



Alcarin

Allegiance: Big Waaagh!

- *Mortal Realm: Hysh*

LEADERS

Orruk Weirdnob Shaman (110)

- *General*
- *Command Trait : Bursting with Power*
- *Artefact : Shamanic Skullcape*
- *Lore of the Weird : Da Great Big Green Hand of Gork*

Orruk Warchanter (110)

- *Artefact : Aetherquartz Brooch*
- *Warbeat : Get 'Em Beat*

Orruk Warchanter (110)

- *Warbeat : Fixin' Beat*

Orruk Warchanter (110)

UNITS

20 x Orruk Ardboys (360)

- *1 x Gorkamorka Banner Bearers*

15 x Orruk Ardboys (270)

- *1 x Gorkamorka Banner Bearers*

15 x Orruk Ardboys (270)

- *1 x Gorkamorka Banner Bearers*

15 x Orruk Ardboys (270)

- *1 x Gorkamorka Banner Bearers*

10 x Orruk Ardboys (180)

- *1 x Gorkamorka Banner Bearers*

BATTALIONS

Ardfist (120)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Chronomantic Cogs (80)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 174

LEADERS: 4/6 BATTLELINES: 5 (3+) BEHEMOTHS: 0/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400

2. Zauber: Zorn des Gork



Allegiance: Kharadron Overlords

- *Sky Port: Barak Urbaz*

Kharadron Code

- *Article: Seek New Prospects*
- *Amendment: Always Take What You Are Owed*
- *Footnote: Where There's War There's Gold*

LEADERS

Endrinmaster with Dirigible Suit (220)

- *Artefact : Phosphorite Bomblets*

Aether-Khemist (90)

- *General*
- *Command Trait : Khemist Supreme*
- *Artefact : Spell in a Bottle*

UNITS

10 x Arkonaut Company (90)

- *1 x Light Skyhooks*
- *1 x Aethermatic Volley Guns*

10 x Arkonaut Company (90)

- *1 x Light Skyhooks*
- *1 x Aethermatic Volley Guns*

20 x Grundstok Thunderers (480)

- *1 x Aetheric Fumigators*
- *4 x Aethercannons*

1 x Grundstok Gunhauler (150)

- *Main Gun : Sky Cannon*
- *Great Endrinworks : Breath of Morgrim (Barak-Urbaz)*

1 x Grundstok Gunhauler (150)

- *Main Gun : Sky Cannon*

BEHEMOTHS

Arkonaut Ironclad (510)

- *Main Gun : Great Sky Cannon*
- *Great Endrinworks : Ebulient Buoyancy Aid*

BATTALIONS

Grundstok Escort Wing (140)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Realmscource Rupture (60)

TOTAL: 1980/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 89

LEADERS: 2/6 BATTLELINES: 4 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**Tzeentch Firestorm
Andre13**

Allegiance: Tzeentch

- *Change Coven: Eternal Conflaguration*

LEADERS

Lord of Change (380)

- *General*
- *Command Trait : Coruscating Flames*
- *Artefact : Aura of Mutability*
- *Lore of Change : Tzeentch's Firestorm*

Changecaster, Herald of Tzeentch (110)

- *Artefact : Shroud of Warpflame*
- *Lore of Change : Fold Reality*

The Changeling (120)

- *Lore of Change : Bolt of Tzeentch*

Fatemaster (120)

UNITS

20 x Pink Horrors of Tzeentch (400)

6 x Flamers of Tzeentch (240)

3 x Flamers of Tzeentch (120)

1 x Exalted Flamers of Tzeentch (100)

1 x Exalted Flamers of Tzeentch (100)

10 x Brimstone Horrors of Tzeentch (60)

BATTALIONS

Changehost (180)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Umbral Spellportal (70)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 86

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**DoT Kassel
Anubis**

Allegiance: Tzeentch

- *Change Coven: Eternal Conflaguration*

LEADERS

Lord of Change (380)

- *General*
- *Command Trait: Coruscating Flames*
- *Artefact: Shroud of Warpflame*
- *Lore of Change: Tzeentch's Firestorm*

Gaunt Summoner on Disc of Tzeentch (260)

- *Artefact: Aura of Mutability*
- *Lore of Fate: Arcane Suggestion*
- *Lore of Change: Bolt of Tzeentch*

The Blue Scribes (120)

- *Lore of Change: Fold Reality*

The Changeling (120)

- *Lore of Change: Treason of Tzeentch*

Fatemaster (120)

UNITS

10 x Pink Horrors of Tzeentch (200)

6 x Flamers of Tzeentch (240)

3 x Flamers of Tzeentch (120)

3 x Flamers of Tzeentch (120)

10 x Brimstone Horrors of Tzeentch (60)

10 x Brimstone Horrors of Tzeentch (60)

BATTALIONS

Changehost (180)

