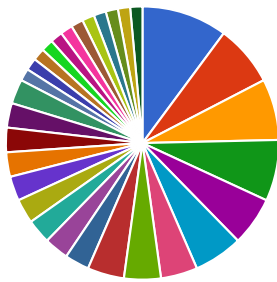


Tournament Lists: Lord of War

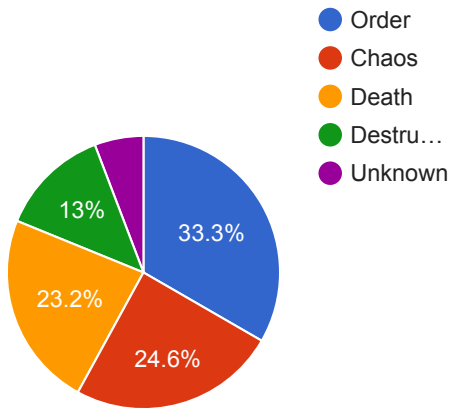
Primary Factions in use
DownUnderPairings.com



- Flesh-...
- Blades...
- Legion...
- Stormc...
- Unknown
- Kharad...
- Maggo...
- Seraph...
- Sylvan...
- Clan P...
- Daught...
- Destru...

▲ 1/3 ▼

**Parent Factions in use
DownUnderPairings.com**



Players

- Adam Burt (Blades of Khorne)
- Adam MacAskill (Ironjawz)
- Aidan Holder-wadey (Kharadron Overlords)
- Alexander Krohn (Kharadron Overlords)
- Alexander Treble (Moonclan Grots)
- Andreas Nic (Clan Pestilens)
- Andrew Frankhuisen (Dispossessed)
- Bill Golding (Seraphon)
- Brendan Dougherty (Sylvaneth)
- Brodie Pain (Stormcast Eternal)
- Byron Bornhorst (Sylvaneth)
- Christopher Lee (Stormcast Eternal)
- Colin Green (Daughters of Khaine)
- Corey Beilharz (Blades of Khorne)
- Dalton Copeland (Destruction)
- Dan Brown (Fyreslayers)
- Daniel Carroll (Free Peoples)
- Dave Cunning (Legions of Nagash)
- Dick Stewart (Everchosen)
- Jake McLean (Masterclan)
- Jarrad Coots (Maggotkin of Nurgle)
- Jason Brown (Flesh-Eater Courts)
- Jesse Perkins (Flesh-Eater Courts)
- Joel McGrath (Order)
- Jomane Ramos (Stormcast Eternal)
- Jordan Burgess (Maggotkin of Nurgle)
- Josh Bohlmann (Legions of Nagash)
- Josh Crouch (Daughters of Khaine)
- Leigh Caruana (Maggotkin of Nurgle)
- Liam Burnett-Blue (Flesh-Eater Courts)
- Liam Whelan (Legions of Nagash)
- Luke Stopp (Kharadron Overlords)
- Mark Hanna (Flesh-Eater Courts)
- Mark Lancaster (Moonclan Grots)
- Matt Jan (Flesh-Eater Courts)
- Matt Kent (Blades of Khorne)
- Michael Beven (Gutbusters)
- Michael Clarke (Order)
- Michael Ferraro (Flesh-Eater Courts)
- Nathan P (Stormcast Eternal)
- Nick Beattie (Death)
- Nick Legrand (Blades of Khorne)

- Nick Palmrose (Sylvaneth)
- Oliver Price-Reeve (Nighthaunt)
- Patrick Neven (Blades of Khorne)
- Peter Atkinson (Destruction)
- Pip Haintz (Nighthaunt)
- Raf Robledo (Ironjawz)
- Ranjith Jayasinghe (Tomb Kings)
- Rhys McGlinn (Legion of Azgorh)
- Richard Rossmann (Wanderers)
- Rob Bromiley (Seraphon)
- Ryan Chamley (Stormcast Eternal)
- Ryan Kirby (Clan Pestilens)
- Shaun Talbot (Chaos)
- Thomas Gates (Spiderfang Grots)
- Thomas Smart (Flesh-Eater Courts)
- Travis Cooper (Slaves to Darkness)
- Tristan Smith (Kharadron Overlords)
- Ty Swan (Disciples of Tzeentch)
- Tyson Braithwaite (Legions of Nagash)
- Tyson Gleeson (Seraphon)
- Wayne Buck (Masterclan)
- William Knight (Legions of Nagash)
- Zeke White (Spiderfang Grots)

Adam Burt

Allegiance: Khorne

- Slaughterhost: The Bloodlords

Mortal Realm: Ghur

Leaders

Bloodmaster, Herald of Khorne (80)

- Artefact: Halo of Blood

Bloodthirster of Insensate Rage (280)

- General

- Trait: Slaughterer's Thirst

- Artefact: Amberglaiive

Bloodthirster of Unfettered Fury (300)

Bloodsecrator (140)

Slaughterpriest (100)

Battleline

30 x Bloodletters (300)

5 x Flesh Hounds (100)

5 x Flesh Hounds (100)

5 x Flesh Hounds (100)

5 x Flesh Hounds (100)

Units

5 x Wrathmongers (140)

Battalions

Blood Host (180)

Endless Spells / Terrain

Hexgorger Skulls (40)

Bleeding Icon (40)

Total: 2000 / 2000

Extra Command Points: 1

Adam MacAskill

Allegiance: Ironjawz

Mortal Realm: Aqshy

Leaders

Megaboss on Maw-Krusha (440)

- *General*

- *Choppa and Rip-tooth fist*

- *Trait: Ironclad*

- *Artefact: Ignax's Scales*

Orruk Megaboss (140)

- *Artefact: Thermalrider Cloak*

Orruk Warchanter (80)

- *Artefact: The Boss Skewer*

Orruk Warchanter (80)

Battleline

10 x Orruk Brutes (360)

- *Jagged Gore-hackas*

- *2x Gore Choppas*

3 x Orruk Gore Gruntas (140)

- *Pig-iron Choppas*

3 x Orruk Gore Gruntas (140)

- *Pig-iron Choppas*

20 x Orruk Ardboys (320)

Battalions

Bloodtoofs (120)

Ironfist (180)

Total: 2000 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 133

Fluff

Gronk was the last of his kind. Long ago him and his kin had conquered this realm, crushing their enemies and basking in the lamentations of their women. They had drunk, danced and bellowed until they could do so no longer.

But that was a long time ago. A different age. An old world. The age of the Gronk was over, and now the time of the peasant had begun.

All at once a kind of nostalgia stirred in the old Megaboss, he felt it in the girds of his loins. The drums of Dave'O'war had started to beat once again.

Too long had he sat idly by.

Too long had the turnip and rice farmers been allowed free run of the realm.

These serfs were so pathetic that some of them even looked upon Smorgan with reverence. The listened to the lies that father told them, and laughed at the Eggs shitty puns.

He knew he had one more battle in him. It was up to him to show them who was boss.

"FUCK" Bellowed Gronk

"CHUCK ME MY CHOPPA!"

Gronk had decided that he would take his trusty weapon, Da SistaSmasha with him one last time. Hopefully he would find a worthy foe upon the fields of battle that could send him to the halls of his ancestors. If not he would just fuck some shit up for something to do.

Aidan Holder-wadey

'Coupe de Grace'- Allegiance: Order

LEADERS

Brokk Grungsson (260)

Aether-Khemist (160)

- General

- Command Trait : Opportunistic Privateers

- Artefact : Masterwrought Armour

Aether-Khemist (160)

Lord-Arcanum on Gryph-Charger (240)

- Allies

UNITS

30 x Arkanaut Company (360)

- 9 x Light Skyhooks

10 x Arkanaut Company (120)

- 3 x Light Skyhooks

10 x Arkanaut Company (120)

- 3 x Aethermatic Volley Guns

20 x Grundstok Thunderers (400)

- 20 x Aethershot Rifles

ENDLESS SPELLS / TERRAIN

Chronomantic Cogs (60)

Quicksilver Swords (20)

TOTAL: 1900/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 95

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

FLUFF:

The Sky fairers fleet 'Coupe de Grace' had always been quick to claim treasures of all shapes and sizes. So much so the various other Kharadron Skyports suspected thievery of there so called comrades. Hence they all pitched in to bribe lord Arcanum to accompany the Coupe de Grace to spy on them and ensure they weren't taking anything from their own back yard.

