**INVASION 12-13 SEPTEMBER 2020**

**LAG: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |
| --- |
|  |

**Matching**: Første kamp er tilfeldig eller avgjort av grudges. Deretter møter lagene de lagene som har mest mulig likt i poeng. Ingen lag skal møte samme lag to ganger.

**Pairing:** Denne ble på engelsk gitt. Step 1 - Both Team Captains select one army from their team to put forward to play on table 1 and place the card for this army face down;

1.2. Once both Teams have selected an army, turn the cards face up to reveal which armies are chosen.

1.3. Both Team Captains now select the two remaining armies to face the opposing army.

The armies put forward by each Team are kept secret and revealed at the same time;

1.4. Each Team Captain selects one of the two opposing armies revealed in Step 1.3 to play against the friendly army that they have revealed in Step 1.2. The other army card is taken back into its own Team Captain’s hand, and this army will face the card taken back by the opposing Team Captain. The choice of army is kept secret until both Team Captains have made their choice. This determines the matchups for the round.

**Poeng**: Hvert slag gir 20 poeng fordelt etter gjeldene regelbok sin fordelingsnøkkel. Poengene summeres til et lagresultat for kampen. Poengene capper på 40-20 de første tre kampene. Fjerde kamp er uten capp.

**Scoring ark**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Kamp** | **Spiller** | | **Motspiller** | **Opp. VP\*** | **My VP\*** | **Opp. BP\*** | **My BP\*** |
| **Bord 1** |  | |  |  |  |  |  |
| **Bord 2** |  | |  |  |  |  |  |
| **Bord 3** |  | |  |  |  |  |  |
| **Sum** |  | |  |  |  |  |  |
|  |  | \* VP 0-4500 (5100), BP 0-20, Score Chart on last page  Capp er 40-20 – ikke før høyere eller laver tall inn i sum | | | | |  |
| **Kamp 2** | **Spiller** | | **Motspiller** | **Opp. VP\*** | **My VP\*** | **Opp. BP\*** | **My BP\*** |
| **Bord 1** |  | |  |  |  |  |  |
| **Bord 2** |  | |  |  |  |  |  |
| **Bord 3** |  | |  |  |  |  |  |
| **Sum** |  | |  |  |  |  |  |
|  |  | \* VP 0-4500 (5100), BP 0-20, Score Chart on last page  Capp er 40-20 – ikke før høyere eller laver tall inn i sum | | | | |  |
| **Kamp 3** | **Spiller** | | **Motspiller** | **Opp. VP\*** | **My VP\*** | **Opp. BP\*** | **My BP\*** |
| **Bord 1** |  | |  |  |  |  |  |
| **Bord 2** |  | |  |  |  |  |  |
| **Bord 3** |  | |  |  |  |  |  |
| **Sum** |  | |  |  |  |  |  |
| **SUM** |  | \* VP 0-4500 (5100), BP 0-20, Score Chart on last page Capp er 40-20 – ikke før høyere eller laver tall inn i sum | | | | |  |
| **Kamp 4** | **Spiller** | | **Motspiller** | **Opp. VP\*** | **My VP\*** | **Opp. BP\*** | **My BP\*** |
| **Bord 1** |  | |  |  |  |  |  |
| **Bord 2** |  | |  |  |  |  |  |
| **Bord 3** |  | |  |  |  |  |  |
| **Sum** |  | |  |  |  |  |  |
|  |  | \* VP 0-4500 (5100), BP 0-20, Score Chart on last page  Spilles uten capp | | | | |  |

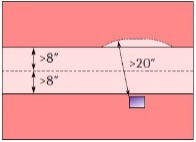
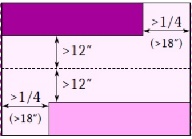
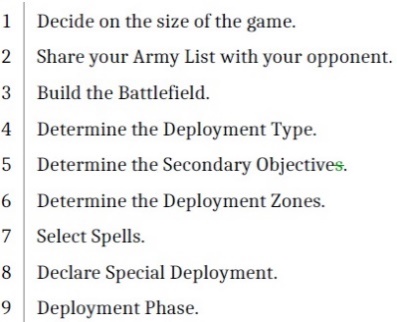
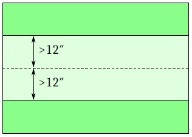


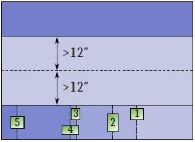
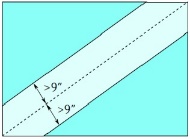
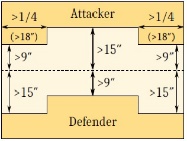
3 Counter thrust

Dawn Assult

1 Frontline Clash

*Pre-Game Sequence*

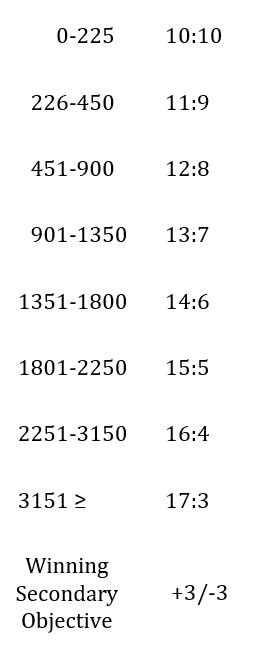
 



6 Marching column

5 Refused flank

4 Encircle



Victory Points Table

Secondary Objectives:

**1: Hold the Ground** *Secure and hold the Battlefield centre.* Mark the centre of the board. At the end of each Game Turn after the first, the player with the most Scoring Units within 6″ of the centre of the board gains a counter. At the end of the game, the player with the most such counters wins this Secondary Objective.

**2: Breakthrough** *Invade the enemy territory.* The player with the most Scoring Units inside their opponent’s Deployment Zone at the end of the game, up to a maximum of 3, wins this Secondary Objective.

