

# INVASION 20-21 NOVEMBER 2021

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



## Timetable for the 9th Age event

Friday	19:00 –	Friendly gaming
Saturday	08:30	Doors open for registration
Saturday	09:00	Generell Info
Saturday	10:15	First round start
Saturday	13:45	Lunch
Saturday	14:30	Second round starts
Saturday	18:00	Break
Saturday	18:30	Pairing and start of round 3
Saturday	19:30	Day 1 ends
Saturday	20:05	Best painted competition (voting is possible all the way until the next round start on Sunday)
Saturday	20:45	Bouffe at the hotell followed by Quiz and boardgames in the Bar Area
Sunday	09:00	Round 3 continues
Sunday	12:00	Break (Ciabatta for everyone for lunch)
Sunday	12:30	Fourth round starts
Sunday	16:00	Tournament ends
Sunday	16:01	Award ceremony as soon as results are in

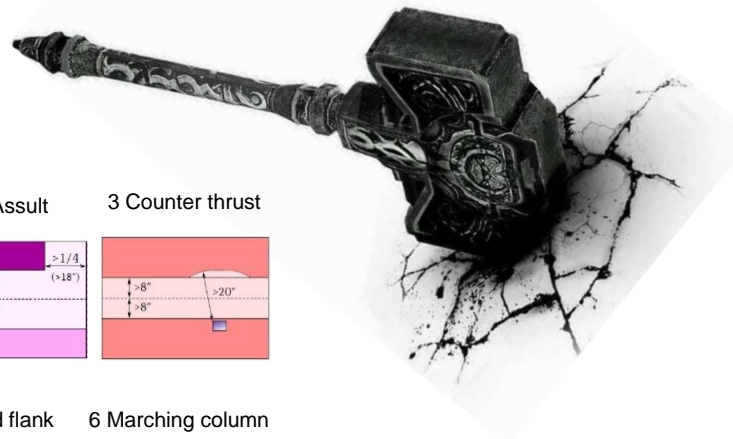
**Matching:** Første kamp er tilfeldig eller avgjort av grudges. Deretter møter lagene de lagene som har mest mulig likt i poeng. Ingen lag skal møte samme lag to ganger.

**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

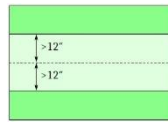
Kamp	Spiller	Motspiller	Opp. VP*	My VP*	Opp. BP*	My BP*
Bord 1						
Bord 2						
Bord 3						
Sum						
		* VP 0-4500 (5100), BP 0-20, Score Chart on last page Cap er 40-20 – ikke før høyere eller lavere tall inn i sum				
Kamp 2	Spiller	Motspiller	Opp. VP*	My VP*	Opp. BP*	My BP*
Bord 1						
Bord 2						
Bord 3						
Sum						
		* VP 0-4500 (5100), BP 0-20, Score Chart on last page Cap er 40-20 – ikke før høyere eller lavere tall inn i sum				
Kamp 3	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 Cap er 40-20 – ikke før høyere eller lavere 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 cap				



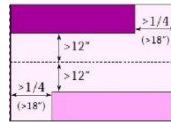
## Pre-Game Sequence

- 1 Decide on the size of the game.
- 2 Share your Army List with your opponent.
- 3 Build the Battlefield.
- 4 Determine the Deployment Type.
- 5 Determine the Secondary Objectives.
- 6 Determine the Deployment Zones.
- 7 Select Spells.
- 8 Declare Special Deployment.
- 9 Deployment Phase.

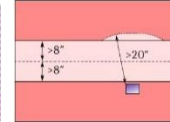
### 1 Frontline Clash



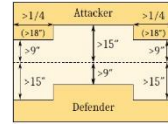
### Dawn Assault



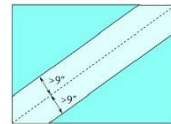
### 3 Counter thrust



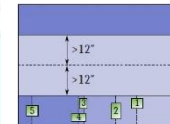
### 4 Encircle



### 5 Refused flank



### 6 Marching column



## Victory Points Table

0-225	10:10
226-450	11:9
451-900	12:8
901-1350	13:7
1351-1800	14:6
1801-2250	15:5
2251-3150	16:4
3151 ≥	17:3
Winning Secondary Objective	+3/-3

## 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** *Invalidate 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

Bordene er delt inn i 5 sett med bord. Hvert sett med bord består av tre bord med fast terreng som ikke skal flyttes på mellom eller under kamper. Dersom du må flytte på terrenget på grunn av spillmekanikk som tree singing vennligst sett terreng på plass etter kampen er ferdig.

Det er totalt 5x bord 1, 5x bord 2 og 5x bord 3.

Hver kamp spilles på ett sett med bord. Hvilket bord og objektiv du spiller på avgjøres i paringen. De som settes ut spiller på bord 1 og 2.