Alexander Krohn

Allegiance: Kharadron Overlords

Skyport: Barak-Zilfin

Leaders

Professor Zodiac (160)

Aether-Khemist

- General

- Trait: Prospector

Lt. Colonel, Professor Curling (160)

Aether-Khemist

- Artefact: Aethershock Earbuster

Battleline

40 x Arkonaut Company (480)

- 12x Light Skyhooks

10 x Arkonaut Company (120)

- 3x Aethermatic Volley Guns

10 x Arkonaut Company (120)

- 3x Aethermatic Volley Guns

Units

15 x Grundstok Thunderers (300)

- 14x Aethershot Rifles

5 x Evocators (200)

- 5x Grandstaves

- Allies

5 x Evocators (200)

- 5x Grandstaves

- Allies

War Machines

Mamatus (240)

Arkonaut Frigate

- Main Gun: Heavy Sky Cannon

- Great Endrinworks: Aetherspheric Endrinds (Barak-Zilfin Skyvessel)

Total: 1980 / 2000

Extra Command Points: 0

Allies: 400 / 400

Wounds: 129

Alexander Treble

Allegiance: Gloomspite Gitz

Leaders

Skragrott, The Loonking (220)

- *General*

- *Lore of the Moonclans: The Hand of Gork*

Webspinner Shaman (80)

- *Lore of the Spiderfangs: Sneaky Distraction*

Fungoid Cave-Shaman (90)

- *Lore of the Moonclans: Itchy Nuisance*

Loonboss on Mangler Squigs (300)

- *Artefact: The Clammy cowl*

Battleline

20 x Shootas (130)

- *3x Barbed Nets*

- *x Moonclan Flag Bearers*

- *1x Badmoon Icon Bearers*

60 x Stabbas (360)

- *Pokin Spears & Moon Shields*

- *9x Barbed Nets*

- *1x Moonclan Flag Bearers*

- *1x Badmoon Icon Bearers*

24 x Squig Herd (280)

Units

5 x Loonsmasha Fanatics (140)

Behemoths

Colossal Squig (300)

Endless Spells / Terrain

Scuttletide (30)

Scrapskuttle's Arachnacauldron (50)

Total: 1980 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 175

Andreas Nic

Allegiance: Pestilens

Realm: Ulgu (shadow)

Scutlex Most blessed priest of all, destroyer of realms and vessal of plagues and desease (180)

Plague Priest on Plague Furnace

- Artefact: Liber Bubonicus

Rec'tux Most prestigious and most magnificent Corruptor of all the realms (260)

Verminlord Corruptor

- Artefact: Sword of Judgement

An'alus Greatest of all the greatest destroyer that walks the realms (80)

Plague Priest

Trixknock Most favourite son of the great horned rat, commander of all skaven (200)

Grey Seer on Screaming Bell

- General

- Trait: Master of Magic

- Lore of Ruin: Death Frenzy

I am Kroot (80)

Plague Priest

40 x Plague Monks (240)

- Foetid Blades

- 1x Icon of Pestilence

- 1x Contagion Banner

- 1x Doom Gongs

- 1x Bale Chimes

20 x Plague Monks (140)

- Woe-stave

- 1x Icon of Pestilence

- 1x Doom Gongs
- 20 x Plague Monks (140)
- Foetid Blades
- 1x Icon of Pestilence
- 1x Doom Gongs
- 40 x Plague Monks (240)
- Foetid Blades
- 1x Icon of Pestilence
- 1x Contagion Banner
- 1x Doom Gongs
- 1x Bale Chimes
- 10 x Plague Monks (70)
- Foetid Blades
- Congregation of Filth (160)
- Bell of Doom (40)
- Warp Lightning Vortex (100)
- Chronomantic Cogs (60)

Total: 1990 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 178

Andrew Frankhuisen

True Dwarves - Allegiance: Dispossessed

LEADERS Warden King (120) General - Command Trait : Grudgebearer
Unforged (100)
Runelord (100) Artefact : Ancestral Pickaxe
Runelord (100)
Cogsmith (100) Allies

UNITS 10 x Longbeards (100) Axes
10 x Warriors (80) Axes or Hammers
20 x Ironbreakers (280)
10 x Ironbreakers (140)
20 x Thunderers (240)
20 x Irondrakes (360)

WAR MACHINES Cannon (160) Allies
Organ Gun (120) Allies

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 123

LEADERS: 5/6 BATTLELINES: 4 (3+) BEHEMOTHS: 0/4 ARTILLERY: 2/4 ARTEFACTS: 1/1
ALLIES: 380/400

Bill Golding

Allegiance: Seraphon

Mortal Realm: Ghur

Leaders

Engine of the Gods (220)

Engine of the Gods (220)

Slann Starmaster (260)

- *General*

- *Trait: Great Rememberer*

- *Artefact: Gryph-feather Charm*

Skink Starpriest (80)

- *Artefact: Prism of Amyntok*

Saurus Astrolith Bearer (160)

Battleline

10 x Skinks (60)

- *Boltspitters & Star Bucklers*

10 x Skinks (60)

- *Boltspitters & Star Bucklers*

10 x Skinks (60)

- *Boltspitters & Star Bucklers*

Units

3 x Ripperdactyl Riders (140)

Behemoths

Dread Saurian (420)

Battalions

Shadowstrike Starhost (180)

Endless Spells

Balewind Vortex (40)

Chronomantic Cogs (60)

Prismatic Palisade (30)

Total: 1990 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 92

Brendan Dougherty

Allegiance: Sylvaneth

Leaders

Treelord Ancient (300)

- *General*

- *Trait: Gift of Ghyran*

- *Deepwood Spell: Regrowth*

Spirit of Durthu (380)

- *Artefact: Glamourweave*

Branchwych (80)

- *Artefact: Ranu's Lamentiri*

- *Deepwood Spell: Verdant Blessing*

Loremaster (140)

Battleline

30 x Dryads (270)

5 x Tree-Revenants (80)

5 x Tree-Revenants (80)

Units

3 x Kurnoth Hunters (200)

- *Greatbows*

3 x Kurnoth Hunters (200)

- *Greatbows*

Battalions

Household (100)

Gnarlroot Wargrove (130)

Endless Spells / Terrain

Soulsnare Shackles (20)

Quicksilver Swords (20)

Total: 2000 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 104

Notes:

Just ignore this list holy smokes its bad. Im sorry. My dog chewed up my Treelords and I...this snuck up on me and I had to fudge together what I could oh jeez this is going to be a shitshow. Look, sorry you had to read it. This is the wooden spoon list. Pity there isnt a prize for most-AOS1-list because this is it right here. Golly gosh, games are really hard and I am not very good at this but if I get anything other than Major Losses that would be a success I tell you what....

Fluff:

The Sylvaneth that lived in the woods of A'Er, in the realm of Azyr had not seen war for one hundred years. They were regarded in the land as protectors and watchers, who preferred to nurture and cultivate the land not just for themselves but for the other races that lived around them. Their forest was rich and it gave freely to everyone around them until one day....Chaos reigned. Arriving onto the realm like a hurricane, rage-fuelled Chaos warbands raided and pillaged, using everything they came across as fuel to stoke their flames of war.

In the night, while the forest slept and grew, an inferno ripped from one side of the glade to the other leaving nothing in its path, destroying homes, lives and hope. The final bastion of the surrounding lands was destroyed as the last green leaf succumbed to the smouldering embers left from the fire that had laid waste to lands that knew nothing but peace.

Alarielle, hearing about what had happened travelled to what was once the site of the woods of A'Er and wept at the raw, senseless carnage that had been subjected to her children. Her innocent children had been burned out of existence before they knew they had to fight. She reached down into the ash and whispered a prayer for every one of the forests protectors that had died and began to construct a new army. Not one of protectors and gardeners and carers of the land, but one of war and destruction. From the ash of her children came her warriors, ready to reap beautiful vengeance upon the forces of Chaos that had destroyed peace. Her last command was to bring the very fire that had burned the lands and place it inside every one of her warriors to use as the fuel they needed to fight. Glowing with what was once their demise, they now had the tools to destroy. She set them free without remorse to cut down every force in their path, fighting in her name. No one will stand in the way of revenge, no army can stop their wrath until they have found the filth that destroyed the world, only to see it come back and destroy them.

"Show them the pity they showed you. Leave them with the same remnants they left you. Stomp them into ash just as they did to you and leave nothing in your path. Remember your brothers and sisters while you forget your enemies, for they are the filth that will destroy the world while you save it!" - Alarielle.