**3: Spoils of War** *Gather precious loot.* Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing deployment Types). One marker is placed on a point on this line that is as close as possible to the centre of the board while still being more than 1″ away from Impassable Terrain. The other two markers are placed on points on this line that are on either side of the central marker, as close to the centre as possible but at least a third of the long table edge length (24″ on a standard board) away from it, and more than 1″ away from Impassable Terrain. At the start of each of your Player Turns, each of your Scoring units that is not carrying a marker may pick up a single

marker they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with less than 3 Full Ranks have their March Rate set to their Advance Rate. If a unit carrying a marker is destroyed or loses Scoring (ignore Post-Combat Reform for this purpose), the opponent must immediately place the marker carried by this unit on a point within 3″ of it. This point cannot be within 1″ of Impassable Terrain, but it can be inside a unit. At the end of the game, the player with the most units carrying markers wins this Secondary Objective.

**4: King of the Hill** *Desecrate your opponent’s holy ground while protecting yours.* After Spell Selection (at the end of step 7 of the Pre-Game Sequence), both players choose a Terrain Feature that isn’t Impassable Terrain and that is not entirely within their Deployment Zone, starting with the player that chose their Deployment Zone (note that both players may choose the same Terrain Feature). A player captures the opponent’s chosen Terrain Feature if any of his Scoring Units are inside that Terrain Feature at the end of the game. A player wins this Secondary Objective if he captures the opponent’s chosen Terrain Feature while his chosen Terrain Feature is not captured by his opponent.

**5: Capture the Flags** *Valuable targets must be annihilated.* After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all Scoring Units on both players’ Army Lists. If either player has less than 3 marked units, their opponent must mark enough units from this player’s Army List so that there are exactly 3 marked units in the army, starting with the player that chose their Deployment Zone. The player that has the lowest number of their marked units removed as casualties at the end of the game wins this Secondary Objective.

**6: Secure Target** *Critical resources must not fall into enemy hands.* Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that chose their Deployment Zone. Each player must place the marker on a point that is more than 12″ away from their Deployment Zone and a third of the long table edge length (24″ on a standard board) from the point marked by the other marker.

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

**Objektiver/map**

Kamp 1

Bord 1-2 : Hold Ground – refused Flank

Bord 3: King of The hill – Counterthrust

Kamp 2

Bord 1-2 : Breakthrough – Dawn Assult

Bord 3: Capture the Flags - Frontline Clash

Kamp 3

Bord 1-2 : Secure target – Marching Columns

Bord 3: King of The hill – Frontline Clash

Kamp 4

Bord 1-2 : Spoils of War - Encircle

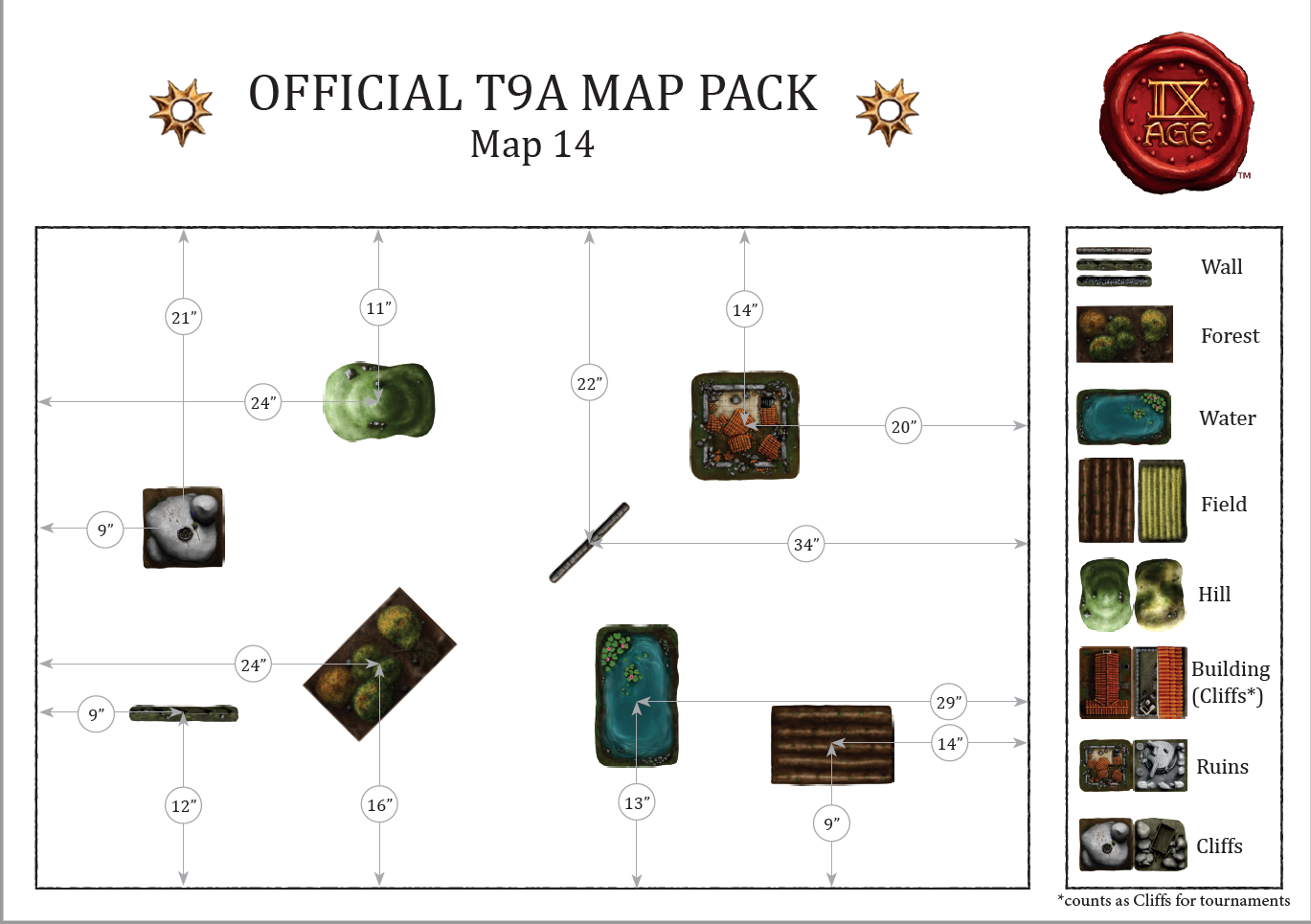
Bord 3: Capture the Flags - Counterthrust