### Kamp 1

Bord 1- 2: Hold Ground – refused Flank

Bord 3: King of The hill – Counterthrust

### Kamp 2

Bord 1-2: Breakthrough – Dawn Assault

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

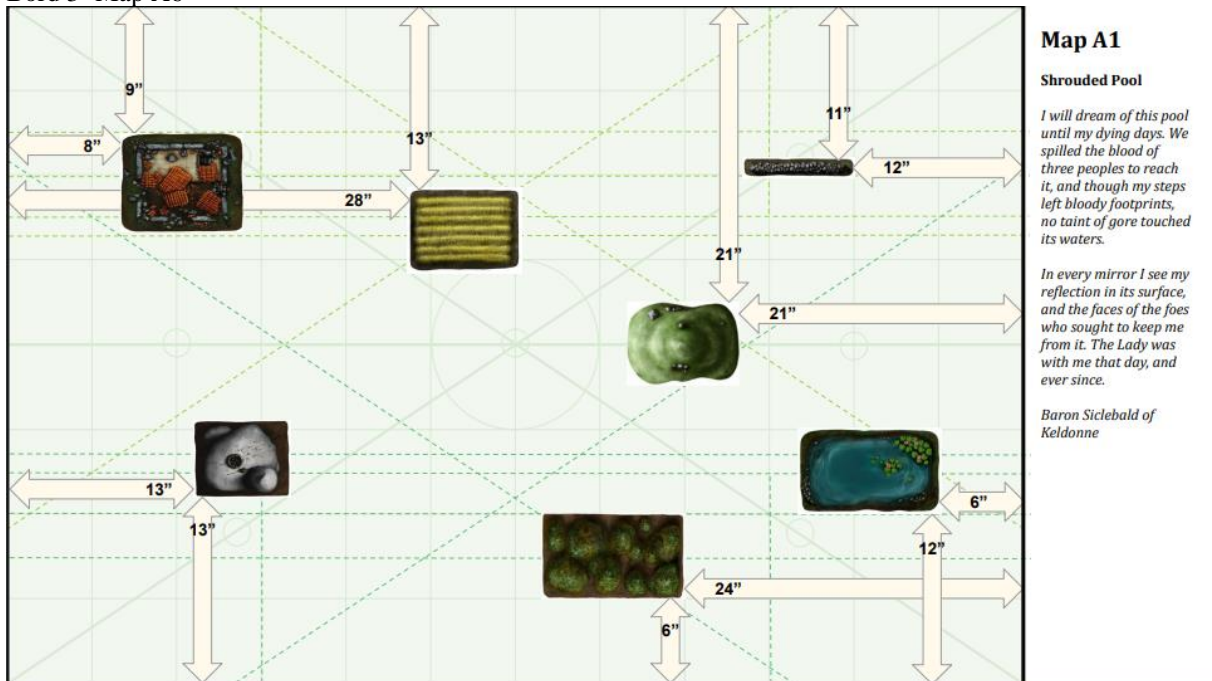
Bord 3: Capture the Flags - Counterthrust

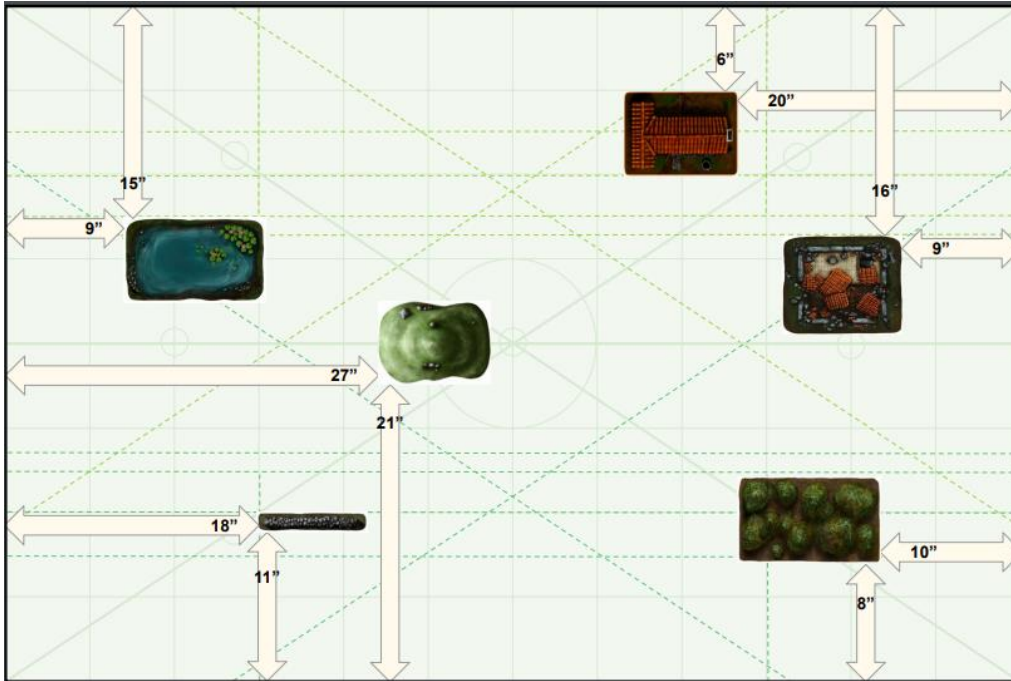
### Map Pack:

Bord 1 = mp A1

Bord 2= map A3

Bord 3=Map A6





### Map A3

#### Dilapidated Manor

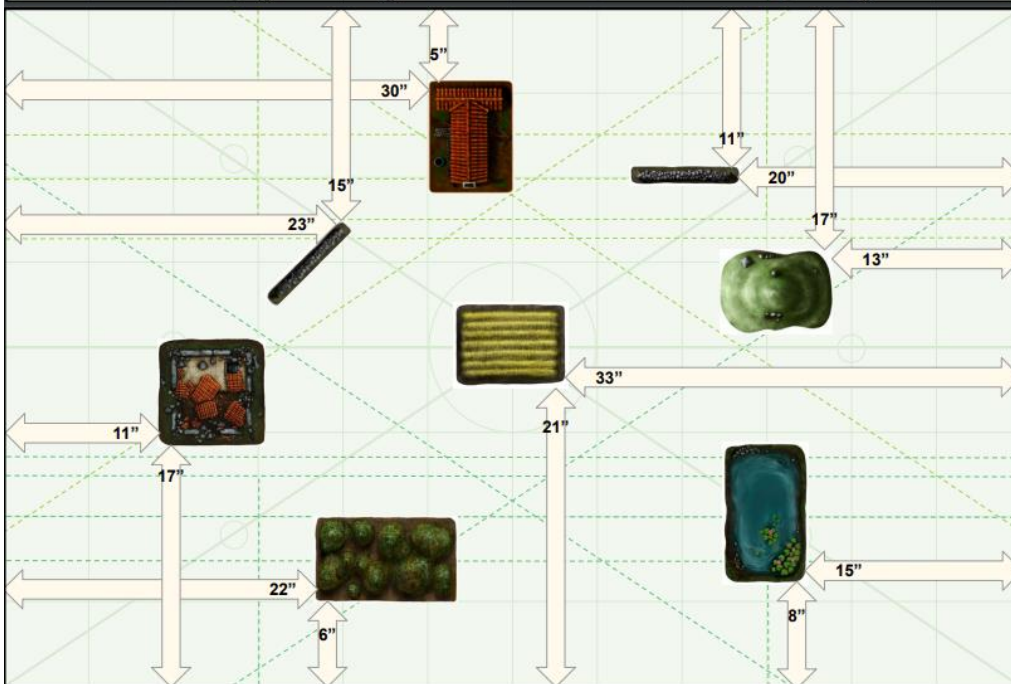
*We who know the true power behind the world must often work in secret.*

*With only a little persuasion, the former occupants were kind enough to allow this master of mysticism to set up home.*

*Now the estate is inhabited by friends of mine, and our occasional...guests.*

*Fortunately, their arrival goes unnoticed in this grand place. Once the Courtesan arrives, the city will have such havoc visited upon it, they shall be gifted glorious visions of a new world.*

*Balthazar the Magnificent, servant of the Seven*



### Map A6

#### Ancient Walls

*Once our walls stood high and proud over the city of Khedesai. Centuries of wind and sand have created breaches that no battering ram ever did.*

*You saw our unmanned walls and thought our history was yours for the taking. Our legacy there to be plundered.*

*We rose from our eternal rest. Took up weapons that survived the ages. Set ourselves to defend our home. And drove the living from our hallowed ground.*

*Death Hierarch Nehi*

# Lister:

Samme for meg Egentlig

Jørund ‘‘harakiri’’ Haugland

Warriors of the dark gods

665 – Doomlord, general, great Weapon, Spiked Shield, Trophy Rack, Basalt Infusion, Obsidian Rock, Aether Icon, Dusk Forged, Blessed inscriptions.

655 – Sorcerer – Wizard Master, occultism, Rod of Battle, Magical heirloom, veil

Walker, Plate Armor, Black Steed, Gladiators Spirit.

158 – 16 barbarians, PW

119 - 8 Warhounds

651 – 19 Warriors, FCG, Greed, Zealots Banner

572 – 4 Chosen knights, FCG, Pride

680 – 8 Forsworn, FCG, Spiked Shield, Wasteland Torch

520 – 10 Warrior Knight, GW, FCG, Pride

480 – Hellmaw, 2x ominous Gateway

Total: 4500

Thomas ‘‘Poisonhelvete’’ Nilsen

Daemon Legions

370 – Harbringer of Father Chaos, Dark Fire, Wizard Adept, Divination, Guiding Venom Sacs

745 – Kuulima’s Deceiver, general, wizard Master, (protean magic), Hammer Hand, Piercing Spike, Fly, Guiding Venom Sacs, Greater Dominion of Envy

640 – 25 Succubi, FCG, Bronze backbone

245 – 10 Succubi, M, Mesmerising Plumage

245 – 10 Succubi, M, Mesmerising Plumage

165 – 5 Fury

165 – 5 Fury

469 – 4 Brazen Beast, C,M, Incendiary ichor

469 – 4 Brazen Beast, C,M, Incendiary ichor

335 – 9 Eidolons, Aura of Despair

335 – 9 Eidolons, Aura of Despair

155 – Threshing Engine

155 – Threshing Engine

Sum: 4493

Christian Vestøl

Vampire Cunts

775 - Vampire Count, General (The Dead Arise), Nosferatu Bloodline (Blood Magic), Wizard Master, Cosmology, Necromantic Staff, Talisman of the Void

330 - Vampire Courtier, Nosferatu Bloodline, Wizard (Wizard Apprentice, Evocation), Battle Standard Bearer (Aether Icon, Aether Icon), Book of Arcane Mastery

130 - Necromancer, Wizard Apprentice, Evocation

155 - Banshee

155 - Banshee

309 - 31 Skeletons, Spear, Standard Bearer (Legion Standard), Musician, Champion

300 - 30 Skeletons, Spear, Standard Bearer (Legion Standard), Musician, Champion

300 - 30 Skeletons, Spear, Standard Bearer (Legion Standard), Musician, Champion

110 - 2 Bat Swarms

110 - 2 Bat Swarms

350 - Altar of Undeath

350 - Altar of Undeath

280 - 15 Barrow Guard, Standard Bearer (Black Standard of Zagvozd), Musician, Champion

