Cult Hierarch**, Book of Arcane Mastery (60), Hierophant, Wizard Adept, Divination

350 - **Death Cult Hierarch**, Wizard Master, Evocation

160 - **Tomb Architect**

--- Core : 26.44% / 25% Least (1190pts/1125pts) ---

170 - 20x **Skeletons**, Musician

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

760 - 7x **Legion Skeleton Chariots**, Champion, Musician, Standard Bearer, Stalker's Standard

--- Special : 27.11% (1220pts) ---

610 - 6x **Tomb Cataphracts**, Champion, Musician

610 - 6x **Tomb Cataphracts**, Champion, Musician

--- Mason's Menagerie : 16.89% / 35% Max (760pts/1575pts) ---

760 - 4x **Tomb Reapers**, Paired Weapons

--- Total ---

4 500

“Cynosarge” - Vampire Covenant - With a Vampiric Bloodline

--- Characters : 39.45% / 40% Max (1775pts/1800pts) ---

875 - **Vampire Count Brotherhood of the Dragon Bloodline**, General, Crimson Rage, Spectral Steed, Legend of the Black King (110), Cursed Medallion (35), Dragonfire Gem (20), The Dead Arise, Shield, Paired Weapons, Great Weapon, Lance, Wizard Apprentice, Occultism

470 - **Vampire Courtier Brotherhood of the Dragon Bloodline**, Skeletal Steed, Hypnotic Pendant (100), Shield, Paired Weapons, Lance, Wizard Apprentice, Occultism, Battle Standard Bearer

430 - **Necromancer**, Necromantic Staff (Wizards only) (80), Wizard Master, Evocation

--- Core : 25.56% / 25% Least (1150pts/1125pts) ---

155 - 20x **Zombies**, Musician, Standard Bearer

335 - 30x **Skeletons**, Champion, Musician, Standard Bearer, Legion Standard

660 - 40x **Ghouls**, Champion

--- Special : 20.32% (914pts) ---

90 - 2x **Great Bats**

664 - 13x **Barrow Knights**, Champion, Musician, Standard Bearer, Banner of Speed

160 - 3x **Ghasts**

--- Swift Death : 14.67% / 30% Max (660pts/1350pts) ---

660 - 8x **Vampire Spawn**, Champion

--- Total ---

4 499

“Ankor” - The Vermin Swarm - With Vermin Daemon

--- Characters : 39.56% / 40% Max (1780pts/1800pts) ---

820 - **Vermin Daemon**, General

215 - **Chief**, Binding Scroll (55), Battle Standard Bearer

745 - **Plague Patriarch**, Plague Pendulum, Putrid Protection (60), Dragonfire Gem (20), Light Armour, Plague Flail, Wizard Adept, Occultism

--- Core : 25.67% / 25% Least (1155pts/1125pts) ---

285 - 22x **Plague Brotherhood**, Champion, Musician, Standard Bearer

140 - 10x **Footpads**, Musician

140 - 10x **Footpads**, Musician

170 - 10x **Footpads Vanguard**, Musician

140 - 20x **Giant Rats**

140 - 20x **Giant Rats**

140 - 20x **Giant Rats**

--- Special : 13.67% (615pts) ---

170 - 8x **Plague Disciples**

445 - 6x **Vermin Hulks**

--- Tunnel Gunners : 21.11% / 25% Max (950pts/1125pts) ---

170 - **Plague Catapult**

170 - **Plague Catapult**

305 - **Dreadmill**

305 - **Dreadmill**

--- Total ---

4 500

Team True Norse:

“Evisor” - Undying Dynasties

--- Characters : 25.46% / 40% Max (1145pts/1800pts) ---

445 - **Death Cult Hierarch**, Sacred Hourglass (95), Wizard Master, Evocation

235 - **Death Cult Hierarch**, Scroll of Desiccation (15), Hierophant, Wizard Adept, Divination

225 - **Nomarch**, General, Crown of the Pharaohs (85)

240 - **Casket of Phatep**

--- Core : 32.24% / 25% Least (1450pts/1125pts) ---

890 - 9x **Legion Skeleton Chariots**, Musician, Standard Bearer, Flaming Standard

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

170 - 20x **Skeletons**, Musician

--- Special : 33.41% (1503pts) ---

240 - 15x **Necropolis Guard**, Paired Weapons, Musician

240 - 15x **Necropolis Guard**, Paired Weapons, Musician

523 - 24x **Necropolis Guard**, Paired Weapons, Champion, Musician, Standard Bearer