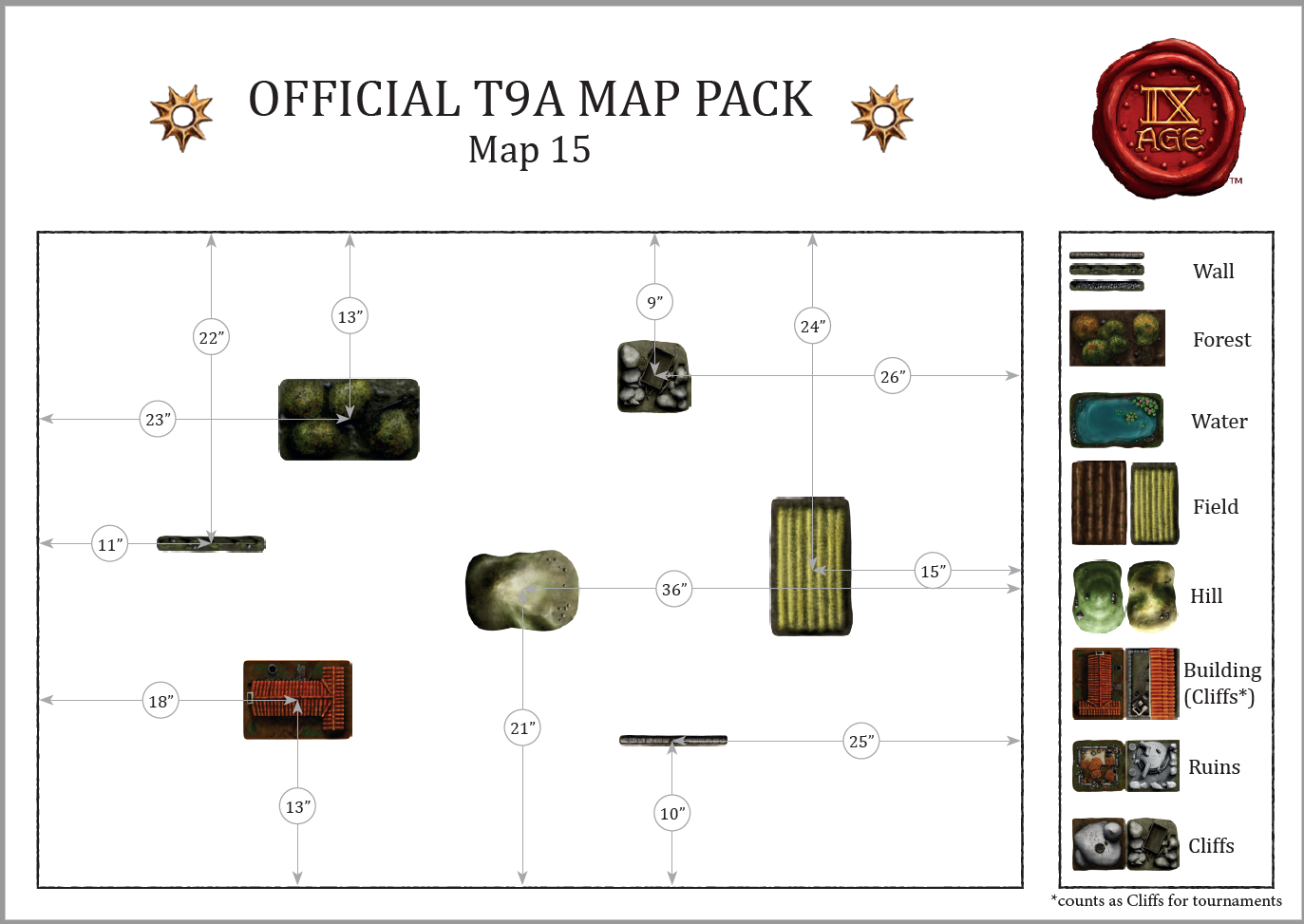
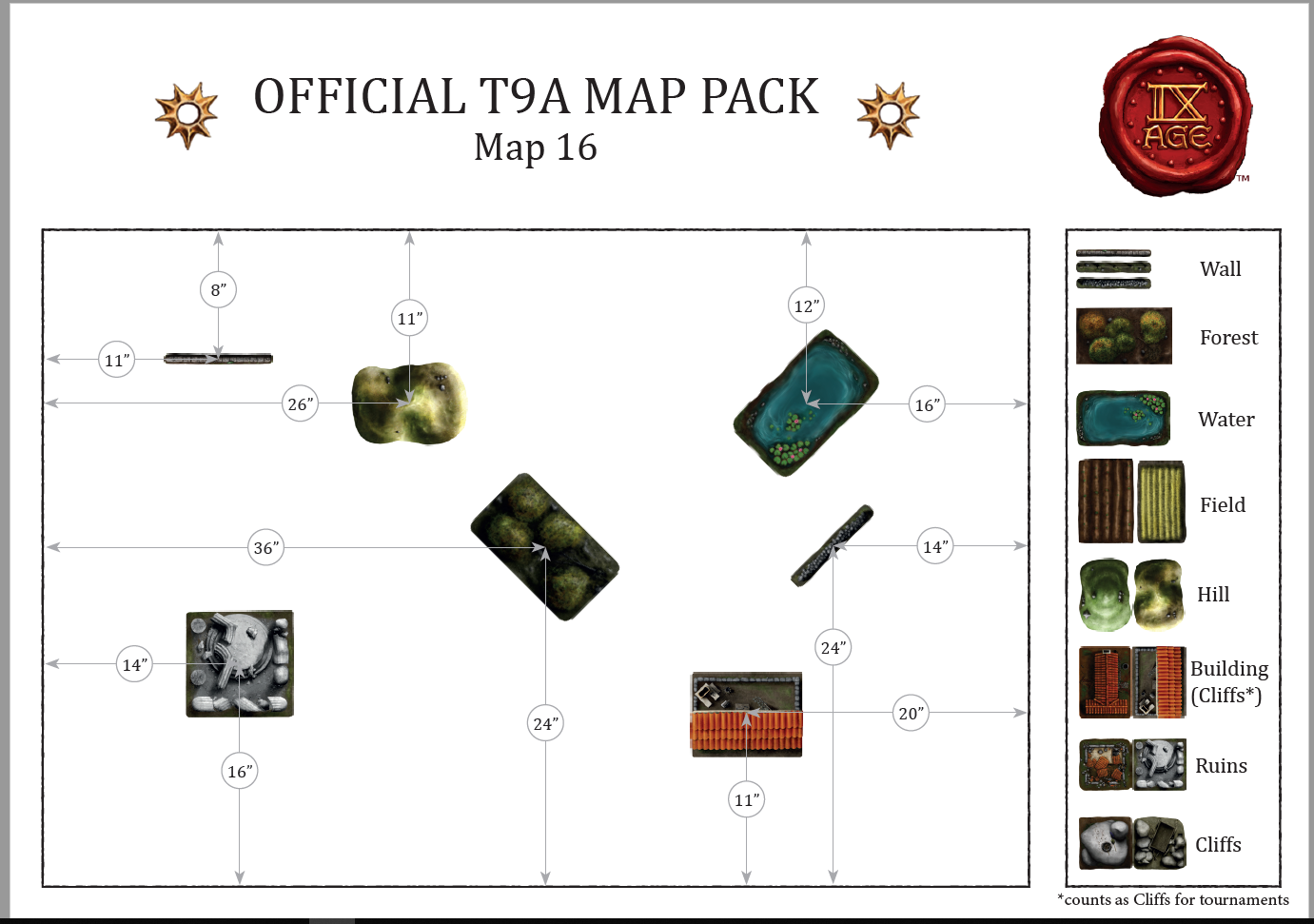
Map Pack:

Map 14 er bord 1

Map 15 er bord 3

Map 16 er bord 2



Lister:

Pavesnadder

Sondre Torvund – Infernal Dwarves

360 - Chosen of Lugar, Hero’s Heart, Lugar's Dice, Potion of Swiftness

560 – Prophet, Alchemy/Pyromancy, Army General, Wizard Master, Shield, Alchemist's Alloy, Binding Scroll, Essence of a Free Mind

285 – Vizier, Battle Standard Bearer, Blunderbuss, Shield, Banner of the Relentless Company, Ghostly Guard, Lucky Charm

226 – 17x Infernal Warriors, Shields

790 – 29x Infernal Warriors, Blunderbuss, Great Weapon, Shields, C, S,M

115 – 20x Orc Slaves

514 – 18x Immortals, Great Weapons, S, C, Icon of the inferno

130 – 2x1 Gunnery Team, Flamethrower

600 – 20x Disciples of Lugar, paired Weapons, S,C, Rending banner

450 - Infernal Engine, Shrapnel Guns

335 – 3x Kadim Incarnates

Sum: 4495p

Jørund Haugland – Orcs & Goblins

125 – Goblin Chief, Common Goblin, Battle Standard Bearer, Bow

330 – Goblin King, Forrest goblin, Huntsman Spider, Heavy Armour, Shield, Basalt Infusion, Dusk Forged, heroes Heart

595 – Goblin King, Forrest Goblin, Gargantula, paired Weapons, Shield Breaker

250 – Goblin Witch Doctor, Common Goblin, Wizard Adept, witchcraft, book of Arcane Mastery

500 – Orc Shaman, Common Orc, Army General, Warcry, Wizard Master, Shamanism, paired Weapons, Crown of Autocracy

180 – 20x goblins, Forrest Foblins, Creepers, bows,

180 – 20x goblins, Common Goblins, Bows, Shields, Musician

770 – 30x Orc ‘Eadbashers, Feral orcs, Paired Weapons, S,C,M, Green Tide

360 – 30x Gnasher Herd

372 – 31x Gnasher Herd

120 – 5x goblin Raiders, Common Goblins

198 – 6x Mounted ‘Eadbashers, feral orcs, paired Weapons

150 – Orc Boar Chariot

185 – 2x1 Greenhide Catapults, Git Launcher

Sum: 4500p

Espen Lund – highborn Elves

275 – Commander, Great Weapons, Light Armour, Longbow, Queens Companion, Moonlight Arrows, Binding Scroll

425 – Commander, Battle Standard Bearer, Great Weapon, Light Armour, Longbow, Master of Canreig Tower, Elu's Heartwood  
620 – Mage, Army General, Asfad Scholar, Pyromancy, Wizard Master, Binding Scroll, Book of Meladys  
260 – 20x Citizen Spears, M  
190 – 5x Elein Reavers, Bow  
735 – 30x Sea Guard, C, S, M, War Banner of Ryma  
713 – 26x Lion Guard, C,M  
741 – 27x Lion Guard, C,M  
180 – 3x1 Sea Guard Reaper  
Sum: 4499p

Fifty Shades of carnage

Martin Hedegaard - OnG

495 - Feral Orc Warlord General, Warboar, Paired Weapons, Light Armor, Shady Shanking, Tuktek's Guard, Pan of Protection Pinchin

270 - Iron Orc Chief Battle Standard, Shield, Willow's Ward, Banner of the Relentless Company

400 - Feral Orc Shaman (Shamanism), Wizard Master, Paired Weapons

635 - Forest Goblin King, Gargantula, Paired Weapons, Shieldbreaker, Troll Ale Flask, Potion of Swiftness.