260 - Cadaver Wagon

290 - 8 Spectral Hunters

290 - 8 Spectral Hunters

4494

## The Good, The Bad and The Brave

Bjørn Erik "Standard Bear" Henden - Daemon Legions

910 - Courtesan of Cibaresh, General (Greater Dominion), Wizard Master, Witchcraft, Iron Husk, Chitinous Scales

850 - Vanadra's Scourge, Wizard (Wizard Apprentice, Evocation), Living Shield, Centipede Legs, Chitinous Scales

527 - 21 Succubi, Chilling Yawn, Standard Bearer, Musician, Champion

335 - 14 Succubi, Mesmerising Plumage, Musician, Champion

265 - 10 Lemures, Stiff Upper Limit, Standard Bearer, Musician, Champion

373 - 3 Brazen Beasts, Incendiary Ichor, Musician, Champion

360 - Blazing Glory, Fly

305 - Threshing Engine, Legion Thresher

205 - Titanslayer Chariot

195 - 5 Sirens

175 - 2 Mageblight Gremlins

4500

Sindre Alnæs - Sylvan Elves

590 - Forest Prince, General, Sylvan Blades (Titanic Might), Light Armour (Destiny's Call), Obsidian Rock, Kindred (Wild Hunter), Great Elk

520 - Druid, Wizard Master, Druidism, Talisman of Shielding, Magical Heirloom, Sylvan Unicorn

340 - Thicket Shepherd, BSB, Oaken Crown

250 - 2x 10 Sylvan Archers, Musician

219 - 12 Dryads

205 - 2x 5 Heath Riders, Heath Hunters

490 - 5 Thicket Beasts, Champion

360 - 2x 6 Wild Huntsmen, Shield, Standard Bearer, Champion

355 - 2x 10 Sylvan Sentinels, Sylvan Blades

4499

Trym Solhaug - Kingdom of Equitaine

500 - Grail Duke, General, Grail Oath, Lance (Wyrwood Core), Shield, Faith of Percival, Virtue of Might, Barded Warhorse

370 - Grail Paladin, BSB, Grail Oath, Shield, Tristan's Resolve, Potion of Swiftmess, Virtue of Valour, Barded Warhorse

460 - Damsel, Wizard Master, Divination, Magical Heirloom, Wafers of Penitence, Barded Warhorse

285 - 3x 6 Knights of the Realm, Standard Bearer, Musician, Champion

275 - 6 Knights of the Realm, Standard Bearer, Musician

722 - 9 Knights of the Grail, Standard Bearer, Musician, Champion

375 - The Green Knight

130 - 2x 5 Yeoman Outriders

340 - 2x 3 Pegasus Knights, Loose Formation, Vanguard

4497

Team Tim

Aslak "Boomza" Austenå Løvdal, C – Sylvan Elves (SE)

500 - Forest Prince, Eagle King, Light Armour (Destiny's Call), Sylvan Longbow, Sylvan Blades (Titanic Might), Dragonfire Gem

415 - Druid, Wizard Master, Druidism, Binding Scroll

240 - Chieftain, Battle Standard Bearer (Aether Icon, Aether Icon), Sylvan Longbow, Obsidian Rock

220 - Dryad Ancient, General, Wizard Adept, Divination

405 - 23 Dryads, Scoring, Champion

165 - 8 Dryads, Scoring, Champion

355 - 15 Sylvan Archers, Musician

205 - 5 Heath Riders, Heath Hunters

503 - 24 Forest Rangers, Standard Bearer (Flaming Standard), Musician, Champion

430 - Treefather

430 - Treefather

325 - 3 Kestrel Knights, Shield, Champion

307 - 9 Sylvan Sentinels

4500

Åsmund "aus\_lo" Løvdal Austenå – Highborn Elves (HE)

705 - High Prince, Griffon, Shield, Longbow, Dragonforged Armour (Daemon's Bane), Lance (Nova Flare),

Diadem of Protection, Glittering Lacquer

490 - Commander, Longbow (Elu's Heartwood), Battle Standard Bearer (Aether Icon, Aether Icon), Light Armour, Great Weapon, Master of Canreig Tower

230 - Commander, Longbow, Light Armour, Great Weapon, Queen's Companion (Moonlight Arrows)

375 - Mage, General, Wizard Master, Cosmology

648 - 27 Sea Guard, Standard Bearer (Banner of Speed), Musician, Champion

293 - 21 Citizen Spears, Standard Bearer, Musician, Champion

195 - 5 Elein Reavers, Bow, Champion

401 - 13 Lion Guard, Standard Bearer (Banner of Becalming), Musician, Champion

180 - Sea Guard Reaper

180 - Sea Guard Reaper

180 - Sea Guard Reaper

310 - Phoenix, Frost Phoenix

310 - Phoenix, Frost Phoenix

4497

Tim "TurboTT" Aasen – Empire of Sonnstahl (EoS)

275 - Wizard, Divination, Wizard Adept, Book of Arcane Mastery

455 - Wizard, Pyromancy, Wizard Master, Binding Scroll, Talisman of the Void

255 - Marshal, Battle Standard Bearer (Household Standard, Aether Icon), Shield (Willow's Ward), Alchemist's Alloy, Potion of Strength

365 - Prelate, General, Plate Armour (Imperial Seal), Death Warrant, Obsidian Rock