TOTAL: 1980/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 89

LEADERS: 5/6 BATTLELINES: 4 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**Fyreslayers Kassel
Arlac**

Allegiance: Fyreslayers

- *Mortal Realm: Hysh*
- *Lodge: Hermdar*

LEADERS

Auric Runemaster (120)

- *General*
- *Command Trait : Warrior Indominate*
- *Artefact : Aetherquartz Brooch*
- *Prayer : Prayer of Ash*

Auric Runefather (100)

- *Artefact : Tyrant Slayer*

Battlesmith (140)

- *Artefact : The Nulsidian Icon*

Auric Runesmiter (120)

- *Forge Key*
- *Prayer : Ember Storm*

UNITS

20 x Hearthguard Berzerkers (400)

- *Poleaxes*

20 x Hearthguard Berzerkers (400)

- *Broadaxes*

5 x Auric Hearthguard (120)

5 x Auric Hearthguard (120)

5 x Auric Hearthguard (120)

BATTALIONS

Lords of the Lodge (140)

Forge Brethren (160)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Runic Firewall (40)

TOTAL: 1980/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 132

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 0/4 ARTILLERY: 0/4

ARTEFACTS: 3/3 ALLIES: 0/400



**BlackTalons Mixed Order
BlackTalon**

Allegiance: Order
- *Mortal Realm: Ulgu*

LEADERS

Tenebrael Shard (120)

- *General*
- *Command Trait : Legendary Fighter*
- *Artefact : Sword of Judgement*

Knight-Azyros (100)

Lord-Ordinator (140)

Seawarden on Foot (100)

Skink Starseer (160)

Sorceress (90)

UNITS

1 x Highborn Repeater Bolt Thrower (120)

1 x Highborn Repeater Bolt Thrower (120)

1 x Highborn Repeater Bolt Thrower (120)

1 x Highborn Repeater Bolt Thrower (120)

10 x Skinks (70)

- *Meteoric Javelins & Star Bucklers*

10 x Skinks (70)

- *Boltspitters & Star Bucklers*

5 x Chameleon Skinks (110)

5 x Chameleon Skinks (110)

10 x Dreadspears (90)

10 x Arkanaut Company (90)

- *1 x Skypikes*
- *1 x Light Skyhooks*
- *1 x Aethermatic Volley Guns*

10 x Arkanaut Company (90)

- *1 x Skypikes*
- *1 x Light Skyhooks*
- *1 x Aethermatic Volley Guns*

10 x Shadow Warriors (110)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Balewind Vortex (40)

Prismatic Palisade (30)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 124

LEADERS: 6/6 BATTLELINES: 3 (3+) BEHEMOTHS: 0/4 ARTILLERY: 4/4

ARTEFACTS: 1/1 ALLIES: 0/400



**Hammerhal MSU
Clemens**

Allegiance: Cities of Sigmar

- *Mortal Realm: Ghyran*
- *City: Hammerhal*

LEADERS

Celestial Hurricanum With Celestial Battlemage (280)

- *Lore of Cinder : Wings of Fire*

Celestant-Prime (340)

Knight-Azyros (100)

- *General*
- *Command Trait : Acadamae Prodigy*
- *Artefact : The Twinstone*

UNITS

10 x Darkshards (100)

- *City Role : Honoured Retinue (Must be 5-20 models)*

10 x Darkshards (100)

10 x Shadow Warriors (110)

10 x Shadow Warriors (110)

10 x Shadow Warriors (110)

10 x Shadow Warriors (110)

1 x Scourgerunner Chariots (60)

1 x Scourgerunner Chariots (60)

1 x Gyrocopters (70)

1 x Gyrocopters (70)

3 x Demigryph Knights (180)

- *Lance and Sword*

10 x Darkshards (100)

3 x Aetherwings (50)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Extra Command Point (50)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 132

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400



**SkyStrike
Centox**

Allegiance: Kharadron Overlords

Kharadron Code

- *Article: Seek New Prospects*
- *Amendment: Always Take What You Are Owed*
- *Footnote: Where There's War There's Gold*

LEADERS

Aether-Khemist (90)

- *Artefact : Spell in a Bottle*

Aetheric Navigator (100)

Endrinmaster with Dirigible Suit (220)

- *General*
- *Command Trait : Grudgebearer*

UNITS

6 x Endrinriggers (200)

- 2 x *Skyhooks*

1 x Grundstok Gunhauler (150)

- *Main Gun : Sky Cannon*

12 x Endrinriggers (400)

- 4 x *Aethermatic Volley Guns*
- 4 x *Drill Launcher*

12 x Skywardens (400)

- 4 x *Aethermatic Volley Guns*
- 4 x *Skyhooks*

10 x Arkanaut Company (90)

- 1 x *Light Skyhooks*
- 1 x *Aethermatic Volley Guns*

BEHEMOTHS

Arkanaut Frigate (250)