627 – 24x Feral Orc 'Eadbashers, Paired Weapons, FCG, Banner of the Relentless Company

414 – 11x Feral Orc Boar Riders, Shields, FCG, Banner of Speed

180 – 20x Goblins, Bows, M, Shields

120 – 5x Goblin Wolf Riders

120 – 5x Goblin Wolf Riders

828 – 29x Iron Orcs, FCG, Mikinok's Totem

205 - Git Launcher with Overseer

205 - Git Launcher with Overseer

Sum: 4499p

Sjur Thu - WotdG

700 Chosen lord, General, Envy, Hell-Forged Armour, Shield, Burning Potent, Dusk Forged, Dragonfire Gem, Idol of Spite, Black Steed

335 Sorcerer, Adept, Alchemy, Light Armor, Essence of Mithril, Potion of Strength, Rod of Battle

669 19x Warriors, FCG, Greed, Banner of the Relentless Company

120 - 8x Warhounds

120 - 8x Warhounds

817- 6x Feldraks, Musician, Standard Bearer, Banner of Speed, Halberds

817- 6x Feldraks, Musician, Standard Bearer, Banner of Speed, Halberds

460 - Feldrak Elder, Paired Weapons

460 - Feldrak Elder, Paired Weapons

Sum: 4498p

Karl-Erik “Kalerith” Hansen © DH

520 - King, General, Holdstone, plate armor, shield, Runic Weapon: Ro Smashing+ Destruction+ Fire, Runic Armor: Ro Iron+Forge, Runic Talisman: Ro Shielding x 2

410 – Thane, BSB, plate armor, shield, shield bearers, Runic Armor: Ro Forge, Runic Talisman: Ro Dragons Breath+Shielding, Runic Standard: Banner of Relentless Company

430 - Runic Smith, plate armor, shield, Runic Weapon: Ro Lightening x 3, Runic Armor: Ro Iron x 2, Runic Talisman: Ro Dragons Breath

410 - Runic Smith, plate armor, shield, Runic armor: Ro Iron x 2 + Forge, Runic talisman: Ro Shielding x 2 + Dragons breath

214 - 12. Clan Warriors, heavy armor, shields throwing weapons, musician

197 - 11. Clan Warriors, heavy armor, shields, throwing weapons, musician

733 – 29. Greybeards, heavy armor, shields, FCG, Runic Standard: Ro Swiftness

553 – 22. Seekers, vanguard, musician

553 – 22. Seekers, vanguard, musician

305 - Steam Copter: 2. Attack Copter

175 - Steam Copter 1 Attack Copter

Sum: 4500p

Det Vestlandsfandenivoldske Salmekor

Andreas Furu – Orcs & Goblins  
560 - Common Orc Shaman, General, War Cry!, Wizard Master, Shamanism, Crown of Autocracy, Skull Fetish  
245 - Common Orc Chief, BSB, Aether Icon, Banner of Discipline, Obsidian Rock  
120 - 5 x Forest Goblin Chief, Huntsmen Spider  
360 - Forest Goblin Witch Doctor, Wizard Master, Thaumaturg  
235 - 3 x 20 Common Orcs, Spears, Musician  
215 - 2 x 20 Common Orcs, Spears  
288 - 3 x 24 Gnasher Herd  
276 - 23x Gnasher Herd  
185 - Greenhide Catapult, Git Launcher  
185 - Greenhide Catapult, Git Launcher  
90 - Skewerer  
Sum: 4500p  
  
Hallvard Haugen – Ogre Khans  
565 - Shaman, General, Rottenjaw, Wizard Master, Thaumaturgy, Lygur's Tongue  
325 - Mammoth Hunter, Iron Fist, Scout, Basalt Infusion, Talisman of Shielding  
405 - Mammoth Hunter, Iron Fist, Scout, Trolleater, Wrestler's Belt, Lucky Charm  
285 - Mammoth Hunter, Iron Fist, Scout, Karkadan's Resilience  
185 - 3x 3 Bruisers  
570 - 8 Tribesmen, Iron Fist, Musician, Standard Bearer, Banner of Discipline  
175 - 3x Kin-Eater  
320 - Thunder Cannon  
475 - 2x Rock Aurochs,  Hunting Spear  
Sum: 4500p  
  
Hermund Furu – Beast Herds  
450 - Soothsayer, General, Wizard Master, Shamanism, Crown of Autocracy  
360  - Beast Chieftain, BSB, Greater Totem Bearer, Paired Weapons, Aether Icon, Obsidian Rock, Seed of the Dark Forest.  
290 - Soothsayer, Wizard Adept, Evocation, Book of Arcane Mastery  
140 -  3x 20 Mongrels  
160 -  3x 20 Mongrels, Musician  
777 - 9 Minotaurs, Shield, Musician  
861 - 2x 10 Minotaurs, Shield, Musician  
Sum: 4499p

Silverbacks

Hans “stop hitting yourself” Silverback – Daemon legions

985 - Miser of Surlag – Master of Thaumaturgy – Mirrored Scales – Mark of the eternal champion

345 - Harbringer of father chaos General– Adept of Witchcraft – Mirrored scales guiding

430 - Harbringer of father chaos – Adept of evocation Burning Wheel – Mirrored scales guiding