233 - 3x24 State Militia

506 - 49 Heavy Infantry, Standard Bearer (Rending Banner), Champion, Musician, Halberd

155 - 2x20 Heavy Infantry support unit, Standard Bearer

160 - 2x1 Artillery, Imperial Rocketeer (4+)

145 - 10 Imperial Rangers

134 - 9 Imperial Rangers

344 - 3x24 Flagellants

4496 pts



Askøy Thu(g)s

Sjur Thu (C):

Beast Herds

670 - Minotaur Warlord, General, Aaghor's Affliction, Paired Weapons, King Slayer

670 - Minotaur Warlord, Destiny's Call, Paired Weapons, Twin Hungers, Crown of the Wizard King

460 - Centaur Chieftain, Greater Totem Bearer, Battle Standard Bearer, Heavy Armour, Death Cheater, Paired Weapons

425 - 40 Mongrel Herd, Spear, Musician, Standard bearer, Banner of The Wild Herd

325 - 3 Raiding Chariots

170 - 15 Wildhorn Herd, Shield, Ambush

190 - 5 Centaurs, Ambush, Musician

490 - Gortach

490 - Gortach

305 - Jabberwock

305 - Jabberwock

4500

Lars "Zuhlmatul" Thu:

Daemon Legions

385 - Harbinger of Father Chaos, General, Wizard Adept, Divination, Dark Pulpit

700 - Sentinel og Nukuja, Wizard Master, Evocation, Dark Pulpit, Charged Tendrils

385 - Harbinger of Father Chaos, Wizard Adept, Thaumaturgy, Dark Pulpit

423 - 17x Lemures, FCG

423 - 17x Lemures, FCG

283 - 12x Lemures, M

300 - Blazing Glories

300 - Blazing Glories

465 - 4x Brazen Beasts, C, M

335 - Hope Harvester, Mark of the Eternal Champion

335 - Hope Harvester, Mark of the Eternal Champion

165 - 5x Furies

4499

Kyrre "Grayfox" Øvrebø

Warriors of the Dark Gods

590 - Chosen lord of Greed, General, War Dais, shield, Luck of the Dark gods, Gladiator's spirit, talisman of shielding, immortal gauntlets

650 - Sorcerer, War Dais, wizard master, Veil walker, path of occultism, paired weapons, death cheater, potion of strength, Plate armor.

340 - Barbarian Chief, Dark Chariot, shield, light lance, basalt infusion, lucky charm, binding scroll

280 - 20x barbarians, Great weapons, C,S, wasteland torch

169 - 17x barbarians, C,S

135 - 15x barbarians

135 - 15x barbarians

119 - 8x warhounds

119 - 8x warhounds

200 - Chimera

230 - Warrior chariot

465 - Feldrak elder, Great weapon

465 - Feldrak elder, Great weapon

300 - Marauding giant, Tribal warspear

300 - Marauding giant, Tribal warspear

4497

## De Tobeinte

Aslak Aga (c)

Empire of Sonnstahl

220 - Marshal, General, Great Weapon, Crown of Autocracy

250 - Marshal, BSB, Shield, Obsidian Rock, 2xEther Icon, Blacksteel

285 - Prelate, Destinys Call, Death Warrant

350 - Wizard, Master, Cosmology

350 - Wizard, Master, Pyromancy

226 - 22 Heavy Infantry, M, S, Household Standars

185 - 20 Heavy Infantry, Halberd, M, S

285 - 20 Light Infantry, Crossbow

285 - 20 Light Infantry, Crossbow

145 - 10 Militia, Irregulars

510 - 30 Imperial Guard, Shield, C, M, S, Rending Banner

245 - Artillery, Cannon

344 - 24 Flagellants

344 - 24 Flagellants

475 - Steam Tank

4499

## Hermund «Herminard» Vigerust Furu

Ogre Khans

525 - Shaman, General, Wizard Master, Thaumaturgy, Paired Weapons, Crown of Autocracy, Rod of Battle

389 - 7 Tribesmen, Standard Bearer (Banner of Discipline), Musician

185 - 3 Bruisers

185 - 3 Bruisers

185 - 3 Bruisers

185 - 3 Bruisers

395 - 6 Yetis

395 - 6 Yetis

395 - 6 Yetis

367 - 4 Mercenary Veterans, Halberd, Swiftstride, Devastating Charge, Musician

375 - Frost Mammoth, Hunting Spear, Hunting Spear

305 - Slave Giant, Great Weapon

305 - Slave Giant, Great Weapon

305 - Slave Giant, Great Weapon

4496

## Ole Jakob Nordstrønen Thomassen

Orcs and Goblins

215 - Goblin Chief, Battle Standard Bearer, Cave Goblin, Crown of the Cavern King

370 - Goblin King, Common Goblin, Hand Weapon, Heavy Armour, Shield, Wolf, Dragonfire Gem, Dusk

Forged, Ghostly Guard, Hero's Heart, Troll Ale Flask

635 - Goblin King, Army General, Forest Goblin, Gargantula, Paired Weapons, Obsidian Rock, Shield Breaker

435 - Goblin Witch Doctor, Cave Goblin, Wizard Master, Thaumaturgy, Magical Heirloom

215 - 20 Goblins, forest goblin, creepers, bow, standard bearer, Banner of Discipline