Brodie Pain

Lord of War 2019

Brodie Pain - Allegiance: Stormcast Eternals - Mortal Realm: Ghur - Stormhost: Anvils of the Heldenhammer

LEADERS

Lord-Celestant on Stardrake (560)

- General

- Command Trait : Deathly Aura

- Celestine Hammer

- Artefact : Soulthief

- Mount Trait : Savage Loyalty

Knight-Heraldor (100)

Lord-Castellant (100)

Lord-Relictor (100)

- Prayer : Divine Light

Lord-Aquilor (200)

UNITS

5 x Liberators (100)

- Warhammer & Shield

5 x Liberators (100)

- Warhammer & Shield

5 x Liberators (100)

- Warhammer & Shield

9 x Vanguard-Raptors with Longstrike Crossbows (540)

TOTAL: 1900/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 87

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

ARTEFACTS: 1/1 ALLIES: 0/400

Byron Bornhorst

Allegiance: Order
Mortal Realm: Ulgu

Leaders

Treelord Ancient (300) - Gloomsong Witherbark

- *General*

- *Trait: Gnarled Warrior*

- *Artefact: Briarsheath*

- *Deepwood Spell: Regrowth*

Branchwych (80)

- *Artefact: Ranu's Lamentiri*

- *Deepwood Spell: The Dwellers Below*

Drycha Hamadreth (280)

- *Deepwood Spell: The Reaping*

- *Companions: Colony of Flitterfuries*

Branchwraith (80)

- *Artefact: Acorn of the Ages*

- *Deepwood Spell: Treesong*

Battleline

10 x Dryads (100)

Units

5 x Tree-Revenants (80)

15 x Spite-Revenants (210)

3 x Kurnoth Hunters (200)

- *Scythes*

3 x Kurnoth Hunters (200)

- *Greatswords*

3 x Kurnoth Hunters (200)

- *Greatbows*

Battalions

Household (100)

Gnarlroot Wargrove (130)

Endless Spells / Terrain

Suffocating Gravetide (30)

Total: 1990 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 107

FLUFF:

The thicket whispers tales of warning and spite, death looms like a leaf in the wind. The Dreadwood Coven have awakened at last, for long have they slumbered beneath the pale moons of Ulgu. Hollow eyes watch their enemies as the dark moss grows ever closer.

The season of vengeance is upon their enemies, for the ancient Witherbark Gloomson has been granted an audience with Drycha the unyielding. Soft has the realm become. Soft like the flesh that claims to false thrones. Their conquest will be swift and sharp as thorns. The Queen has thus commanded -- Ulgu must be reclaimed in the name of Life.

Christopher Lee

Allegiance: Stormcast Eternals

- *Stormhost: Anvils of the Heldenhammer*

Mortal Realm: Chamon

Leaders

Lord-Arcanum on Tauralon (340)

- *General*

- *Trait: Deathly Aura*

- *Artefact: Soulthief*

- *Spell: Celestial Blades*

- *Mount Trait: Steel Pinions*

Lord-Ordinator (140)

Knight-Heraldor (100)

- *Artefact: Hydroxskin Cloak*

Knight-Venator (120)

Battleline

5 x Sequitors (120)

- *Tempest Blades and Soulshields*

- *2x Stormsmite Greatmaces*

5 x Sequitors (120)

- *Tempest Blades and Soulshields*

- *2x Stormsmite Greatmaces*

5 x Sequitors (120)

- *Stormsmite Mauls and Soulshields*

Units

5 x Evocators (200)

3 x Evocators on Dracolines (300)

War Machines

Celestar Ballista (100)

Celestar Ballista (100)

Battalions

Cleansing Phalanx (120)

Endless Spells / Terrain

Everblaze Comet (100)

Soulsnare Shackles (20)

Total: 2000 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 99

Colin Green

Allegiance: Daughters of Khaine

- *Temple: Hagg Nar*

Slaughter Queen on Cauldron of Blood (330)

- *General*

- *Trait: Devoted Disciples*

- *Artefact: Iron Circlet*

- *Prayer: Blessing of Khaine*

Hag Queen (60)

- *Prayer: Catechism of Murder*

Hag Queen (60)

- *Prayer: Sacrament of Blood*

Sorceress (100)

10 x Sisters of Slaughter (120)

- *Barbed Whips and Sacrificial Knives*

10 x Sisters of Slaughter (120)

- *Barbed Whips and Sacrificial Knives*

30 x Witch Aelves (270)

- *Pairs of Sacrificial Knives*

30 x Witch Aelves (270)

- *Pairs of Sacrificial Knives*

10 x Blood Sisters (280)

5 x Doomfire Warlocks (160)

5 x Khinerai Heartrenders (80)

5 x Khinerai Heartrenders (80)

Total: 1930 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 148

FLUFF:

Super angry Aelf feminists that want to stab and murder their way across the mortal realms.

Corey Beilharz

Corey Beilharz - Measured Gaming

Allegiance: Khorne

- *Slaughterhost: Reapers of Vengeance*

Mortal Realm: Ghur

Leaders

Bloodthirster of Insensate Rage (280)

- *Artefact: Amberglave*

Skullmaster, Herald of Khorne (120)

- *General*

- *Trait: Mage Eater*

- *Artefact: Skullshard Mantle*

Bloodsecrator (140)

Battleline

30 x Bloodletters (300)

- *Gore Drenched Icon*

3 x Bloodcrushers (140)

3 x Bloodcrushers (140)

3 x Bloodcrushers (140)

3 x Bloodcrushers (140)

Units

5 x Wrathmongers (140)

5 x Wrathmongers (140)

1 x Chaos Warshrine (160)

- *Blood Blessing: Killing Frenzy*

Battalions

Bloodthunder Stampede (140)

Total: 1980 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 145

Dalton Copeland

Dalton Copeland-Measured Gaming

Allegiance: Gloomspite Gitz

Mortal Realm: Ghur

Leaders

Fungoid Cave-Shaman (90)

- *Lore of the Moonclans: Itchy Nuisance*

Loonboss on Mangler Squigs (300)

- *Artefact: Gryph-feather Charm*

Skragrott, The Loonking (220)

- *General*

- *Lore of the Moonclans: The Hand of Gork*

Webspinner Shaman (80)

- *Lore of the Spiderfangs: Sneaky Distraction*

Webspinner Shaman on Arachnarok Spider (300)

- *Lore of the Spiderfangs: Sneaky Distraction*

Battleline

60 x Stabbas (360)

- *Pokin Spears & Moon Shields*

- *9x Barbed Nets*

- *1x Moonclan Flag Bearers*

- *1x Badmoon Icon Bearers*

20 x Stabbas (130)

- *Stabbas & Moon Shields*

- *3x Barbed Nets*

- *1x Moonclan Flag Bearers*

- *1x Badmoon Icon Bearers*

20 x Stabbas (130)

- *Stabbas & Moon Shields*

- *3x Barbed Nets*

- *1x Moonclan Flag Bearers*

- *1x Badmoon Icon Bearers*

Behemoths

Colossal Squig (300)

Endless Spells / Terrain

Aethervoid Pendulum (40)

Geminids of Uhl-Gysh (40)

Total: 1990 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 156

This list is a finely engineered machine for one purpose and one purpose only....

To make sure nobody has to touch a troglodytic mushroom eating maniac

Dan Brown

Allegiance: Fyreslayers

- Lodge: Hermdar

LEADERS

Auric Runefather (100)

- General

- Command Trait : Warrior Indomniate - Artefact : Tyrant Slayer

Auric Runemaster (120)

- Prayer : Prayer of Ash

Auric Runesmiter (120)

- Runic Iron

- Prayer : Searing Hit

Auric Runeson on Magmadroth (240)

- Ancestral War-axe

- Artefact : Obsidian Glowhelm

- Magmadroth Trait : Coal-heart Ancient

Battlesmith (140)

Grimwrath Berzerker (100)

UNITS

20 x Hearthguard Berzerkers (480)

- Broadaxes

20 x Vulkite Berzerkers (320)

- War-Picks & Slingshields

10 x Hearthguard Berzerkers (240)

- Broadaxes

BATTALIONS

Lords of the Lodge (140)

Warscroll Builder on www.warhammer-community.com

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 142

LEADERS: 5/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4 ARTEFACTS: 2/2
ALLIES: 0/400

Daniel Carroll

The Greifdorf City Guard- Danny Carroll

Allegiance: Free Peoples

Mortal Realm: Ulgu

Leaders

General Boris Hardt (100)

Freeguild General

- *General*

- *Stately War Banner*

- *Trait: Indomitable*

- *Artefact: Armour of Meteoric Iron*

Lord Hans von Greifen "The Reckless" (260)