500 - 5x **Tomb Cataphracts**, Musician

--- Ancient Ordnance : 17.56% / 35% Max (790pts/1575pts) ---

200 - **Charnel Catapult**

200 - **Charnel Catapult**

--- Total ---

4 498

“Ondjage” - Empire of Sonnstahl

--- Characters : 39.22% / 40% Max (1765pts/1800pts) ---

325 - **Great Tactician**, Alchemist's Alloy (15), Winter Cloak (80), Shield, Pistol (2+), Battle Standard Bearer

370 - **Knight Commander**, General, Horse, The Light of Sonnstahl (155), Potion of Swiftiness (10), Shield

335 - **Prelate**, Horse, Locket of Sunna (70), Basalt Infusion (35), Plate Armour, Great Weapon

335 - **Prelate**, Death Warrant (55), Dusk Forged (Shield) (50), Blacksteel (45), Shield, Plate Armour

400 - **Wizard**, Magical Heirloom (50), Wizard Master, Pyromancy

--- Core : 25.04% / 25% Least (1127pts/1125pts) ---

165 - 20x **Heavy Infantry support unit**, Standard Bearer

165 - 20x **Heavy Infantry support unit**, Standard Bearer

150 - 10x **State Militia Irregulars**

647 - 12x **Knightly Orders**, Shield, Lance, Musician, Standard Bearer, Stalker's Standard

--- Special : 19.18% (863pts) ---

863 - 39x **Imperial Guard**, replace Shield with Great Weapon, Champion, Musician, Standard Bearer, Banner of Speed

--- Imperial Auxiliaries : 9.33% / 35% Max (420pts/1575pts) ---

90 - 5x **Imperial Rangers**

90 - 5x **Imperial Rangers**

90 - 5x **Imperial Rangers**

--- Sunna's Fury : 10.56% / 30% Max (475pts/1350pts) ---

475 - **Steam Tank**

--- Total ---

4 500

“Mortarion” - Infernal Dwarves

--- Characters : 38.56% / 40% Max (1735pts/1800pts) ---

740 - **Overlord**, Great Bull of Shamut, Shield Breaker (40), Great Weapon

340 - **Vizier**, Crown of the Wizard King (Cannot be taken by Wizards) (50), Flintlock Axe (3+), Battle Standard Bearer, Icon of the Inferno

535 - **Prophet - Wizard**, General, Binding Scroll (55), Essence of a Free Mind (55), Wizard Master, Pyromancy, Alchemy

120 - **Hobgoblin Chieftain on wolf**, Wolf

--- Core : 25.22% / 25% Least (1135pts/1125pts) ---

290 - 10x **Citadel Guard**, Flintlock Axe (3+), Musician

290 - 10x **Citadel Guard**, Flintlock Axe (3+), Musician

440 - 15x **Citadel Guard**, Flintlock Axe (3+), Musician

115 - 20x **Orc Slaves**

--- Special : 6.44% (290pts) ---

160 - 5x **Taurukh**, Shield

130 - 5x **Hobgoblin Wolf Riders**

--- Barrage : 4.22% / 20% Max (190pts/900pts) ---

95 - **Hobgoblin Bolt Thrower**

95 - **Hobgoblin Bolt Thrower**

--- Bound and Binders : 34.67% / 35% Max (1560pts/1575pts) ---

575 - 5x **Kadim Incarnates**

575 - 5x **Kadim Incarnates**

--- Total ---

4 500

“TurboTT” - Beast Herds

--- Characters : 33.45% / 40% Max (1505pts/1800pts) ---

555 - **Beast Lord**, General, Razortusk Chariot, Fatal Folly (35), Death Cheater (100), Eye of Dominance (30), Shield, Heavy Armour, Throwing Weapons (4+), Beast Axe

385 - **Beast Chieftain**, Raiding Chariot, Basalt Infusion (35), Seed of the Dark Forest (60), Shield, Heavy Armour, Beast Axe, Battle Standard Bearer

565 - **Soothsayer**, Raiding Chariot, Hawthorn Curse (70), Dark Rain (80), Potion of Strength (Cannot be taken by models with Towering Presence) (10), Light Armour, Wizard Master, Shamanism