400 - 40 Goblins, Cave Goblin, FCG, Mad Git, Nets, Spear and Shield

400 - 40 Goblins, Cave Goblin, FCG, Mad Git, Nets, Spear and Shield

125 - 20 Goblins, Common Goblin, Musician, Shield, light armor

309 - 23 Gnasher Herd

309 - 23 Gnasher Herd

715 - 10 Trolls, Cave Troll

140 - Greenhide Catapults, Splatterer

140 - Greenhide Catapults, Splatterer

90 - Skewerer

4498

#### Team Skausau

Sigbjørn Eriksrud © - Warriors of the Dark Gods

675 - Chosen Lord, General, War Dais, Shield, Hand Weapon (Burning Portent), Talisman of Shielding, Lucky Charm, Envy, Luck of the Dark Gods

615 - Sorcerer, Veil Walker, Wizard Master, Occultism, Plate Armour, Ledger of Souls, Binding Scroll

420 - Sorcerer, Dark Chariot, Wizard Adept, Alchemy, Plate Armour (Basalt Infusion), Paired Weapons (Hero's Heart), Wyrld Stone

470 - 37 Barbarians, Spear and Shield, Standard Bearer (Banner of the Relentless Company), Musician, Champion

192 - 19 Barbarians, Shield, Musician

119 - 8 Warhounds

119 - 8 Warhounds

830 - 6 Feldraks, Halberd, Standard Bearer (Banner of Speed), Musician, Champion

830 - 6 Feldraks, Halberd, Standard Bearer (Banner of Speed), Musician, Champion

230 - Warrior Chariot

Total: 4500

#### Kristian Stegavik - Infernal Dwarves

560 - Prophet, General, Prophet of Nezibkesh, Wizard Master, Pyromancy, Shield, Alchemist's Alloy, Binding Scroll, Magical Heirloom

445 - Taurukh Commissioner, Shield (Kadim Binding), Death Cheater, Infernal Weapon, Lucky Charm

570 - 20 Citadel Guard, Flintlock Axe, Standard Bearer (Banner of the Twice-Branded), Musician

450 - 20 Infernal Warriors, Shield, Blunderbuss, Standard Bearer (Banner of the Relentless Company), Musician

208 - 21 Vassal Levies, Paired Weapons, Bow, Musician

658 - 5 Taurukh Anointed, Infernal Weapon, Shield, Standard Bearer (Banner of Speed), Musician, Champion

265 - Infernal Artillery, Titan Mortar and Fires of Industry

265 - Infernal Artillery, Titan Mortar and Fires of Industry

240 - Kadim Chariot, Great Weapon

200 - 5 Vassal Cavalry

165 - Gunnery Team, Naphtha Thrower and Fires of Industry

470 - Infernal Engine, Rock Crusher

Total: 4496

#### Andreas Furu – Orc and Goblins

495 - Orc Shaman, Common Orc, Wizard Master, Thaumaturgy, Destiny's Call, Rod of Battle

470 - Orc Warlord, General, Feral Orc, Light Armour (Essence of Mithril), Hand Weapon (Omen of the Apocalypse), Potion of Swiftmess

285 - Orc Chief, Iron Orc, Shield (Willow's Ward), Battle Standard Bearer (Aether Icon), Plate Armour (Alchemist's Alloy), Obsidian Rock

180 - Orc Chief, Feral Orc, War Boar, Paired Weapons

180 - Orc Chief, Feral Orc, War Boar, Paired Weapons

180 - Orc Chief, Feral Orc, War Boar, Paired Weapons

610 - 50 Orcs, Common Orc, Spear, Standard Bearer (Banner of Speed), Musician, Champion

260 - 20 Goblins, Cave Goblin, Shield, Nets, Mad Gits, Standard Bearer, Musician, Champion

260 - 20 Goblins, Cave Goblin, Shield, Nets, Mad Gits, Standard Bearer, Musician, Champion

165 - 3 Trolls

80 - Scrap Wagon

510 -2x1 Gargantula

315 - Giant, Giant Club

Total: 4500

## Team Stavanger

Infernal Dwarves – Karl-Erik “Kalerith” Hansen

480 - Prophet, Prophet of Ashuruk, Wizard Master, Pyromancy, Sceptre of Power  
430 - Prophet, General, Prophet of Nezibkesh (Fires of Industry (1)), Wizard Master, Alchemy  
215 - Vizier, Shield, Battle Standard Bearer (Aether Icon, Aether Icon), Obsidian Rock  
385 - 15 Citadel Guard, Flintlock Axe, Musician  
385 - 15 Citadel Guard, Flintlock Axe, Musician  
385 - 15 Citadel Guard, Flintlock Axe, Musician  
280 - 15 Citadel Guard, Pistol, Musician  
598 - 5 Taurukh Anointed, Infernal Weapon, Shield, Musician, Champion  
580 - 6 Kadim Incarnates, Champion  
280 - Infernal Artillery, Rocket Battery and Fires of Industry (2)  
280 - Infernal Artillery, Rocket Battery and Fires of Industry (2)  
200 - 5 Vassal Cavalry  
4498