Freeguild General on Griffon

- *Runesword*

- *Artefact: Sword of Judgement*

Schimmelpfennig the Wizard (120)

Battlemage

- *Specialisation: Jade*

- *Allies*

The AzyroCopter (100)

Knight-Azyros

- *Allies*

Battleline

The Heavy Paw (140)

3 x Demigryph Knights

- *Lance and Sword*

Ernst and the Hunters (100)

10 x Freeguild Archers

Greifdorf Palace Guard (140)

10 x Freeguild Greatswords

Heinrich's First Swords (160)

20 x Freeguild Guard

- *Swords and Shields*

Karl's Second Swords (80)

10 x Freeguild Guard

- *Swords and Shields*

Gunther's Third Swords (80)

10 x Freeguild Guard

- Swords and Shields

Greifdorf Grenadiers (100)

10 x Freeguild Handgunners

Otto's Crackshots (100)

10 x Freeguild Handgunners

Units

Dunkel Wolken (130)

5 x Freeguild Outriders

The Boy Scouts (130)

5 x Freeguild Pistoliers

Battalions

Freeguild Regiment (210)

Total: 1950 / 2000

Extra Command Points: 2

Allies: 220 / 400

Wounds: 140

Greifdorf City Guard

Greifdorf is a proud free city, situated high in the shadow's edge peaks in far Ulgu. It was founded by the young lord Hans' ancestors as a safe haven from the marauding khornate daemons that ravaged the plains of the realm during the realm wars, and has thrived ever since on a prosperous symbiotic relationship with the Griffon population native to the area.

The guard is made up of the stoic men of greifdorf, amongst them most notably the palace guard, known for eschewing the more traditional greatsword in favour of a massive halberd. They and the other units in the regiment are led by Commander Boris Hardt, the most badass motherfucker you ever did meet.

The young lord Hans, however, has recently come into possession of an incredibly powerful magical sword, and, like the young twat he is, loves running off chopping shit up with it.

Schimmelpfennig the wizard... Is named schimmelpfennig. 'nuff said.

Dave Cunning

Allegiance: Death - Legion of Grief

Mortal Realm: Ghur

Leaders

Guardian of Souls with Nightmare Lantern (140)

- *Spell: Wail of Doom*

Knight of Shrouds on Ethereal Steed (140)

Necromancer (110)

- *Spell: Dread Withering*

Lord Executioner (80)

- *General*

- *Trait: Vassal of the Craven King*

- *Artefact: Gryph-feather Charm*

Battleline

40 x Chainrasp Horde (280)

40 x Chainrasp Horde (280)

20 x Chainrasp Horde (160)

Units

30 x Grimghast Reapers (360)

20 x Grimghast Reapers (280)

8 x Myrmourn Banshees (160)

Total: 1990 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 179

Fluff:

People see my LoG and they all think it looks great. They want a LoG just like it. My LoG is good...Good Grief!

Dick Stewart

Jake McLean

Jake McLean - Aosholes.

Allegiance: Skaventide

Mortal Realm: Ghur

Leaders

Clawlord (100)

- *Mighty Warlord Command Trait: Powerful*

Grey Seer on Screaming Bell (200) Ikeesik Scabpest

- *General*

- *Trait: Master of Magic*

- *Artefact: Staff of Rightful Supremacy*

- *Lore of Ruin: Plague*

Master Moulder (100)

Warlock Engineer (100)

Battleline

20 x Clanrats (120)

- *Rusty Spear*

20 x Clanrats (120)

- *Rusty Spear*

30 x Stormvermin (420)

- *Halberd & Shield*

Units

4 x Rat Ogors (200)

1 x Doom-Flayer (60)

3 x Warplock Jezzails (140)

War Machines

Doomwheel (160)

Warp Lightning Cannon (180)

Endless Spells / Terrain

Vermintide (40)

Emerald Lifeswarm (60)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 139

Fluff:

Ikeesik Scabpest, wants the shiny-shiny-glitter-thing.

cackling laughter, coughing and hacking

Jarrad Coots

Allegiance: Nurgle

Leaders

Chaos Lord on Daemonic Mount (140)

Festus the Leechlord (140)

- *Lore of Malignance: Blades of Putrefaction*

Foulheart (340)

Great Unclean One

- *General*

- *Bile Blade & Doomsday Bell*

- *Trait: Grandfather's Blessing*

- *Lore of Virulence: Glorious Afflictions*

Battleline

10 x Putrid Blightkings (320)

30 x Plaguebearers (320)

30 x Plaguebearers (320)

Units

10 x Chaos Knights (320)

- *Chaos Glaives*

Endless Spells / Terrain

Geminids of Uhl-Gysh (40)

Total: 1940 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 159

Fluff

PURGE MY SONS!! PURGE!!!!!!!!!!!!!!!!!!!!!! IT'S *TIME TO KILL!!!*

Grandfather Nurgle's cry echoes throughout his vast garden. Grandfather Nurgle's *rage* spilled throughout his garden and his forces became frenzied, *wild at heart!* Foulheart, a greater unclean once, had been given the "*kiss of death*" by his grandfather and made *outcast*. Grandfather had punished Foulheart and ordered him to remain in his garden seemingly "*trapped in paradise*" but with war declared on the mortal realms Nurgle required his full *arsenal* for the battles ahead and

released Foulheart from his banishment to redeem himself. Foulheart *knowing* he needed to prove his worth to regain Grandfather Nurgle's full blessing gathered his force of demons and mortals to *face off* against the challenges ahead...

After battles against the Legions of Azgorh, Stormcast, Fireslayers, Gitmob Grots and Flesh Eater Courts in *the frozen ground* of Bendigo in many *dog eat dog* battles Foulheart turned his focus *next* on *lord of war*. Filled with the *spirit of vengeance* Foulheart's forces descend upon the battleground prepared to *kick-arse* and fight to the bitter end...

Jason Brown

Jason Brown - Allegiance: Flesh Eater Courts - Mortal Realm: Hysh
- Grand Court: Gristlegore

LEADERS

Abhorrant Ghoul King on Royal Terrorgheist (400)

- General
- Command Trait : Savage Strike
- Artefact : Ghurish Mawshard
- Lore of Madness : Blood Feast
- Mount Trait : Gruesome Bite

Abhorrant Archregent (200)

- Artefact : Aetherquartz Brooch
- Lore of Madness : Spectral Host

Abhorrant Ghoul King on Royal Terrorgheist (400)

- Lore of Madness : Monstrous Vigour
- Mount Trait : Gruesome Bite

Crypt Ghast Courtier (60)

Abhorrant Ghoul King (140)

- Lore of Madness : Bonestorm

UNITS

30 x Crypt Ghouls (300)

10 x Crypt Ghouls (100)

10 x Crypt Ghouls (100)

BATTALIONS

Ghoul Patrol (180)

ENDLESS SPELLS / TERRAIN

Chalice of Ushoran (40)

Cadaverous Barricade (30)

Charnel Throne (0)

TOTAL: 1950/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 95

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

ARTEFACTS: 2/2 ALLIES: 0/400

Jesse Perkins

Jesse Perkins - Borderline Gaming

- Allegiance: Flesh Eater Courts
- Mortal Realm: Ghur
- Grand Court: Court of Delusion - The Feast Day

LEADERS

Abhorrant Archregent (200) - Artefact : The Dermal Robe - Lore of Madness : Spectral Host

Abhorrant Ghoul King on Royal Terrorgheist (400) - General - Command Trait : Dark Wizardy - Artefact : Gryph-feather Charm - Lore of Madness : Spectral Host - Mount Trait : Gruesome Bite

Abhorrant Ghoul King on Royal Terrorgheist (400) - Lore of Madness : Spectral Host - Mount Trait : Gruesome Bite

Crypt Ghast Courtier (60)

UNITS

40 x Crypt Ghouls (360)

10 x Crypt Ghouls (100)

10 x Crypt Ghouls (100)

3 x Crypt Horrors (160)

BATTALIONS

King's Ghouls (120)

ENDLESS SPELLS / TERRAIN

Chalice of Ushoran (40)

Chronomantic Cogs (60)

TOTAL: 2000/2000

EXTRA COMMAND POINTS: 1

WOUNDS: 111

LEADERS: 4/6

BATTLELINES: 3 (3+)

BEHEMOTHS: 2/4

ARTILLERY: 0/4

ARTEFACTS: 2/2

ALLIES: 0/400

Joel McGrath

Allegiance: Greywater Fastness

Mortal Realm: Shyish

Leaders

Freeguild General on Griffon (260)