- *Main Gun : Heavy Sky Cannon*
- *Great Endrinworks : Breath of Morgrim (Barak-Urbaz)*
- *Kharadron Overlords Battleline (Sky Port: Barak Zilfin)*

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Warp Lightning Vortex (100)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 110

LEADERS: 3/6 BATTLELINES: 4 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400



Flytrolling Circus Challenge

Allegiance: Slaves to Darkness

- Mortal Realm: Ulgu
- Damned Legion: Despoilers

LEADERS

	M	S	W	B
Be'Lakor (240) - Spell : Mask of Darkness				
Chaos Sorcerer Lord on Manticore (260) - Artefact : Diabolic Mantle - Mark of Chaos : Tzeentch - Spell : Whispers of Chaos	12**	4+	12	8
Slaves to Darkness Daemon Prince (210) - General - Command Trait : Radiance of Dark Glory - Sword - Artefact : Sword of Judgement - Mark of Chaos : Khorne				
Fatemaster (120) - Allies	16"	4+	6	8
The Changeling (120) - Allies	5"	5+	5	10

UNITS

	M	S	W	B
1 x Chaos Chariots (120) - Greatblades - Mark of Chaos : Khorne	8"	4+	7	6
1 x Chaos Chariots (120) - Greatblades - Mark of Chaos : Khorne	8"	4+	7	6
10 x Chaos Knights (360) - Ensorcelled Weapons - Mark of Chaos : Tzeentch	10"	4+	3	7
5 x Chaos Marauder Horsemen (90) - Javelin & Shield - Mark of Chaos : Tzeentch	12"	6+	2	5
5 x Chaos Marauder Horsemen (90) - Javelin & Shield - Mark of Chaos : Tzeentch	12"	6+	2	5
5 x Chaos Marauder Horsemen (90) - Javelin & Shield - Mark of Chaos : Tzeentch	12"	6+	2	5

BATTALIONS

Godsworn Champions of Ruin (180)

* See Warscroll

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 113

LEADERS: 5/6 BATTLELINES: 6 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 240/400



**Balla Balla Bumm Bumm
DanPo**

Allegiance: Stormcast Eternals

- Stormhost: *Anvils of the Heldenhammer*

LEADERS

Knight-Azyros (100)

- *General*
- *Command Trait : Deathly Aura*
- *Artefact : Soulthief*

Lord-Ordinator (140)

Lord-Relictor (100)

- *Prayer : Translocation*

UNITS

5 x Liberators (100)

- *Warhammer & Shield*
- *1 x Grandhammers*

5 x Liberators (100)

- *Warhammer & Shield*
- *1 x Grandhammers*

5 x Liberators (100)

- *Warhammer & Shield*
- *1 x Grandhammers*

3 x Prosecutors with Stormcall Javelins (90)

- *1 x Stormsurge Tridents*

3 x Aetherwings (50)

3 x Aetherwings (50)

3 x Aetherwings (50)

12 x Vanguard-Raptors with Longstrike Crossbows (680)

WAR MACHINES

Celestar Ballista (110)

Celestar Ballista (110)

Celestar Ballista (110)

Celestar Ballista (110)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 121

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 0/4 ARTILLERY: 4/4

ARTEFACTS: 1/1 ALLIES: 0/400



Der Hof Derer zu Bochum
Druss73

Allegiance: Flesh Eater Courts

- *Mortal Realm: Shyish*
- *Grand Court: Gristlegore*

LEADERS

Abhorrant Archregent (240)

- *Lore of Madness : Spectral Host*

Abhorrant Ghoul King on Royal Terrorgheist (420)

- *General*
- *Command Trait : Savage Strike*
- *Artefact : Ethereal Amulet*
- *Lore of Madness : Blood Feast*
- *Mount Trait : Gruesome Bite*

Abhorrant Ghoul King on Royal Terrorgheist (420)

- *Artefact : Ghurish Mawshard*
- *Lore of Madness : Deranged Transformation*
- *Mount Trait : Gruesome Bite*

Crypt Ghast Courtier (60)

UNITS

30 x Crypt Ghouls (300)

10 x Crypt Ghouls (100)

10 x Crypt Ghouls (100)

BATTALIONS

Ghoul Patrol (180)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Chalice of Ushoran (50)

Chronomantic Cogs (80)

Extra Command Point (50)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 89

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**Archaon and friends
Enwolved**

Allegiance: Slaves to Darkness

- *Mortal Realm: Aqshy*
- *Damned Legion: Host of the Everchosen (Sixth Circle)*

LEADERS

Archaon the Everchosen (800)

- *General*
- *Aura of Chaos : Nurgle*
- *Spell : Binding Damnation*

Chaos Lord (110)

- *Reaperblade & Daemonbound Steel*
- *Artefact : Thermalrider Cloak*
- *Mark of Chaos : Nurgle*

Chaos Sorcerer Lord (110)

- *Mark of Chaos : Nurgle*
- *Spell : Mask of Darkness*

UNITS

3 x Varanguard (300)