Marius Brunborg – Warriors of the Dark Gods

665 - Chosen Lord, General, War Dais, Shield, Hand Weapon (Burning Portent), Talisman of Shielding, Envy, Luck of the Dark Gods  
600 - Sorcerer, Veil Walker, War Dais, Wizard Master, Occultism, Plate Armour (Alchemist’s Alloy), Magical Heirloom  
295 - Barbarian Chief, Dark Chariot, Shield, Heavy Armour (Gladiator’s Spirit), Light Lance, Dragonfire Gem  
275 - Barbarian Chief, Dark Chariot, Shield, Heavy Armour (Basalt Infusion), Light Lance  
325 - 24 Barbarians, Great Weapon, Standard Bearer (Flaming Standard), Musician  
180 - 15 Barbarians, Shield, Standard Bearer (Aether Icon), Musician  
145 - 15 Barbarians, Musician  
135 - 15 Barbarians  
119 - 8 Warhounds  
230 - Warrior Chariot  
465 - Feldrak Elder, Great Weapon  
465 - Feldrak Elder, Great Weapon  
300 - Marauding Giant, Tribal Warspear  
300 - Marauding Giant, Tribal Warspear  
4499

Lasse Blichfeldt - Beast Herds

710 - Minotaur Warlord, General, Light Armour (Death Cheater), Paired Weapons (Blessed Inscriptions), Crown of Horns  
535 - Soothsayer, Wizard Master, Shamanism, Dark Rain, Seed of the Dark Forest  
465 - Minotaur Chieftain, Greater Totem Bearer, Battle Standard Bearer (Aether Icon, Aether Icon), Light Armour (Destiny’s Call), Great Weapon  
470 - 40 Wildhorn Herd, Paired Weapons, Standard Bearer (Banner of the Wild Herd), Musician, Champion (Totem Bearer (Blooded Horn Totem))  
427 - 39 Mongrel Herd, Spear, Standard Bearer (Banner of the Wild Herd), Musician, Champion  
101 - 11 Mongrel Raiders  
811 - 8 Minotaurs, Shield, Standard Bearer (Flaming Standard), Musician, Champion (Totem Bearer (Black Wing Totem))  
240 - Razortusk Chariot  
150 - 5 Gargoyles, Scout  
150 - 5 Gargoyles, Scout  
115 - Raiding Chariots  
115 - Raiding Chariots  
105 - Razortusk Herd  
105 - Razortusk Herd  
4499

## Heidis Vikings

Alexander Brinchmann-Hansen(C)

Vermin Swarm

310 - Vermin Senator, General, Senatorial Litter, Crown of Autocracy, Orb of Ateus

300 - Swarm Priest, Wizard Adept, Witchcraft, Binding Scroll, Obsidian Rock, Holy Triumvirate, Caelysian Pantheon

295 - Swarm Priest, Wizard Adept, Thaumaturgy, Book of Arcane Mastery, Holy Triumvirate, Caelysian Pantheon

265 - Swarm Priest, Wizard Adept, Thaumaturgy, Binding Scroll, Cowl of the Apostate, Caelysian Pantheon

455 - 55 Vermin Legionaries, Shield and Spear, Champion, Musician, Standard Bearer with Eagle Standard (Rending Banner)

449 - 54 Vermin Legionaries, Shield and Spear, Champion, Musician, Standard Bearer with Eagle Standard (Rending Banner)

235 - 25 Vermin Legionaries, Shield and Spear, Champion, Musician, Standard Bearer with Eagle Standard (Aether Icon)

600 - 6 Murmillo Brutes, Canister Launcher, Champion, Musician

600 - 6 Murmillo Brutes, Rotary Gun, Champion, Musician

90 - 10 Giant Rats

300 - Arena Beast, Underworld Beast

300 - Arena Beast, Underworld Beast

300 - Arena Beast

4499

## Hallvard Haugen

Saurian Ancients

885 - Saurian Warlord, Alpha Carnosaur, Light Armour, Halberd, Starfall Shard, Obsidian Rock

715 - Cuatl Lord, General, Jade Staff, Obsidian Tesseract, Protean Potentate, Grasp of the Immortal

190 - Skink Priest, Wizard Adept, Druidism

455 - 30 Skink Braves, Shield, 3x Caiman, Standard Bearer, Musician

455 - 30 Skink Braves, Shield, 3x Caiman, Standard Bearer, Musician

590 - 8 Caimans, Halberd, Standard Bearer, Musician, Champion

210 - 3 Caimans, Halberd

210 - 3 Caimans, Halberd

210 - 3 Caimans, Halberd

290 - 4 Rhamphodon Riders

290 - 4 Rhamphodon Riders

4500

## Rudi Myklebust

Infernal Dwarves

480 - Taurukh Commissioner, Battle Standard Bearer, Shield, Basalt Infusion, Talisman of Shielding, Onyx Core

195 - Vassal Conjuror, Wizard Adept, Witchcraft

550 - Prophet, Wizard Master, Alchemy, General, Prophet of Ashuruk, Seat of Authority, Shield, Golden Idol of Shamut

534 - 24x Infernal Warriors, Standard Bearer (Banner of Speed), Champion, Musician, Shield, Blunderbuss

409 - 36x Vassal Levies, Standard Bearer (Flaming Standard), Musician, Shield, Spear, Bow

198 - 21x Vassal Levies, Paired Weapons, Bow

265 - Infernal Artillery, Titan Mortar

265 - Infernal Artillery, Titan Mortar

275 - Infernal Bastion

240 - Kadim Chariot, Great Weapon

508 - 5x Taurukh Anointed, Standard Bearer, Champion, Musician, Paired Weapons

580 - 6x Kadim Incarnates, Champion

4499

Lag Kappkrukjaradn

Cap. Kristian Lerberg

Dread Elves

465 – Dread Prince, Elven Horse, Great Weapon (Crippling Frost), Basalt Infusion, Moithir's Mirror