- *General*

- *Shield & Greathammer*

- *Trait: Master of Defense*

- *Artefact: Ethereal Amulet*

Celestial Hurricanum With Celestial Battlemage (380)

Lord-Ordinator (140)

Battleline

10 x Freeguild Archers (100)

10 x Freeguild Archers (100)

30 x Freeguild Handgunners (300)

War Machines

Helstorm Rocket Battery (180)

Helstorm Rocket Battery (180)

Helstorm Rocket Battery (180)

Helstorm Rocket Battery (180)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 95

Fluff:

Pew pew gunshots, explosions and laser beams! Featuring some dude on a griffon

Jomane Ramos

(Order - Stormcast Eternals) [2,000pts]

Knight-Incantor [140pts]: 1. Staff of Focus

Knight-Incantor [140pts]

Lord-Arcanum on Gryph-charger [240pts]: 2. Armour of Silvered Sigmarite, 5. Staunch Defender, 6. Stormcaller, General

Lord-Relictor [100pts]

Celestar Ballista [100pts]

Liberators [100pts]: 5 Liberators, Paired Warhammers

Sequitors [120pts]: 5 Sequitors, 2x Stormsmite Greatmace, Stormsmite Greatmace (Sequitor-Prime), Stormsmite Maul and Soulshield

Sequitors [120pts]: 5 Sequitors, Stormsmite Maul and Soulshield

Evocators [200pts]: 2. Celestial Blades, 5 Evocators [200pts], 5x Tempest Blade and Stormstave

Evocators [200pts]: 2. Celestial Blades, 5 Evocators [200pts], 5x Tempest Blade and Stormstave

Battalion: Hailstorm Battery [440pts]

. Castigators [80pts]: 3 Castigators [80pts]

. Celestar Ballista [100pts]

. Lord-Ordinator [140pts]: Astral Grandhammer

Allegiance: Allegiance: Stormcast Eternals

Everblaze Comet [100pts]

Jordan Burgess

Allegiance: Chaos

Mortal Realm: Hysh

Leaders

Lord of Blights (140)

Rotigus (340)

- *Lore of Virulence: Favoured Poxes*

Sorcerer (120)

- *Artefact: Aetherquartz Brooch*

- *Lore of Malignance: Blades of Putrefaction*

Harbinger of Decay (160)

- *General*

- *Trait: Resilient*

- *Artefact: The Witherstave*

Battleline

30 x Plaguebearers (320)

Units

30 x Plague Monks (210)

- *Foetid Blades*

- *1x Contagion Banner*

- *x Doom Gongs*

5 x Putrid Blightkings (160)

5 x Putrid Blightkings (160)

5 x Putrid Blightkings (160)

Battalions

Blight Cyst (220)

Total: 1990 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 156

Josh Bohlmann

Josh Bohlmann - Allegiance: Legion of Night - Mortal Realm: Shyish

LEADERS

Vampire Lord (140)

- Flying Horror
- Lore of the Vampires : Amaranthine Orb

Vampire Lord on Zombie Dragon (440)

- General
- Command Trait : Swift Form
- Deathlance & Shield & Chalice
- Artefact : Ethereal Amulet
- Lore of the Vampires : Amethystine Pinions

Necromancer (110)

- Lore of the Deathmages : Overwhelming Dread

UNITS

5 x Dire Wolves (60)

5 x Dire Wolves (60)

2 x Morghast Harbingers (220)

- Spirit Halberds

2 x Morghast Harbingers (220)

- Spirit Halberds

40 x Skeleton Warriors (280)

- Ancient Blades

30 x Grimghast Reapers (360)

TOTAL: 1890/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 138

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

ARTEFACTS: 1/1 ALLIES: 0/400

Josh Crouch

Allegiance: Daughters of Khaine

- Temple: Draichi Ganeth

Slaughter Queen on Cauldron of Blood (330)

- General

- Trait: Zealous Orator

- Artefact: The Darksword

Hag Queen (60)

Hag Queen (60)

Bloodwrack Medusa (140)

- Artefact: Rune of Ulgu - Mindrazor

20 x Witch Aelves (200)

- Pairs of Sacrificial Knives

20 x Witch Aelves (200)

- Pairs of Sacrificial Knives

20 x Sisters of Slaughter (240)

- Barbed Whips and Blade Bucklers

20 x Sisters of Slaughter (240)

- Barbed Whips and Blade Bucklers

5 x Khinerai Heartrenders (80)

5 x Khinerai Heartrenders (80)

5 x Doomfire Warlocks (160)

- Lore of Shadows: Shroud of Despair

Slaughter Troupe (130)

Chronomantic Cogs (60)

Total: 1980 / 2000

Extra Command Points: 1

Leigh Caruana

Allegiance: Nurgle

Leaders

Great Unclean One (340)

- *General*

- *Plague Flail & Doomsday Bell*

- *Trait: Grandfather's Blessing*

- *Artefact: The Endless Gift*

- *Lore of Virulence: Favoured Poxes*

The Glottkin (420)

- *Lore of Malignance: Blades of Putrefaction*

Gutrot Spume (140)

Battleline

5 x Putrid Blightkings (160)

30 x Plaguebearers (320)

10 x Plaguebearers (120)

Units

6 x Plague Drones (400)

Endless Spells / Terrain

Geminids of Uhl-Gysh (40)

Total: 1940 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 131

Liam Burnett-Blue

Most Narrative Flesh- Eater Courts List you can write!

Allegiance: Flesh Eater Courts

- *Grand Court: Hollowmourne*

Mortal Realm: Hysh

Leaders

Abhorrant Ghoul King on Royal Terrorgheist (400)

- *General*

- *Trait: Grave Robber*

- *Artefact: Corpsefane Gauntlet*

- *Lore of Madness: Spectral Host*

- *Mount Trait: Gruesome Bite*

Abhorrant Archregent (200)

- *Artefact: Aetherquartz Brooch*

- *Lore of Madness: Deranged Transformation*

Varghulf Courtier (160)

Battleline

10 x Crypt Ghouls (100)

10 x Crypt Ghouls (100)

9 x Crypt Horrors (480)

Units

3 x Crypt Flayers (170)

Battalions

Royal Mordants (120)

Endless Spells

Chronomantic Cogs (60)

Corpsemare Stampede (60)

Chalice of Ushoran (40)

Total: 1890 / 2000

Extra Command Points: 3

Allies: 0 / 400

Wounds: 97

Liam Whelan

UNITS

10 x Chainrasp Horde (80)

5 x Dire Wolves (60)

5 x Dire Wolves (60)

30 x Grimghast Reapers (360) ENDLESS SPELLS / TERRAIN Umbral Spellportal (60) Cadaverous Barricade (30)

TOTAL: 2000/2000

EXTRA COMMAND POINTS: 0

WOUNDS: 95

ARTILLERY: 0/4

Warscroll Builder on www.warhammer-community.com

Dusty hands

Liam Whelan - Allegiance: Grand Host of Nagash - Mortal Realm: Shyish

LEADERS

Nagash Supreme Lord of the Undead (800)

- General

- Lores of the Dead Spell 1 : Fading Vigour (Deathmages) - Lores of the Dead Spell 2 : Amaranthine Orb (Vampires) - Lores of the Dead Spell 3 : Decrepify (Deathmages)

Vampire Lord on Zombie Dragon (440)

- Vampiric Sword & Shield & Chalice

- Artefact : Ethereal Amulet

- Lore of the Vampires : Amethystine Pinions

Necromancer (110)

- Lore of the Deathmages : Overwhelming Dread

LEADERS: 3/6 BATTLELINES: 3 (3+) BEHEMOTHS: 2/4 ARTEFACTS: 1/1 ALLIES: 0/400

Luke Stopp

Barak-Zhoff Seekers

Luke Stopp- **Allegiance:** Kharadron Overlords - Mortal Realm: Ghur

Skyport: Barak-Zilfin

- Additional Footnote: There's No Trading With Some People

LEADERS

Knight-Azyros (100)

- Allies

Aetheric Navigator (80)

- General

- Command Trait : Fleetmaster

- Artefact : Rockjaws

Aether-Khemist (160)

- Artefact : Aethershock Earbuster

UNITS

10 x Arkanaut Company (120)

- 3 x Light Skyhooks

10 x Arkanaut Company (120)

- 3 x Light Skyhooks

10 x Arkanaut Company (120)

- 3 x Aethermatic Volley Guns

10 x Grundstok Thunderers (200)

- 10 x Aethershot Rifles

6 x Endrinriggers (240)