628 - 22 Lemures – Full command – Vennom sacs

260 - 10 lemerus – m – Vennom sacs

240 - 10 Lemerus – mc – Vennom sacs

672 - 6 Bloat flies –c- Unhinged jaw

331 - 3 Bloat flies – Unhinged jaw

235 - 5 Sirens – Hammerhands

195 - 5 Sirens

175 - 5 Hellhounds – Incendiary Ichor

Sum: 4496p

Håkon “Blotting out the sun” Silverback – Sylvain Elves

220 - Druid General Adept Cosmology bow

270 - Druid Adept Shamanism bow Heirloom

320 - Thicket BSB Oaken Crown

285 - 10 Archers Musician

265 - 10 Archers

205 - 5 Heath Hunters

205 - 5 Heath Hunters

205 - 5 Heath Hunters

615 - 6 Thicket beasts Champ

510 - 5 Thicket beasts champ

265 - 8 Sentinels

230 - 7 Sentinels

450 - Treefather

450 - Treefather

Sum: 4495p

Øystein “BomBomBom” Silverback – Ogre Khans

330 - Shaman, General, Adept Pyromancy, Firebrand

345 - Khan, BSB, Mammoth Hide Cloak, Hoardmaster

385 - Shaman, Adept Shamanism, Gut Roarer, Lygurs Tongue, Potion of Strenght

599 - 7x Bruisers, Pennant of the Great Grass Sky, C,M,S

205 - 3x Bruisers, M

155 - 3x Tribesmen

169 - 22x Scraplings, Bow

709 - 6x Mercenary Veterans, Brace of Ogre Pistols, Accurate, Poison, M

205 - 3x Bombardiers, M

205 - 3x Bombardiers, M

80 - 1x Sabretooth Tiger

80 - 1x Sabretooth Tiger

680 - 4x Tusker Cavalry, Banner of Gyengget, M,S

175 - 1x Kin-Eater

175 - 1x Kin-Eater

Sum: 4497p

Ændal og Torshovs Joint Venture

Johan Nereng – Ogre Khans

520  Shaman, General, Master, PW, Rottenjaw, Lygur's Tongue, Shamanism

340  Shaman, Adept, PW, Book of Arcane Mastery, Thaumaturgy

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

325  Mammoth Hunter, Hunting Spear, Iron Fist , Vanguard, Basalt Infusion, Talisman of Shielding,

570  8x Tribesmen, MS, Iron Fist, Banner of Dicipline

185  3x3 Bruisers

175  3x Kin-Eater

320  Thundercannon

475  2x Rock Aurochs, Ogre Crossbow

Sum: 4500p

Jarl Magnus – Sylvain Elves

630  Avatar of Nature, General. "Tremann Aldersblad, Hertug av Liljepytt"

445 Druid: cosmology master, sceptre of Power, crystal ball

305 Dryad Ancient: Druidism, Scarred Bark, Wizard Adept

290 Dryad Ancient:, toxic spores, adept divination

130 Dryad Ancient, oaken crown

384 21x Dryads

285 10x archers, musician

195 15x forest guards, musician

285 10x archers, musician

325 5x wild huntsmen, shield

325 5x wild huntsmen, shield,

325 5x wild huntsmen, shield,

240 10x forest rangers, vanguard,

230 7x Sylvan Sentinels

100 forest eagle

Sum: 4494p

Eirik – Vampire Counts

940 Vampire Count,  Wizard Adept: Occultism, Monster Hunter,  Reaper's Harvest, Zombie Dragon

860 Vampire Count, Army General, The Dead Arise, Wizard Master: Evocation, Arcane Knowledge, Heavy Armour, Shield, Dragonfire Gem, Legend of the Black King, True Thirst, Willow's Ward

105 2x Bat Swarms

133 8x Dire Wolves, Champion

524 32x Ghouls, Champion

150 23x Zombies, Musician

763 32x Barrow Guards, Champion, Musician, Shield, Standard Bearer, Black Standard of Zagvozd

105 3x Great Bats

260 3x Vampire Knights, Musician

660 8x Vampire Spawns, Champion

Sum: 4500p

Oslo Giants

Åsmund -Vermin Swarm

820 - Vermin Daemon, General

335 - Sicarra Assassin, Throwing Weapons, Scurrying Veil, Potion of Swiftness, Lethal Strike

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

627 - 59x Rat-at-Arms, Spears, Standard Bearer, Banner of the Endless Swarm, Musician, Champion 245 - 20x Plague Brotherhood, Standard Bearer, Musician

245 - 20x Plague Brotherhood, Standard Bearer, Musician

146 - 21x Giant rats

272 - 14x Plague Disciples

255 - 13x Plague Disciples

255 - 13x Plague Disciples

150 - Meat Grinder

305 - Dreadmill

305 - Dreadmill

170 - Verminous Artillery, Plague Catapult

170 - Verminous Artillery, Plague Catapult

Sum: 4495p

Aslak - SE

730 pts - Forest Prince: General, Titanic Might, Sylvan Longbow, Sylvan Blades, Dragon

360 pts - Chieftain: BSB, Forest Guardian, Hunter's Honour, Willow's Ward, LA, Shield, Elven Cloak, Spear

475 pts - Druid: Master (Shamanism), Binding Scroll, Magical Heirloom, Sylvan Longbow

285 pts - 10 Sylvan Archers: Musician

285 pts - 10 Sylvan Archers: Musician

205 pts - 5 Heath Riders: Heath Hunters

205 pts - 5 Heath Riders: Heath Hunters

150 pts - 8 Dryads

590 pts - 23 Forest Rangers: FCG, Banner of Deception

615 pts - 6 Thicket Beast: Champion

300 pts - 9 Sylvan Sentinels

300 pts - 9 Sylvan Sentinels

Sum: 4500p

Trond - WDG

630 pts - Doomlord: General, Trophy Rack, King Slayer, Gladiator's Spirit, Dusk Forged, Dragonfire Gem, Wyrd Stone, Spiked Shield, Great Weapon  
360 pts - Sorcerer: Adept (Occultism), Hero's Heart, Trice-Forged, Plate Armour, Paired Weapon  
340 pts - 10 Warriors: C, M, Lust, Halberd  
340 pts - 10 Warriors: C, M, Lust, Halberd  
120 pts - 8 Warhounds  
120 pts - 8 Warhounds  
360 pts - Chosen Chariot: Lust  
360 pts - Chosen Chariot: Lust  
694 pts - 8 Forsworn: FCG, Spiked Shield, Icon of the Infinite  
827 pts - 6 Feldraks: FCG, Halberd, Icon of the Infinite  
345 pts - Hellmaw: One Ominous Gateway