455 – Dread Prince, Elven Horse, General, Shield, Lance (Transcendence), Death Cheater

425 – Dread Prince, Elven Horse, Shield, Paired Weapons (Lacerating Touch), Talisman of Shielding, Dragon Staff

455 – Warlock Outcast, Cosmology Cosmos/Chaos, Wizard Master, Light Armour (Destiny's Call)

210 – 15x Silexian Spears, Musician

253 – 16x Silexian Auxiliaries, Musician

240 – 15x Silexian Auxiliaries, Musician

264 – 8x Shadow Riders, Repeater Crossbow

224 – 8x Shadow Riders

650 – 25x Obsidian Guard, Standard Bearer (Caedhren's Pennon), Champion, Musician

438 – 19x Obsidian Guard, Standard Bearer, Musician

416 – 18x Obsidian Guard, Standard Bearer, Musician

4495

Åge «FailCharge» Henden, Highborn Elves

Characters:

505- Prince of the Royal Hunt, general, dragonforged armour, shield, spear, Sliver of the blaxing dawn, willow's ward, diadem of protection.

520 – Wizard master, order of the fiery heart, pyromancy, light armour, shield, gleaming robe, Magical Heirloom.

505- Commander, BSB, Master of the cranreig Tower, Dragonforged armour, Great weapon, Destiny's call, Aether icon x2.

220p – 5x Highborn lancers, musician

195p – 5x Elein reavers, musician, Bow

720 – 30x Sea Guard, Champion, Musician, Standard bearer, Rending banner

650 – 25x Flame Wardens, Champion, Musician, Standard bearer, War banner of ryma

665- 25x Flame Wardens, Champion, Musician, Standard bearer, Navigator's banner

225- 10x Lion guard, Beleig Highlander

295- 10x Queen's Guard, Champion

4500p

Kenneth Trasti-Smedstad, Sylvan Elves

520 – Druid, General, Wizard master, Druidism, Talisman of Shielding, Magical Heirloom, Sylvan unicorn

495 – Forest Prince, Shapeshifter kindred, Titanic might, Destiny's call, Dragonfire gem, Obsidian rock, Sylvan blades, Light armor

350 – Chieftain, BSB, Blade dancer kindred, Supernatural dexterity, Sacred seed, 2xAether icon, Sylvan blades

290 – Chieftain, Blade dancer kindred, Hunter's honour, Drums of Cenyryn, Sylvan spear

334 – 14x Sylvan archers, Musician

334 – 14x Sylvan archers, Musician

508 – 36x Forest guard, Champion, Standard, Musician, Banner of the relentless company. Spear and shield.

507 – 14x Blade dancers, Champion, Standard, Musician, Banner of Silent mist

507 – 14x Blade dancers, Champion, Standard, Musician, Banner of Silent mist

100 – Forest eagle

100 – Forest eagle

455 – 7x Wild huntsmen, Champion, Standard, Musician, Shield, Predator banner, light lance Total: 4500pts

SilverBacks:

Jan-Helge Eliassen - Saurian Ancients



280 - Saurian Veteran, Heavy Armour, Shield, Spear, Glory of the Dawn Age  
285 - Caiman Ancient, Halberd, Raptor Spirit, Cleansing Light  
590 - Cuatl Lord, General, BSB, Alchemy, Obsidian Rock, 2 x Aether Icon  
260 - Skink Priest, Skink Palanquin, Wizard Adept, Druidism,  
567 - 29 Saurian Warriors, S, M, C, Flaming Standard  
333 - 16 Saurian Warriors, S, M, C, Flaming Standard  
634 - 23 Temple Guards, S, M, C, Flaming Standard  
220 - 3 Caimans, Halberd, M 135 - 5 Chameleons  
180 - 3 Pteradon Sentries, Fire Bola  
276 - 3 Ramphodon Riders, C, Shields  
165 - Weapon Beast, Salamander  
575 - Tarosaur, Engine of the Ancients  
4500

Øystein (Kaptein) – Ogre Khans  
Ogre Khans



540 - Great Khan, General, Heavy Armour (Mammoth-Hide Cloak), Great Weapon (Khagadai's Legacy),  
Talisman of Shielding, Headhunter  
505 - Shaman, Wizard Master, Pyromancy, Talisman of the Void, Firebrand  
395 - Khan, Battle Standard Bearer, Plate Armour (Death Cheater), Halberd, Paired Weapons, Iron Fist, Great  
Weapon, Hoardmaster  
565 - 7 Bruisers, Standard Bearer (Pennant of the Great Grass Sky), Musician, Champion  
565 - 7 Bruisers, Standard Bearer (Banner of Speed), Musician, Champion  
180 - Kin-Eater  
80 - Sabretooth Tigers  
510 - 7 Bombardiers, Standard Bearer (Skull of Qenghet), Musician  
245 – Scratapult  
305 – 3x Slave Giant, Great Weapon  
4500

Hans

235 – Nomarch, General, Crown of the pharoes, Shield.  
355 – Death cult hierarch, Master, Divination  
220 – Death cult hierarch, Hirophant, Adept, Cosmology  
270 – Death cult Hierarch, Ark of Ages, Apprentice, Evocation  
643 – 6 Skeleton chariots, legion upgrade, stan, mus.  
515 – 2x6 Skeleton chariots  
200 – 3x3 Shabti Archers  
240 – 3x3 Sand stalkers  
190 – 15 Necropolis guard  
235 – 15 Necropolis guard paired weapons.  
4498