- 2 x Grapnel Launchers

WAR MACHINES

Arkanaut Frigate (240)

- Main Gun : Heavy Sky Cannon

- Great Endrinworks : Aetherspheric Endrinds (Barak-Zilfin Skyvessel)

Arkanaut Frigate (240)

- Main Gun : Heavy Sky Cannon

- Great Endrinworks : The Last Word

Arkanaut Frigate (240)

- Main Gun : Heavy Sky Cannon

BATTALIONS

Iron Sky Squadron (130)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 109

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

ARTEFACTS: 2/2 ALLIES: 100/400

Mark Hanna

Allegiance: Flesh Eater Courts

- *Grand Court: Court of Delusion - The Feast Day*

Mortal Realm: Ghur

Abhorrant Ghoul King on Royal Terrorgheist (400)

- *Artefact: Gryph-feather Charm*

- *Lore of Madness: Monstrous Vigour*

- *Mount Trait: Gruesome Bite*

Abhorrant Ghoul King on Royal Terrorgheist (400)

- *Lore of Madness: Blood Feast*

- *Mount Trait: Gruesome Bite*

Abhorrant Archregent (200)

- *General*

- *Trait: Dark Wizardy*

- *Artefact: The Dermal Robe*

- *Lore of Madness: Spectral Host*

Crypt Ghast Courtier (60)

40 x Crypt Ghouls (360)

10 x Crypt Ghouls (100)

10 x Crypt Ghouls (100)

3 x Crypt Horrors (160)

King's Ghouls (120)

Chalice of Ushoran (40)

Geminids of Uhl-Gysh (40)

Soulsnare Shackles (20)

Total: 2000 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 111

Mark Lancaster

Skragrott's Skrap



Allegiance: Gloomspite Gitz

Leaders

Skragrott, The Loonking (220)

- *General*
- *Lore of the Moonclans: The Hand of Gork*

Snaggit, Loontenant of the High Gobbapalooza - Loonboss (70)

Dagzat Stinkcap, Biter of All Da Fings - Madcap Shaman (80)

- *Artefact: Moonface Momet*
- *Lore of the Moonclans: The Great Green Spite*

Skaglik Badsack, Chucker of Evryfin' - Fungoid Cave-Shaman (90)

- *Lore of the Moonclans: Itchy Nuisance*

Arakzig Poisonspitta, Cracker of Dem Wot Looks At 'Im Funny - Webspinner Shaman (80)

- *Lore of the Spiderfangs: Sneaky Distraction*

Battleline

Da Pokey Gitz - 60 x Stabbas (360)

- *Pokin Spears & Moon Shields*
- *9x Barbed Nets*
- *2x Moonclan Flag Bearers*
- *1x Badmoon Icon Bearers*

Da Stabby Gitz - 40 x Stabbas (260)

- *Stabbas & Moon Shields*
- *6x Barbed Nets*
- *1x Moonclan Flag Bearers*
- *1x Badmoon Icon Bearers*

Da Shooty Gitz - 40 x Shootas (260)

- 6x Barbed Nets
- 1x Moonclan Flag Bearers
- 1x Badmoon Icon Bearers

Da Wuns Wot 'Iz Bouncy - 12 x Squig Herd (140)

Units

Da Snooperz of Funny Lookin' Shrooms An' Dat - 6 x Sneaky Snufflers (70)

Da Gitz Wot 'Iz Sneaky 'An Spin - 10 x Loonsmasha Fanatics (280)

Endless Spells / Terrain

Scuttletide (30)

Quicksilver Swords (20)

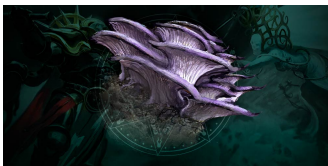
Geminids of Uhl-Gysh (40)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 209



Narrative:

Whispers by Loonlight

By Jordan Green

Snaggit, Loontenant of the High Gobbapalooza, breathed deeply of the spore-choked air. He willed himself down a rickety series of wooden platform-steps, towards the cavern's basin and the dense colony of tall and swaying fungi that filled it. Passing the troggoths guarding the Realmgate's other side had already taxed the grot's courage, the chance to flaunt his authority wasted on the dim-witted big 'uns. And that was all before entering the fungal asylum itself.

If Snaggit was honest, he hadn't really wanted this task. He'd rather have been back in the realm of the dead 'uns. The Bone'ead tribes enjoyed slapping white paint across their faces and capering about with long bones strapped to their backs to form the legs of some arachnid-grot

hybrid, which the Loontenant had never quite understood. Yet King Skragrott had always seemed satisfied with the mischief Snaggit made alongside them. The Loonking's summons, however, had been unequivocal.

Snaggit, my lad, you's the only one I can trust wiv this, Skragrott had said. I needs ya ta go an' gets this prophecy fer me. Da Bad Moon 'imself told me dat.

And that had been that. You didn't argue with the Bad Moon, after all.

Snaggit hadn't been given directions. Trying to memorise the asylum's layout was futile; the mushrooms moved. The whole strange sub-realm did. 'Navigating' here meant hoping you found where you were going before anything found you.

Fungi stalks crunched underfoot, forming brief breaks in the living carpet before sprouting back to life. In the rare breaks from the screaming that filled the bleak oubliettes of the asylum, the only sound was Snaggit's own shuddering breath – that, and the whispering. Always the whispering. Those prophets and scryers captured from across the Mortal Realms and rendered into new forms of fungal life by the Loonking's Moon Onna Stikk rarely did anything else. Listening to the cacophony invited madness, as the grot-creatures who spent their existence tending to the 'inmates' proved. Now it seemed worse than ever, louder and somehow even more insistent.

Hurrying onwards, his breaths turning to multihued mould that persisted briefly in the air, Snaggit left the mushroom field and entered the dark mouth of a cave tunnel.

He slowed as a fungus-keepa scuttled overhead from a crack in the tunnel's roof. Recognising through some uncanny sixth sense that it was being watched, the once-grot paused. Snaggit swallowed, clasp tighter the jagged shard of loonstone that served as both blade and light-source as the creature twisted to look down upon him. It was more mushroom than grot now, peering at him with eyes mounted on long stalks like those of a slugfungus. Pulsating organic growths had spread all over its face and brow in a grim exaggeration of the Loonking's crown. They sprouted through the creature's skull, distorting it under the guise of parasitic 'blessings'.

The attendant cackled, swiftly skittering away into another fissure. With a shiver Snaggit realised that it hadn't been alone. More of the half-glimpsed grot-things were hurrying between the stalks of mushroom seers or along the walls as the scryshooms' wailing undulated. Something had them agitated, the Loontenant realised. Something had happened to rile up the twisted prophets, something that had charged the entire asylum with a febrile energy.

Perhaps this was why Skragrott had sent him. Perhaps the Loonking had simply wanted to see whether he'd come back.

His momentary unwariness was enough to court disaster. Snaggit didn't even have time to shriek as his throat was constricted by creeping tendrils of stragglenekk fungus, slithering from the clammy ceiling to snare their next meal. The grot's eyes almost popped from his skull, legs flailing wildly. Thrashing manically Snaggit managed to free an arm, swinging his blade to hack through the choking curtain of fungus. More indigo fingers descended to replace them, secreting acidic juices that sizzled against his skin to begin ingesting him.

'Snaggit...'

The stragglenekk retreated as swiftly as it had come, dropping the grot unceremoniously. Snaggit writhed and coughed, nursing new welts where the fungus had eaten at him. It was an effort to open his eyes, the Loontenant managing it only as the dreamlike voice called to him again nearby. From the tunnel wall sprouted a pale scryshroom. It looked like it had been planted there for some time, though Snaggit was sure that it was the first time he'd seen it. Instinctively, the grot knew that this was what he'd been sent to find.

Clutching his loonblade tight once more, and trying to avoid looking at the distinctly aelven face upon the mushroom's twisted stalk, Snaggit ignored the mildew rapidly forming across his squig-leather boots as he warily shuffled closer. All the while the face upon the stalk babbled and drooled silently, swollen tongue lolling out. Eventually it did speak, though, the words soft and almost musical.

'Across the void aetheric,

Under light of crooked moons,

The heavenly vaults break open,

To reveal their greatest boons.'

'The dead and the damned search the darkness,

Making war with the hateful light,

But the Clammy Hand reaches out o'er all,

Seeking treasures of the Bad Moon's might!'

The scryshroom's face fell slack, its tongue flapping pathetically before that too grew still. Once more Snaggit found himself alone, with only the faint screams of fungus seers and his own heavy breathing for company.