- *3 x Ensorcelled Weapons*
- *Mark of Chaos : Nurgle*

15 x Chaos Warriors (300)

- *Hand Weapon & Shield*
- *Mark of Chaos : Nurgle*

5 x Chaos Marauder Horsemen (90)

- *Axes & Shield*
- *Mark of Chaos : Nurgle*

6 x Furies (100)

BEHEMOTHS

Chaos Warshrine (170)

- *Mark of Chaos : Nurgle*

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Malevolent Maelstrom (10)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 110

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400



Ganni

Allegiance: Ironjawz
- *Mortal Realm: Hysh*
- *Warclan: Bloodtoofs*

LEADERS

Orruk Warchanter (110)

- *Artefact : Aetherquartz Brooch*
- *Warbeat : Get 'Em Beat*

Orruk Warchanter (110)

- *Artefact : Mirrored Cuirass*
- *Warbeat : Killa Beat*

Orruk Megaboss (150)

- *General*
- *Command Trait : Get Da Realmgate*
- *Artefact : Quickduff Amulet*

Wurgog Prophet (160)

- *Allies*

UNITS

15 x Orruk Ardboys (270)

- 1 x *Gorkamorka Banner Bearers*
- 1 x *Gorkamorka Glyph Bearers*

5 x Orruk Ardboys (90)

- 1 x *Gorkamorka Banner Bearers*

5 x Orruk Ardboys (90)

- 1 x *Gorkamorka Banner Bearers*

6 x Orruk Gore-gruntas (320)

- *Jagged Gore-hackas*

3 x Orruk Gore-gruntas (160)

- *Jagged Gore-hackas*

3 x Orruk Gore-gruntas (160)

- *Jagged Gore-hackas*

5 x Orruk Ardboys (90)

- 1 x *Gorkamorka Banner Bearers*

BATTALIONS

Ardfist (120)

Gorefist (130)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Balewind Vortex (40)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 146

LEADERS: 4/6 BATTLELINES: 4 (3+) BEHEMOTHS: 0/4 ARTILLERY: 0/4

ARTEFACTS: 3/3 ALLIES: 160/400



Kritzeliks feige Klauenhorde
Garrett

Allegiance: Skaventide

LEADERS

	M	S	W	B
Arch-Warlock (160) - <i>General</i> - <i>Command Trait : Overseer of Destruction</i> - <i>Lore of Warpvolt Galvanism : More-more-more Warp Power!</i>	6"	3+	6	6
Grey Seer (140) - <i>Lore of Ruin : Skitterleap</i>	6"	5+	5	6
Verminlord Deceiver (320) - <i>Artefact : Gnawbomb</i>	12"*	4+	12	10
Warlock Engineer (100) - <i>Lore of Warpvolt Galvanism : More-more-more Warp Power!</i>	6"	5+	5	5

UNITS

	M	S	W	B
20 x Clanrats (120) - <i>Rusty Blade</i> - <i>1 x Standard Bearers</i> - <i>1 x Standard Bell Ringers</i>	6"	6+	1	4
20 x Clanrats (120) - <i>Rusty Blade</i> - <i>1 x Standard Bearers</i> - <i>1 x Standard Bell Ringers</i>	6"	6+	1	4
20 x Clanrats (120) - <i>Rusty Blade</i> - <i>1 x Standard Bearers</i> - <i>1 x Standard Bell Ringers</i>	6"	6+	1	4
1 x Ratling Gun (60)	6"	6+	3	4
1 x Ratling Gun (60)	6"	6+	3	4
1 x Ratling Gun (60)	6"	6+	3	4
6 x Stormfiends (520) - <i>2 x Windlaunchers</i> - <i>2 x Ratling Cannons</i> - <i>1 x Doomflayer Gauntlets</i> - <i>1 x Shock Gauntlets</i>	6"	4+	6	6

WAR MACHINES

	M	S	W	B
Warp Lightning Cannon (180)	3"	5+	8	4

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Bell of Doom (40)

* See Warscroll

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 141

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 1/4

ARTEFACTS: 1/1 ALLIES: 0/400



KampfChaot

Allegiance: Idoneth Deepkin

- Enclave: *Dhom-Hain*

LEADERS

	M	S	W	B
Eidolon of Mathlann, Aspect of the Sea (380) - Artefact : <i>Coral Ring</i> - Lore of the Deeps : <i>Pressure of the Deep</i>	12"	3+	12	10
Isharann Tidecaster (100) - Lore of the Deeps : <i>Vorpal Maelstrom</i>	6"	6+	5	7
Volturnos, High King of the Deep (280) - General				

UNITS

	M	S	W	B
3 x Akhelian Ishlaen Guard (140)	14"	4+	4	6
3 x Akhelian Ishlaen Guard (140)	14"	4+	4	6
9 x Akhelian Morrassarr Guard (510)	14"	4+	4	6
10 x Namarti Reavers (130)	8"	5+	1	6