--- Special : 25.21% (1134pts) ---

80 - 5x **Feral Hounds**

80 - 5x **Feral Hounds**

654 - 6x **Minotaurs**, Blooded Horn Totem, Great Weapon, Totem Bearer, Champion, Musician, Standard Bearer, Banner of Speed

100 - **Razortusk Herd**

220 - 2x **Raiding Chariot**

--- Terrors of the Wild : 21.34% / 40% Max (960pts/1800pts) ---

320 - **Beast Giant**, Beer Barrel

320 - **Beast Giant**, Beer Barrel

320 - **Beast Giant**, Beer Barrel

--- Core : 20.00% / 20% Least (900pts/900pts) ---

450 - 45x **Mongrel Herd**, Spear, Champion, Musician, Standard Bearer, Banner of the Wild Herd

450 - 45x **Mongrel Herd**, Spear, Champion, Musician, Standard Bearer, Banner of the Wild Herd

--- Total ---

4 499

“Ole jakob ” - Sylvan Elves

--- Characters : 24.12% / 40% Max (1085pts/1800pts) ---

145 - **Druid**, Sylvan Longbow (3+), Shamanism

370 - **Druid**, Sylvan Longbow (3+), Wizard Master, Cosmology Cosmos/Chaos

270 - **Thicket Shepherd**, General, Oaken Crown

300 - **Thicket Shepherd**, Battle Standard Bearer

--- Core : 25.52% / 25% Least (1148pts/1125pts) ---

357 - 13x **Sylvan Archers**, Musician

381 - 14x **Sylvan Archers**, Musician

205 - 5x **Heath Hunters**

205 - 5x **Heath Hunters**

--- Special : 38.57% (1735pts) ---

510 - 5x **Thicket Beasts**, Champion

510 - 5x **Thicket Beasts**, Champion

615 - 6x **Thicket Beasts**, Champion

100 - **Forest Eagle**

--- Unseen Arrows : 20.90% / 30% Max (940pts/1350pts) ---

265 - 8x **Sylvan Sentinels**

265 - 8x **Sylvan Sentinels**

--- Total ---

4 498

Team Switzerland:

“Xavier” - The Vermin Swarm - With Vermin Daemon

--- Characters : 39.89% / 40% Max (1795pts/1800pts) ---

820 - **Vermin Daemon**, General

260 - **Chief**, Battle Standard Bearer, Lightning Rod

715 - **Magister**, Doom Bell, Light Armour, Wizard Master, Thaumaturgy

--- Core : 25.22% / 25% Least (1135pts/1125pts) ---

287 - 26x **Rats-at-Arms**, Champion, Musician, Standard Bearer

568 - 33x **Vermin Guard**, Champion, Musician, Standard Bearer, Banner of the Endless Swarm

140 - 10x **Footpads**, Musician

140 - 20x **Giant Rats**

--- Special : 13.78% (620pts) ---

80 - 10x **Giant Rats**

540 - 7x **Vermin Hulks**, Champion

--- Tunnel Gunners : 21.11% / 25% Max (950pts/1125pts) ---

110 - 3x **Jezails**

230 - 6x **Jezails**

305 - **Dreadmill**

305 - **Dreadmill**

--- Total ---

4 500

“pulps” - Kingdom of Equitaine

--- Characters : 32.38% / 40% Max (1455pts/1800pts) ---

670 - **Duke**, General, Might, Pegasus, Divine Judgement (80), Fortress of Faith (60), Basalt Infusion (35), Potion of Swiftness (10), Questing Oath, Bastard Sword, Shield, Lance

265 - **Paladin**, Alchemist's Alloy (15), Willow's Ward (Models on foot only) (Shield) (15), Crown of the Wizard King (Cannot be taken by Wizards) (50), Shield, Battle Standard Bearer

520 - **Damsel**, Barded Warhorse, Storm Clarion (80), Binding Scroll (55), Wizard Master, Divination

--- Core : 28.13% / 25% Least (1264pts/1125pts) ---

230 - 5x **Knights Aspirant**

230 - 5x **Knights Aspirant**

804 - 14x **Knights of the Realm**, Champion, Musician, Standard Bearer, Banner of the Last Charge

--- Special : 25.37% (1140pts) ---

740 - 28x **Knights Forlorn**, Champion, Musician, Standard Bearer, Banner of the Relentless Company