Even Snaggit, possessed only of a base cunning, recognised a warning and an opportunity when he heard it. Skragrott would be most grateful for news of these ‘treasures’ ripe for the taking across the realms, as well as the warning of the surface-dwelling gits being on the move. The Gloomspite was calling once more. And beyond that, the promised Everdank, that sweet and sacred gloaming-age where moist and clammy shadows swallowed all.

Snaggit couldn’t help but grin. Perhaps he and the Bone’eads would be bringing in the Everdank sooner than he’d expected.



Matt Jan

Allegiance: Flesh Eater Courts

- *Grand Court: Court of Delusion - The Feast Day*

Mortal Realm: Ghur

Leaders

Crypt Hunter Courtier (120)

- *General*

- *Trait: Dark Acolyte*

- *Lore of Madness: Deranged Transformation*

Abhorrant Ghoul King on Royal Terrorgeist (400)

- *Artefact: The Grim Garland*

- *Lore of Madness: Monstrous Vigour*

- *Mount Trait: Gruesome Bite*

Abhorrant Ghoul King on Royal Zombie Dragon (440)

- *Artefact: Gryph-feather Charm*

- *Lore of Madness: Spectral Host*

Abhorrant Archregent (200)

- *Lore of Madness: Miasmal Shroud*

Battleline

6 x Crypt Horrors (320)

3 x Crypt Horrors (160)

10 x Crypt Ghouls (100)

Units

5 x Dire Wolves (60)

- *Allies*

5 x Dire Wolves (60)

- *Allies*

Battalions

Abattoir (120)

Endless Spells / Terrain

Quicksilver Swords (20)

Total: 2000 / 2000

Extra Command Points: 1

Allies: 120 / 400

Wounds: 107

Matt Kent

Allegiance: Khorne

- Slaughterhost: The Bloodlords

LEADERS

Bloodthirster of Unfettered Fury (300)

- General
- Command Trait : Slaughterer's Thirst
- Artefact : Halo of Blood

Bloodthirster of Insensate Rage (280)

- Artefact : A'rgath the King of Blades

Bloodthirster of Insensate Rage (280)

- Artefact : Harvester of Skulls

Wrath of Khorne Bloodthirster (320)

Karanak (140)

UNITS

5 x Flesh Hounds (100)

5 x Flesh Hounds (100)

5 x Flesh Hounds (100)

5 x Flesh Hounds (100)

BATTALIONS

Tyrants of Blood (140)

Blood Hunt (120)

TOTAL: 1980/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 101

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

ARTEFACTS: 3/3 ALLIES: 0/400

Michael Beven

Allegiance: Gutbusters

Mortal Realm: Ghyran

Leaders

Tyrant (160)

- *General*

- *Great Gutgouger*

- *Trait: Wild Fury*

- *Artefact: Ghyrstrike*

Butcher (140)

- *Pair of Stump Blades and Great Cauldron*

Battleline

6 x Ironguts (360)

12 x Ogors (400)

- *Ogor Clubs or Blades with Iron Fists*

12 x Ogors (400)

- *Ogor Clubs or Blades with Iron Fists*

Units

3 x Fellwater Troggoths (160)

- *Allies*

3 x Fellwater Troggoths (160)

- *Allies*

20 x Grots (100)

Endless Spells / Terrain

Quicksilver Swords (20)

Total: 1900 / 2000

Extra Command Points: 2

Allies: 320 / 400

Wounds: 179

Fluff.

My unit of blue Bulls has a lot of built up pressure and is looking to unload all over Pete Atkinsons face.

Michael Clarke

Allegiance: Hallowheart

Leaders

Anointed of Asuryan on Frostheart Phoenix (280)

- *General*

- *Trait: Master of Defense*

- *Artefact: Jade Diadem*

Anointed (80)

Archmage (100)

Enchantress (160)

- *Allies*

Battleline

10 x Freeguild Guard (80)

- *Swords and Shields*

10 x Freeguild Guard (80)

- *Swords and Shields*

10 x Freeguild Guard (80)

- *Swords and Shields*

Units

30 x Phoenix Guard (360)

30 x Phoenix Guard (360)

5 x Evocators (200)

5 x Khinerai Heartrenders (80)

- *Allies*

5 x Khinerai Heartrenders (80)

- *Allies*

Endless Spells / Terrain

Geminids of Uhl-Gysh (40)

Soulsnare Shackles (20)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 320 / 400

Wounds: 142

FLUFF

'New Lothorn':

Delving ever deeper into the Shimmering Abyss below the free city of Hallowheart, the duardian free folk miners break into a massive natural cave system. At the centre of the largest cavern stood a dormant and unused realmgate. The mighty sorcerers of Hallowheart - aelvish archmages of the Eldritch Council working alongside Stormcast of the Sacrosant Chamber - wove mighty magic to reactivate the portal, opening a new celestial pathway into Ghyran. The portal opened into a fertile valley on a previously 'undiscovered' continent.

Early explorer-adventurers pored through the portal, and quickly discover ancient temple ruins in the mountains nearby the gate. This turned out to be a temple to Asuryan, the Dead God of the High Aelves of ancient myth from the World-That-Was. However, the inner temples' secrets remained hidden behind ancient aelvish magic wards, illusion and riddles, which only Corinthan, a holy Anointed of the Phoenix Temple, after a long period of prayer and contemplation, solved to unlock the inner sanctum. Within the inner sanctum stood a statue of a phoenix, rearing high above a pedestal on which stood a crown of ancient power - the Jade Diadem. Corinthan approached the pedestal and lifted the Diadem, feeling the surge of life energy pulse through him. As he did, the statue of the phoenix awoke, with a blast of ice as cold as death itself shaking the entire temple. The 'statue' was actually the ancient being 'Icewing' - a wise and powerful survivor of the World-That-Was, whom had pledged itself to protect this temple to Asuryan for eternity, and whom Asuryan himself had used the last of a dying gods energy to place the phoenix and the temple into dimensional stasis as the End Times reached their epic conclusion. Icewing recognised Corinthan as an aelf worthy of Asuryan, pledging itself to be Corinthan's mount in battle. Icewing also explained that the temple included many ancient prophecies for how the gods of the elves, including perhaps even Asuryan himself, may rise again once more in the Mortal Realms. The temple also held a library full of ancient tomes showing the glory of the aelves from the World-that-Was and their ancient empire of Ulthuan.

Meanwhile, settlers from Hallowheart were arriving rapidly into the fertile valley, quickly establishing a new thriving outpost township, which took the name 'New Lothorn', in honour of the mythical capital of old Ulthuan. As news of the aelven temple and new free city spread through the realms, many Phoenix Guard and other aelves from all orders and every realm began pilgrimage to the site, with many deciding to stay on and build this new outpost of civilisation, under the protection of the home city of mighty Hallowheart, a mere step away through the Realmgate.

At present, the output has grown into a small city, and the library has been found to hold more than boring and dusty history books - ancient spell books of the archmages of Ulthuan have been found in its deeps, and so mages of Hallowheart - the Eldritch Council and Hallowed Knights

Sacrosant Chamber - have established a new Tower of Sorcery to study the ancient lore. But the forces of Chaos, Destruction and Death are inevitably drawn to successful new outposts of civilisation like moth to a flame - only time will tell whether New Lothorn can survive these tests, or like so many before it, will civilisation fall and being forced to retreat once more?