BEHEMOTHS

	M	S	W	B
Akhelian Leviadon (310)	12"*	3+	16	7

* See Warscroll

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 111

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400



Max

Allegiance: Skaventide

LEADERS

Grey Seer on Screaming Bell (240)

- *Artefact : Suspicious Stone*
- *Lore of Ruin : Warpgale*

Grey Seer on Screaming Bell (240)

- *Lore of Ruin : Skitterleap*

Warlock Engineer (100)

- *General*
- *Command Trait : Deranged Inventor*
- *Lore of Warpvolt Galvanism : More-more-more Warp Power!*

Warlock Engineer (100)

- *Lore of Warpvolt Galvanism : More-more-more Warp Power!*

UNITS

40 x Clanrats (200)

- *Rusty Spear*

40 x Clanrats (200)

- *Rusty Spear*

20 x Clanrats (120)

- *Rusty Blade*

6 x Stormfiends (520)

- *2 x Windlaunchers*
- *2 x Ratling Cannons*
- *2 x Shock Gauntlets*

6 x Warplock Jezzails (280)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 184

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 1/4

ARTEFACTS: 1/1 ALLIES: 0/400



**DoK Cauldron Guard
Merlucius**

Allegiance: Daughters of Khaine

- Mortal Realm: Aqshy
- Temple: Hagg Nar

LEADERS

	M	S	W	B
Slaughter Queen on Cauldron of Blood (330)	6"*	5+	13	9
- General				
- Command Trait : Devoted Disciples				
- Artefact : Thermalrider Cloak				
- Prayer : Blessing of Khaine				
Hag Queen (90)	6"	5+	5	8
- Artefact : Iron Circlet				
- Prayer : Catechism of Murder				
Hag Queen (90)	6"	5+	5	8
- Prayer : Sacrament of Blood				
Morathi High Oracle of Khaine (480)	6"	4+	6	9
- Lore of Shadows : Mindrazor				

UNITS

	M	S	W	B
5 x Khinerai Lifetakers (80)	14"	6+	1	7
5 x Khinerai Lifetakers (80)	14"	6+	1	7
30 x Witch Aelves (300)	6"	6+	1	7
- Pairs of Sacrificial Knives				
30 x Witch Aelves (300)	6"	6+	1	7
- Sacrificial Knives and Blade Bucklers				
10 x Witch Aelves (120)	6"	6+	1	7
- Pairs of Sacrificial Knives				

BATTALIONS

Cauldron Guard (120)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Malevolent Maelstrom (10)

* See Warscroll

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 109

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



Omios Mammuttruppe

Allegiance: Ogor Mawtribes

- *Mortal Realm: Shyish*
- *Mawtribe: Boulderhead*

LEADERS

Frostlord on Stonehorn (400)

- *General*
- *Command Trait : Lord of Beasts*
- *Artefact : Ethereal Amulet*
- *Mount Trait : Metalcruncher*

Frostlord on Stonehorn (400)

- *Artefact : Brand of the Svard*
- *Mount Trait : Black Clatterhorn*

Huskard on Stonehorn (320)

- *Blood Vulture*
- *Mount Trait : Old Granitetooth*

UNITS

2 x Mournfang Pack (140)

- *Culling Clubs or Prey Hackers with Iron Fists*

2 x Mournfang Pack (140)

- *Culling Clubs or Prey Hackers with Iron Fists*

2 x Mournfang Pack (140)

- *Culling Clubs or Prey Hackers with Iron Fists*

BEHEMOTHS

Stonehorn Beastriders (300)

- *Ogor Mawtribes Battleline (Beastclaw Raiders General)*

BATTALIONS

Jorlbad (120)

TOTAL: 1960/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 86

LEADERS: 3/6 BATTLELINES: 4 (3+) BEHEMOTHS: 4/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



Allegiance: Ogor Mawtribes

- *Mortal Realm: Shyish*
- *Mawtribe: Boulderhead*

LEADERS

Frostlord on Stonehorn (400)

- *General*
- *Command Trait : Lord of Beasts*
- *Artefact : Brand of the Svard*
- *Mount Trait : Black Clatterhorn*

Huskard on Stonehorn (320)

- *Blood Vulture*
- *Artefact : Ethereal Amulet*
- *Mount Trait : Metalcruncher*

Butcher (140)

- *Cleaver*
- *Lore of Gutmagic : Ribcracker*

UNITS

4 x Mournfang Pack (280)

- *Gargant Hackers*

2 x Mournfang Pack (140)

- *Culling Clubs or Prey Hackers with Iron Fists*

2 x Mournfang Pack (140)

- *Culling Clubs or Prey Hackers with Iron Fists*

2 x Mournfang Pack (140)

- *Culling Clubs or Prey Hackers with Iron Fists*

BEHEMOTHS

Stonehorn Beastriders (300)