Sum: 4496p

A fistful of Dice

Eivind Johansen - Undead Dynasties

240 - Nomarch, General, Crown of the Pharaohs, Scroll Desiccation

170 - Tomb Architect, Potiont of strengt

285 - Death Cult Hierarch, Evocation, Book of Arcane Mastery, Hierophant. Adept

495 - Death Cult Hierarch, Divination, Talisman of the Void, Sacred Hourglass, Wizard Master

170 - 20x Skeletons, Spears, Musician

130 - 2x 5x Skeleton Scouts

800 - 8x Skeleton Chariots, Legion Charioteers, Musician.standard bearer, stalker's standard

500 - 5 x Tomb Cataphracts, Musician

500 - 5x Tomb Cataphracts, Musician

760 - 4x Tomb Reapers, Paired Weapons

160 - 2x 1x Sand Scorpion

Sum: 4500p

Jan-Helge Eliassen – Saurian Ancients – A Fistful of Dice

450 - Saurian Warlord, Spear, Heavy Armour, Shield, Glory of the Dawn Age, Tarosaur’s Vigour, Potion of Swiftness

740 - Cuatl Lord, General & BSB, Grasp of the Immortal, Trained from birth, 5 spells, Evocation

350 - Skink Priest, 4 spells, Skink Palanquin, Sun Tablet, Book of Arcane Mastery, Wizard Adept, Druidism

570 - 25 x Saurian Warriors, FCG, Rending Banner

570 - 25 x Saurian Warriors, FCG, Rending Banner

275 - 15 x Saurian warriors, Musician

135 – 2 x 1 Spearback

165 – 1 x Salamander

217 - 3 x Pteradon Sentries, Shields, Fire Bola

239 – 2 x 3 Ramphodon Riders, Shields

415 - Stygiosaur, Mystic Traveller

Sum: 4500p

Tim Aasen - EoS

805 - Imperial Prince, General, Dragon, Potion of Swiftness (10)  
255 - Marshal, Shield, Crown of the Wizard King (Cannot be taken by Wizards) (50), Obsidian Rock (25), Shield, Battle Standard Bearer, Aether Icon  
545 - Wizard, Light Armour, Shield Breaker (40), Destiny's Call (Standard Size models only) (70), Potion of Strength (10), Locket of Sunna (70), Light Armour, Wizard Master, Pyromancy  
125 - Wizard, Divination

465 - 46x Heavy Infantry, Champion, Musician, Standard Bearer  
150 - 10x State Militia Irregulars  
150 - 10x State Militia Irregulars  
265 - 20x Light Infantry, Handgun (4+), Handgun (4+)  
145 - 20x Heavy Infantry support unit  
200 - Mortar  
250 - Cannon  
326 - 3x Knights of the Sun Griffon, Lance (3), (3)  
326 - 3x Knights of the Sun Griffon, Lance (3), (3)  
200 - 15x Flagellants  
200 - 15x Flagellants  
90 - 5x Imperial Rangers  
Sum: 4497p

Sørlandslauget For Salig Sodomi og Syndige Salmer

Thomas Nilsen - Daemon Legions

815 - Sentinel of Nukuja, General, Thaumaturgy, Brimstone Secretions, Kaleidoscopic Flesh, Mark of the Eternal Champion, Segmented Shell

265 - 10 x Imps, C, Mark of the Eternal Champion

265 - 10 x Imps, C, Mark of the Eternal Champion

627 - 22 x Myrmidons, C, S, M, Piercing Spike

716 -   5 x Brazen Beasts, C, S, M, Red Haze

205 -   5 x Eidolons, Aura of Despair

205 -   5 x Eidolons, Aura of Despair

205 -   5 x Eidolons, Aura of Despair

445 -   1 x Hope Harvester, Engine of Damnation, Aura of Despair

300 -   4 x Mageblight Gremlins, Venom Sacs

225 -   1 x Titanslayer Chariot, S

225 -   1 x Titanslayer Chariot, S

Sum 4498p

Kristian - Vampire Cunts

285 - Barrow King, Battle standard Bearer, Lucky Charm, Basalt Infusion, Willow's Ward

430 - Nercromancer, Wizard Master, Evocation, Necromantic Staff

1060 - Vampire Count, General, Arcane Knowledge, Wizard Adept, Occultism, Paired Weapons, Touch of Greatness, Obsidian Rock, Zombie Dragon, Colossal Zombie Dragon,

88 - 8 x Dire Wolves, C

612 - 36 x Ghouls, C

180 - 25 x Zombie, M, S

775 - 30 x Barrow Guard, Halberd, C, M, S Black Standard of Zagvozd

190 -   5 x Spectral Hunters

260 -   3 x Vampire Knights, M

260 -   3 x Vampire Spawn, C

335 -   1 x Varkolak

Sum: 4500p

John Rune - Dwarfs

185 - Anvil of Power

365 - Dragon Seeker, Monster Seeker, 2 x Rune of Fury, Rune of Quickening

585 - King, General, Pistol, Shield Bearers, Rune of Craftsmanship, Rune of Destruction, Rune of Fury, Rune of Iron, Rune of Steel, Rune of the Forge

295 - Runic Smith, 3 x Battle Runes, Shield, 2 x Rune of Iron, Rune of the forge,

350 - Thane, Battle Standard Bearer, Holdstone, Shield, 2 x Rune of Iron, 3 x Rune of Lightning

690 - 40 x Clan Warriors,  Great Weapon, C, M, S

639 - 36 x Clan Warriors, Shield, C, M, S, Banner of the Relentless Company

265 - 10 x Miners, Paired Weapons, Throwing Weapons, M

223 -   8 x Seekers, Skirmish, Vanguard, C

130 -   1 x Vengeance Seeker

305 -  Steam Copters, Attack Copter, Additional Copter

255 - Cannon

210 - Catapult

Sum: 4498p

Team Skausau  
Sigbjørn “Ugrush” Eriksrud - WDG  
675 - Chosen Lord of Envy on War Dais, General, Trophy Rack, GW (Blessed Inscriptions), HFA (Gladiator’s Spirit), Talisman of Shielding, Obsidian Rock, Aether Icon, Luck of the Dark Gods