150 - **Sacred Reliquary**

125 - 5x **Yeoman Outriders**

125 - 5x **Yeoman Outriders**

--- Airborne Gallantry : 29.04% / 40% Max (1305pts/1800pts) ---

635 - 5x **Pegasus Knights**, Loose Formation, Champion, Standard Bearer, Banner of Roland

--- Total ---

4 494

“polux” - Ogre Khans

--- Characters : 19.56% / 40% Max (880pts/1800pts) ---

330 - **Khan**, Cult Leader, Viper's Curse (40), Ogre Crossbow (3+), Battle Standard Bearer

550 - **Shaman**, General, Crown of Autocracy (70), Essence of a Free Mind (55), Wizard Master, Pyromancy, Thaumaturgy

--- Core : 25.34% / 25% Least (1140pts/1125pts) ---

185 - 3x **Bruisers**

185 - 3x **Bruisers**

205 - 20x **Scraplings**, Scrapling Foreman, bow (4+), Musician

280 - 49x **Scraplings**, Musician

285 - 50x **Scraplings**, Musician

--- Special : 7.45% (335pts) ---

80 - **Sabretooth Tigers**

175 - **Kin-Eater**

80 - 5x **Scrapling Trappers**

--- Powder Keg : 26.52% / 35% Max (1193pts/1575pts) ---

320 - **Thunder Cannon**

320 - **Thunder Cannon**

553 - 7x **Bombardiers**, Musician, Standard Bearer

--- Chained Beasts : 21.12% / 30% Max (950pts/1350pts) ---

475 - **Rock Auroch**, Ogre Crossbow (3+)

475 - **Rock Auroch**, Ogre Crossbow (3+)

--- Total ---

4 498

“Biboun” - Undying Dynasties

--- Characters : 37.44% / 40% Max (1685pts/1800pts) ---

295 - **Nomarch**, Skeleton Chariot, Sun's Embrace (40), Alchemist's Alloy (15), Death Mask of Teput (35), Shield, Heavy Armour

475 - **Death Cult Hierarch**, General, Binding Scroll (55), Ankh of Naptesh (45), Soul Conduit, Wizard Master, Cosmology Cosmos/Chaos

595 - **Death Cult Hierarch**, Ark of Ages, Sacred Hourglass (95), Light Armour, Wizard Master, Evocation

160 - **Tomb Architect**

160 - **Tomb Architect**

--- Core : 28.78% / 25% Least (1295pts/1125pts) ---

170 - 20x **Skeletons**, Musician

170 - 20x **Skeletons**, Musician

130 - 5x **Skeleton Scouts**

130 - 5x **Skeleton Scouts**

695 - 7x **Legion Skeleton Chariots**, Champion, Musician

--- Mason's Menagerie : 33.78% / 35% Max (1520pts/1575pts) ---

760 - 4x **Tomb Reapers**, Halberd

760 - 4x **Tomb Reapers**, Halberd

--- Total ---

4 500

“Geiser” - Empire of Sonnstahl

--- Characters : 40.00% / 40% Max (1800pts/1800pts) ---

805 - **Imperial Prince**, General, Dragon, Potion of Swiftess (10)

380 - **Knight Commander**, Young Griffon, Hero's Heart (60), Dusk Forged (Shield) (50), Basalt Infusion (35), Shield

405 - **Wizard**, Binding Scroll (55), Wizard Master, Divination

210 - **Marshal**, Crown of the Wizard King (Cannot be taken by Wizards) (50), Battle Standard Bearer

--- Core : 25.13% / 25% Least (1131pts/1125pts) ---

175 - 21x **Heavy Infantry**, Musician

175 - 21x **Heavy Infantry**, Musician

165 - 20x **Heavy Infantry support unit**, Musician

246 - 17x **Light Infantry**, Musician

220 - 15x **Light Infantry**, Musician

150 - 10x **State Militia Irregulars**

--- Special : 7.69% (346pts) ---

346 - 3x **Knights of the Sun Griffon**, replace Halberd with Lance, Musician

--- Imperial Auxiliaries : 23.16% / 35% Max (1042pts/1575pts) ---

138 - 9x **Imperial Rangers**

138 - 9x **Imperial Rangers**

150 - 10x **Imperial Rangers**

--- Imperial Armoury : 17.67% / 20% Max (795pts/900pts) ---

160 - **Imperial Rocketeer**

160 - **Imperial Rocketeer**

--- Sunna's Fury : 20.78% / 30% Max (935pts/1350pts) ---

475 - **Steam Tank**

--- Total ---

4 498