- *Ogor Mawtribes Battleline (Beastclaw Raiders General)*

BATTALIONS

Eurlbad (140)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 104

LEADERS: 3/6 BATTLELINES: 5 (3+) BEHEMOTHS: 3/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**Slaanesh 2k
Salyx**

Allegiance: Slaves to Darkness

- Mortal Realm: Ulgu
- Damned Legion: Despoilers

LEADERS

Be'Lakor (240)

- Spell : Call to Glory

Chaos Sorcerer Lord (110)

- Mark of Chaos : Slaanesh
- Spell : Mask of Darkness

Chaos Sorcerer Lord on Manticore (260)

- Mark of Chaos : Slaanesh
- Spell : Whispers of Chaos

Slaves to Darkness Daemon Prince (210)

- General
- Command Trait : Paragon of Ruin
- Sword
- Artefact : Sword of Judgement
- Mark of Chaos : Slaanesh

Chaos Lord on Karkadrak (250)

- Artefact : Dimensional Blade
- Mark of Chaos : Slaanesh

UNITS

40 x Chaos Marauders (300)

- Axes & Shields
- Mark of Chaos : Slaanesh

20 x Chaos Marauders (150)

- Axes & Shields
- Mark of Chaos : Slaanesh

20 x Chaos Marauders (150)

- Axes & Shields
- Mark of Chaos : Slaanesh

BEHEMOTHS

Chaos Warshrine (170)

- Mark of Chaos : Slaanesh

BATTALIONS

Pleasurebound Warband (160)

* See Warscroll

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 134

LEADERS: 5/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**Favorite Flavor: Salt
Sneedlewoods**

Allegiance: Legion of Sacrament

- *Mortal Realm: Shyish*

LEADERS

Necromancer (130)

- *General*

- *Command Trait : Mastery of Death*

- *Lore of the Deathmages : Overwhelming Dread*

Necromancer (130)

- *Lore of the Deathmages : Overwhelming Dread*

Vampire Lord on Zombie Dragon (440)

- *Deathlance & Shield & Chalice*

- *Artefact : Ethereal Amulet*

- *Lore of the Vampires : Vile Transference*

Vampire Lord on Zombie Dragon (440)

- *Deathlance & Shield & Chalice*

- *Lore of the Vampires : Vile Transference*

UNITS

30 x Grimghast Reapers (420)

40 x Chainrasp Horde (280)

5 x Dire Wolves (70)

5 x Dire Wolves (70)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Suffocating Gravetide (20)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 128

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400



**Bonereapers Incoming
Stratos**

Allegiance: Ossiarch Bonereapers

- *Mortal Realm: Shyish*
- *Legion: Petrifex Elite*

LEADERS

Arkhan the Black, Mortarch of Sacrament (360)

Liege-Kavalos (200)

- *General*
- *Command Trait: Mighty Archaeossian*
- *Artefact: Helm of the Ordained*

Mortisan Soulmason (140)

- *Artefact: Godbone Armour*
- *Lore of Mortisans: Empower Nadirite Weapons*

UNITS

20 x Morteck Guard (260)

- *Nadirite Blade and Shield*

20 x Morteck Guard (260)

- *Nadirite Blade and Shield*

20 x Morteck Guard (260)

- *Nadirite Blade and Shield*

BEHEMOTHS

Gothizzar Harvester (200)

Gothizzar Harvester (200)

BATTALIONS

Morteck Shield-corps (120)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 103

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 3/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



**BullsfromBehind(2)
Rene**

Allegiance: Beasts of Chaos

- *Mortal Realm: Hysh*
- *Greatfray: Darkwalkers*

LEADERS

	M	S	W	B
Doombull (100) - <i>General</i> - <i>Command Trait : Nomadic Leader</i> - <i>Artefact : Desolate Shard</i>	7"	4+	8	7
Tzaangor Shaman (150) - <i>Lore of the Twisted Wilds : Tendrils of Atrophy</i>	16"	5+	6	6
Great-Bray Shaman (100) - <i>Artefact : Aetherquartz Brooch</i> - <i>Lore of the Twisted Wilds : Vicious Stranglethorns</i>	6"	6+	5	6

UNITS

	M	S	W	B
10 x Ungors (60) - <i>Mauls & Half-Shields</i>	6"	6+	1	4
3 x Tuskgor Chariots (180)	10"	4+	6	6
30 x Ungor Raiders (240)	6"	6+	1	4
3 x Tzaangor Enlightened on Disc (180)	16"	5+	4	6
6 x Bullgors (280) - <i>Great Axes</i>	7"	5+	4	6
20 x Bestigors (240)	6"	4+	1	6
3 x Bullgors (140) - <i>Great Axes</i>	7"	5+	4	6

BEHEMOTHS

	M	S	W	B
Ghorgon (160)	8"	5+	14	7

BATTALIONS

Desolating Beasterd (150)