615 – Sorcerer, 4 spells, Wizard Master of Evocation, PA, Ledger of Souls, Binding Scroll, Veil Walker  
395 – Sorceror on Dark Chariot, 2 Spells, Wizard Adept of Alchemy, PA, PW (Hero’s Heart), Lucky Charm, Dragonfire Gem

315 – Barbarian Chief in Dark Chariot, PW (Shield Breaker), HA (Basalt Infusions), Shield

450 – 31 Barbarians, FCG, Spears and Shields, Banner of Speed

210 – 20 Barbarians, Musician, Shields

120 – 2x8 Warhounds

799 – 2x6 Feldraks, PW, Musician, Standard, Banner of Speed

Sum 4498p  
  
Mads “Anerini” Lund – KoE  
755 – Grail Duke on Hippogryph, General, Lance (Divine Judgement), Shield (Fortress of Faith), HA (Basalt Infusions), Potion of Swiftness, Lucky Charm  
385 – Damsel on Barded Warhorse, Wizard Master of Shamanism  
370 – Questing Paladin, BSB, Shield (Willows Ward), Obsidian Rock, Flaming Standard, Aether Icon  
320 – 6 Knights of the Realm, FCG  
320 – 6 Knights of the Realm, FCG  
250 – 5 Knights Aspirants, Musician  
250 – 5 Knights Aspirants, Musician  
130 – 5 Yeomen Outriders, Shields  
130 – 5 Yeomen Outriders, Shields  
750 – 28 Knights Forlorn, FCG, Banner of Speed  
834 – 9 Knights of the Grail, FCG, Banner of Roland  
Sum 4494p  
  
Arne “Aeron” Sverdrup-Thygeson – BH  
610 – Beast Lord on Razortusk Chariot, General, Hunting Call, Beast Axe (Fatal Folly), HA (Basalt Infusions), Shield, Dark Rain, Talisman of Shielding  
350 – Beast Chieftain, BSB, Greater Totem Bearer, Beast Axe, LA (Essence of Mithril), Dragonfire Gem  
495 – Soothsayer, Wizard Master of Druidism, Binding Scroll, Seed of the Dark Forest  
95 – 10 Mongrel Raiders  
602 – 41 Wildhorn Herd, PW, FCG, Banner of the Wild Herd  
220 – 15 Wildhorn Herd, TW, FCG, Ambush  
220 – 15 Wildhorn Herd, TW, FCG, Ambush  
120 – Briar Beast  
185 – 5 Centaurs, TW  
80 – 5 Feral Hounds  
185 – 10 Longhorn Herd, Musician, Ambush  
185 – 10 Longhorn Herd, Musician, Ambush  
100 – Razortusk Herd  
100 – Razortusk Herd  
475 – Gortach  
475 – Gortach  
Sum: 4497p

Dronning Margretes Drenger

Marius Brunborg – Daemon Legions  
700 - Chosen Lord, Army General, Favour of Nukuja, Goddess of Sloth, Halberd, Luck of the Dark Gods, Trophy Rack, War Dais, Basalt Infusion, Talisman of Shielding, Touch of Greatness, Zealots Banner  
550 – Sorcerer, Evocation, Veil Walker, Wizard Master, Destiny's Call - Standard Size only, Veilgate Orb  
180 – 4x1 Barbarian Chief,Shield, Spear, Throwing Weapons (4+), War Dais

350 – 2x 20 Barbarian, Musician, Spear and Shield, Standard Bearer, Throwing Weapons (5+), Banner of the Relentless Company  
218 – 16 Barbarians, Paired Weapons, Standard Bearer, Banner of the Relentless Company  
335 - Battleshrine, Ledger of Souls  
335 – 2x 5Warrior Knights,Favour of Vanadra, Goddess of Wrath, Favoured Champion, Great Weapon, 5x Warrior Knight  
300 – 2x1 Marauding Giant, Tribal Warspear  
Sum: 4498p  
  
Lasse – Beast Herds  
705 - Minotaur Warlord, Army General, Paired Weapons, Aaghor’s Affliction, Blessed Inscriptions, Crown of Horns, Potion of Swiftness  
460 - Minotaur Chieftain, Battle Standard Bearer, Greater Totem Bearer, Paired Weapons, Hero's Heart, Wildform  
380 – Soothsayer, Shamanism, Special Equipment, Wizard Master  
378 – 36 Mongrel Herd, Musician, Spears, Standard Bearer, Banner of the Wild Herd  
95 - Mongrel Raiders  
220 – 2x15 Wildhorn Herd, Ambush, Musician, Throwing Weapons  
258 – 2x6 Centaur, Lance, Musician  
150 - 5 Gargoyles, Scout  
630 – 6 Minotaurs, Musician, Shield, Standard Bearer, Banner of Speed, Totem Bearer: Black Wing Totem  
230 - Razortusk Chariot  
410 - 6 Razortusk Herd  
100 - Razortusk Herd

Sum:4494p  
  
Andreas – vermin Swarm  
820 - Vermin Daemon, Army General  
250 - Chief, BSB, Binding Scroll, Sceptre of Vermin Valour  
725 - Plague Patriarch, LA, Plague Flail, Plague Pendulum, Wizard Adept, Putrid Protection  
140 – 2x10 Footpads, Musician  
140 - 20 Giant Rats  
200 – 2x30 Giant Rats  
305 - 24 Plague Brotherhood, FCG,   
90 - 2 Rat Swarms  
540 - 7 Vermin Hulks, C  
305 – 2x1 Dreadmill  
170 – 2x1 Verminous Artillery, Plague Catapult  
Sum: 4500p