* See Warscroll

TOTAL: 1980/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 159

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



TobisTzeentch
Tobias77

Allegiance: Tzeentch

- *Change Coven: Eternal Conflaguration*

LEADERS

Lord of Change (380)

- *General*
- *Command Trait: Coruscating Flames*
- *Artefact: Shroud of Warpflame*
- *Lore of Change: Treason of Tzeentch*

The Blue Scribes (120)

- *Lore of Change: Fold Reality*

Fluxmaster, Herald of Tzeentch on Disc (130)

- *Artefact: Aura of Mutability*
- *Lore of Change: Bolt of Tzeentch*

UNITS

20 x Pink Horrors of Tzeentch (400)

10 x Pink Horrors of Tzeentch (200)

6 x Flamers of Tzeentch (240)

1 x Exalted Flamers of Tzeentch (100)

10 x Brimstone Horrors of Tzeentch (60)

10 x Brimstone Horrors of Tzeentch (60)

BATTALIONS

Changehost (180)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Umbral Spellportal (70)

Emerald Lifeswarm (50)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 90

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



Baunatal 28.02.
Jens Vampi

Allegiance: Ironjawz
- Warclan: Ironsunz

LEADERS

	M	S	W	B
Megaboss on Maw-Krusha (460) - General - Command Trait : Right Fist of Dakkbad - Boss Gore-hacka and Choppa - Artefact : Sunzblessed Armour - Mount Trait : Weird 'Un	12"	3+	15	8
Orruk Warchanter (110) - Warbeat : Get 'Em Beat	4"	4+	6	7
Orruk Warchanter (110) - Warbeat : Killa Beat	4"	4+	6	7
Orruk Weirdnob Shaman (110) - Artefact : Great Green Visions - Lore of the Weird : Da Great Big Green Hand of Gork	4"	5+	6	6

UNITS

	M	S	W	B
6 x Orruk Gore-gruntas (320) - Jagged Gore-hackas	9"	4+	5	7
6 x Orruk Gore-gruntas (320) - Jagged Gore-hackas	9"	4+	5	7
3 x Orruk Gore-gruntas (160) - Pig-iron Choppas	9"	4+	5	7
3 x Orruk Gore-gruntas (160) - Pig-iron Choppas	9"	4+	5	7

BATTALIONS

Gorefist (130)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Extra Command Point (50)

Prismatic Palisade (30)

Balewind Vortex (40)

* See Warscroll

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 123

LEADERS: 4/6 BATTLELINES: 4 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400



Allegiance: Cities of Sigmar

- City: *Hammerhal*

LEADERS

Anointed (100)

Anointed of Asuryan on Flamespyre Phoenix (300)

Anointed of Asuryan on Frostheart Phoenix (320)

- *General*

- *Command Trait : Blood of the Twelve*

- *Artefact : The Twinstone*

Battlemage (90)

- *Lore of Cinder : Wings of Fire*

- *Mortal Realm : Hysh*

Battlemage (90)

- *Lore of Cinder : Wings of Fire*

- *Mortal Realm : Hysh*

UNITS

30 x Phoenix Guard (420)

30 x Phoenix Guard (420)

10 x Dreadspears (90)

10 x Shadow Warriors (110)

1 x Scourgerunner Chariots (60)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 125

LEADERS: 5/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400



**Kassel 29.02. Da Bossfist
Bengt "Whaagh" Flecks**

Allegiance: Ironjawz
- *Mortal Realm: Shyish*
- *Warclan: Ironsunz*

LEADERS

	M	S	W	B
Megaboss on Maw-Krusha (460) - <i>General</i> - <i>Command Trait : Right Fist of Dakkbad</i> - <i>Boss Gore-hacka and Choppa</i> - <i>Artefact : Ethereal Amulet</i> - <i>Mount Trait : Weird 'Un</i>	12**	3+	15	8
Megaboss on Maw-Krusha (460) - <i>Boss Gore-hacka and Choppa</i> - <i>Artefact : Sunzblessed Armour</i> - <i>Mount Trait : Mean 'Un</i>	12**	3+	15	8
Orruk Megaboss (150)	4"	3+	7	8
Orruk Megaboss (150)	4"	3+	7	8

UNITS

	M	S	W	B
10 x Orruk Brutes (280) - <i>Jagged Gore-hackas</i> - <i>2 x Gore Choppas</i>	4"	4+	3	6
5 x Orruk Brutes (140) - <i>Pair of Brute Choppas</i> - <i>1 x Gore Choppas</i>	4"	4+	3	6
5 x Orruk Brutes (140) - <i>Pair of Brute Choppas</i> - <i>1 x Gore Choppas</i>	4"	4+	3	6

BATTALIONS

DA Bossfist (220)

* See Warscroll

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 104

LEADERS: 4/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400

Das Batallion Da'Bossfist für 220 Punkte ist aus dem White Dwarf aus Februar 2020

IRONSUNZ WARSCROLL BATTALION

DA BOSSFIST

At the head of the Ironsunz hordes comes Dakkbad Grotkicker, the grand overboss himself. Around him are assembled the 'ardest orruks he can muster, their prowess further enhanced by his formidable kunnin'.

ORGANISATION

- 1 Megaboss on Maw-krusha (Dakkbad Grotkicker)
- 0-2 Megabosses on Maw-krusha
- 2-3 Megabosses
- 2-3 Orruk Brute units

This battalion can only be taken as part of an Ironjawz army that is from the IRONSUNZ warclan. You cannot include more than 1 Da Bossfist warscroll battalion in your army.

ABILITIES

Da Boss 'Imself: *Dakkbad Grotkicker is arguably the greatest, and certainly the most kunnin', Megaboss ever to rule the Ironsunz warclan.*

Dakkbad must have the Right Fist of Dakkbad command trait. In addition, if Dakkbad is on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

Battlescarred Veterans: *The orruks that make up Dakkbad's Bossfist are amongst the most deadly fighters of their brutal green-skinned race.*

Add 1 to the Attacks characteristic of melee weapons used by models in this battalion (including those used by their mounts).

IRONSUNZ WARSCROLL BATTALION

MOGGORZ'S REKROOTIN' KREW

Under the steely gaze of Moggorz and his Rekrootin' Krew, mobs of orruks from across the realms fight for the chance of becoming true-blue Ironsunz. Though not as kunnin' as the warclan's own, their desire to impress lends them a deadly courage in battle.

ORGANISATION

- 1 Megaboss (Moggorz)
- 1 Brute unit (Da Rekrootin' Krew)
- 1-5 Orruk Brutes or Orruk Ardboys units in any combination (Aspirants)

This battalion can only be taken as part of an Ironjawz army that is from the IRONSUNZ warclan. You cannot include more than 1 Moggorz's Rekrootin' Krew warscroll battalion in your army.

ABILITIES

Out To Impress: *Though not yet Ironsunz themselves, the boyz that fight alongside the Rekrootin' Krew will face down truly insane odds without fear to earn Moggorz's approval.*

The Ironsunz Kunnin' ability does not apply to Aspirant units from this battalion. Instead, do not take battleshock tests for Aspirant units from this battalion while they are wholly within 18" of Moggorz or Da Rekrootin' Krew.

UNITS	MIN	MAX	POINTS	BATTLEFIELD ROLES	NOTES
Dakkbad's Brawl	-	-	120	Warscroll Battalion	
Da Bossfist	-	-	220	Warscroll Battalion	
Moggorz's Rekrootin' Krew	-	-	150	Warscroll Battalion	



4. MP Turnier Zplash

Allegiance: Nurgle

- *Host of Chaos: Munificent Wanderers*

LEADERS

Great Unclean One (340)

- *Bile Blade & Doomsday Bell*
- *Artefact : The Witherstave*
- *Lore of Virulence : Favoured Poxes*

Poxbringer Herald of Nurgle (120)

- *General*
- *Command Trait : One Last Gift*
- *Lore of Virulence : Favoured Poxes*

Lord of Blights (140)

- *Artefact : Mucktalon*

Be'Lakor (240)

- *Allies*

UNITS

30 x Plaguebearers (320)

30 x Plaguebearers (320)

10 x Plaguebearers (120)

10 x Plaguebearers (120)

BATTALIONS

Tallyband of Nurgle (160)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Geminids of Uhl-Gysh (60)

Extra Command Point (50)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 116

LEADERS: 4/6 BATTLELINES: 4 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 240/400



**Slaanesh_Natar
Natar**

Allegiance: Slaanesh
- *Mortal Realm: Aqshy*
- *Host: Godseekers Host*

LEADERS

Keeper of Secrets (360)

- *General*
- *Command Trait : Thrill-seeker*
- *Sinistrous Hand*
- *Artefact : Thermalrider Cloak*
- *Spell : Progeny of Damnation*

Keeper of Secrets (360)

- *Sinistrous Hand*
- *Artefact : Ignax's Scales*
- *Spell : Song of Secrets*

Infernal Enraptureess, Herald of Slaanesh (140)

The Contorted Epitome (200)

- *Lore of Slaanesh : Hysterical Frenzy*

Shalaxi Helbane (340)

- *Living Whip*
- *Spell : Slothful Stupor*

UNITS

10 x Chaos Warriors (200)

- *Hand Weapon & Shield*

10 x Daemonettes (110)

5 x Hellstriders with Claw-spears (100)

BATTALIONS

Supreme Sybarites (120)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Mesmerising Mirror (60)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 94

LEADERS: 5/6 BATTLELINES: 3 (3+) BEHEMOTHS: 3/4 ARTILLERY: 0/4

ARTEFACTS: 2/2 ALLIES: 0/400