Record of Battle (as at 16/6/2019):

1. Blades of Khorne - Border War - Victory
2. Beastclaw Raiders - Blood and Glory - Victory
3. Legion of Night - Starstrike - Loss (#BorderWars)
4. Daughters of Khaine - Total Commitment - Loss (#BorderWars)
5. Maggotkin of Nurgle - Blood and Glory - Victory (#BorderWars)
6. Legion of Nagash - Three Places of Power - Loss (#BorderWars)
7. Beastclaw Raiders - Battle for the Pass - Victory (#BorderWars)
8. Blades of Khorne - Knife to the Heart - Loss (extremely close; kill points tiebreaker with differential of <50 points)
9. Tempest Eye - Focal Points - Victory
10. Blades of Khorne - Blood and Glory - Victory
11. Ironjawz - Scorched Earth - Victory

W-L Record = 7-4

Michael Ferraro

Mick Ferraro - Allegiance: Death - Mortal Realm: Shyish - Grand Court: Blisterskin

LEADERS

Abhorrant Ghoul King on Royal Zombie Dragon (440) - General - Command Trait : Hellish Orator
- Artefact : Eye of Hysh - Lore of Madness : Miasmal Shroud - Mount Trait : Horribly Resilient
Abhorrant Archregent (200) - Artefact : The Dermal Robe - Lore of Madness : Spectral Host
Varghulf Courtier (160)

UNITS

6 x Crypt Flayers (340)
10 x Crypt Ghouls (100)
10 x Crypt Ghouls (100)
3 x Crypt Horrors (160)

BEHEMOTHS

Royal Terrorgheist (300) - Flesh Eater Courts Battleline (Grand Court: Gristlegore)

BATTALIONS

Royal Mordants (120)

ENDLESS SPELLS / TERRAIN

Chalice of Ushoran (40)
Cadaverous Barricade (30)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 99

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

ARTEFACTS: 2/2 ALLIES: 0/400

Nathan P

Nathan P - Allegiance: Stormcast Eternals - Mortal Realm: Ghur

- Stormhost: Anvils of the Heldenhammer

LEADERS

Lord-Arcanum (180)

- General

- Spell : Azyrite Halo

Lord-Castellant (100)

- Artefact : Soulthief

Knight-Heraldor (100)

Lord-Ordinator (140)

Lord-Relictor (100)

- Prayer : Divine Light

Lord-Relictor (100)

- Prayer : Translocation

UNITS

20 x Sequitors (400)

- Tempest Blades and Soulshields

- 9 x Stormsmite Greatmaces

10 x Sequitors (240)

- Tempest Blades and Soulshields

- 5 x Stormsmite Greatmaces

5 x Sequitors (120)

- Stormsmite Mauls and Soulshields

- 3 x Stormsmite Greatmaces

10 x Skinks (60)

- Meteoric Javelins & Star Bucklers

10 x Skinks (60)

- Meteoric Javelins & Star Bucklers

WAR MACHINES

Celestar Ballista (100)

Celestar Ballista (100)

Celestar Ballista (100)

TOTAL: 1900/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 143

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

ARTEFACTS: 1/1 ALLIES: 0/400

FLUFF:

Few blokes in Azyr wanted to build a castle and shoot out of it so they did and then the Terrorgeist died but won on objectives anyway because castles don't move good.

Nick Beattie

Allegiance: Legions of Blood

The Disposed of Gewundenschlossen (Fluff Below)

Viscount Balaur on Jaratic

(Prince Vhordred) (480)

Narcisa on Giest

(VLoZD w/ Sword, Shield, Chalice, General: Aura of Dark Majesty Relic: Ethereal Amulet, Vile Transference) (440)

Fahne Besitzer, Bearer of the Gewundenschlossen Standard

(Vampire Lord on Nightmare, Amarithine Orb) (140)

The Gewundenschlossen Cataphracts

(10x Blood Knights w/ Full Command) (480)

The Gewundenschlossen Lancers

(5x Blood Knights w/ Full Command) (240)

Hunting Pack Eins

(5x Direwolves w/ Doom Wolf) (60)

Hunting Pack Zwei

(5x Direwolves w/ Doom Wolf) (60)

Hunting Pack Drei

(5x Direwolves w/ Doom Wolf) (60)

Points: 1960/2000

Extra Command Points: Sweet FA

FLUFF CITY

The Vampire Calaret De Balaur once existed in the world that was. For hundreds of years he had been a harsh, but fair, ruler of his fiefdom, Gewundenschloss, in the Grey Mountains. The peasants under his dominion lived lives not dissimilar to those of the lower class folk within the old free peoples' Empire.

When invaders threatened Balaur's lands, not only were the interlopers driven off by his armed peasantry and household guard, they were supported by their dead ancestors and creatures of the night. This meshing of both the world of the dead and of the living created some interesting juxtapositions; serried ranks of spearmen being commanded by a Vampiric thralls in turn supporting a charge of monstrous undead wolves, for example, or indefatigable skeletal infantry securing the flanks of archers and crossbow men.

It was amongst the highest honours for a son to serve as a squire to one of the Gewundenschollen Cataphracts. The peasantry maintained the arms and armour of their dead relatives, to the best of their abilities, ensuring that when the regiments of ancestral skeletons marched lockstep into battle, they could do so proudly, with polished plate and well oiled chainmail, adorned with devotional pennants and flowers.

When the undead levies returned from battle, they would await outside of their descendants' homes for their arms and armour to be carefully removed and stowed, until next time. Only then would they proceed back into the crypts and barrows from whence they came. When a dead relative did not return from battle, there would be a second, generally more joyous funeral for them as they served the fiefdom in death and had finally found peace.

It was through this odd mixing of forces that Gewundeschloss survived, in relative peace, during Balaur's tenure as Viscount.

During the times of ending, Balaur and his forces fought alongside Karl Franz and his Empire's armies. However, during the great unravelling of the world that was, Balaur and his remaining forces, both living and dead alike, returned to Gewundenschloss Keep.

Peasantry, nobles and the dead retreated to within the battlements, barred the gates and awaited the end....

...but before Gewundenschloss and its occupants could be truly unmade, they were whisked away to the relative 'safety' of the nebulous inside the Horned Rat, for there was a staggeringly large vein of warp-stone buried beneath the Keep's foundations. This made Gewundenschloss, in some way, tangentially tied to Skavenblight, and it was therefore 'rescued', alongside the Ratmen's home nest.

However, this 'salvation' came at a cost. Over the timeless aeons Gewundenschloss endured Skaven raids, endless nights and unfathomable long days, as well as the living servants and nobles of Balaur's court slowly descending into madness. Whenever one of these beings had become unmanageable, they were quickly executed and laid to rest for future use in the keep's internal barrows. It was predominantly Balaur and his Vampiric thralls that managed to weather the sanity-destroying storm of the intangible infinity. There was no thirst, nor hunger. No joy, nor sadness. Just endless time. . The Vampires found their mortal retainers as long-lived as themselves, but without the undead's mental fortitude to cope with the eternity set before them.

Balaur, and his Vampiric Nobility, did not waste this time. They studied the ancient texts, within the Gewundenschloss' expansive and esoteric library, for a way to escape their predicament. They came to realise that the pure-warpstone under areas of Gewundenschloss Keep could be used as terrific, if somewhat unreliable, reserves of power. They planned to use this energy to perform a make-do evocation to break Gewundenschloss Keep from Skavenblight.

But, it was when the Skaven, and their horned god's meddling, ripped a hole in the fabric of space and time and dropped both Skavenblight, no apparently renamed Blight City and the attached Gewundenschloss back into the material realm, that they seized their opportunity. They quickly concentrated all of their available mages and necromancers, to finally separate from Blight City. However, their plan backfired, and instantly transported Gewundenschloss Keep, and its occupants, to the realm of Shyish, plummeting toward the darkly lit land, and halting abruptly, no more than the height of a tall tree from the ground. Gewundenschloss Keep seemed to loll in the land of the dead, standing quiet and still. After a moment of realisation, Balaur and his Household Guard surged forth to explore the strange, but eerily familiar land before them. . passing,

The undead horses of the Gewundenschlossen Cataphracts deftly dropped, with the aplomb no living creature could muster, onto the damp ground, while Balaur took to the skies on Jaratic, his faithful yet unliving Magma Dragon from the world that was. His paramour, Narcisa, took flight on her griffon, Zeist, and together they pushed forward into this unknown land of death....

After days of exploration, with Gewundenschloss Keep floating along behind them, Balaur and his Knights happened upon a small town, around which a fierce skirmish was underway. The combat was between unknown, gold-clad warriors, and the easily identifiable curs of the Arch-Enemy. With reckless abandon, Balaur and his household joined the fight. Within moments of the arrival of the dragon, griffon and vampiric knights, the chaos followers broke ranks and fled the small settlement. Balaur waved some of his Cataphracts after the retreating foe, who cut them down as they ran.

Jaratic and Zeist circled the settlement, both lithely gliding down, landing at a slow trot, and settling on their haunches, so their riders could dismount. Balaur, with Narcisa in tow, approached the combatant whom they assumed to be the leader of the gold-clad warriors. It was here that Balaur and his small band were made aware of what had happened in their time of relentless waiting, how the universe now consisted of realmsapes. Gods walked amongst men, and how the evil overlords enjoyed using naming conventions to within an inch of their life.

Upon hearing all of this, Balaur thanked this, what he now knew to be a Storm Cast Eternal duly named Storm-Thunder Hammer-Blow Ball-Pein Lightning Strike-John, and set off to Nagash's Black Pyramid to offer his services to the Lord of Death.

During their long and arduous journey to the Black Pyramid, Balaur and his household felled many a foe, rescued dozens of settlements from the predations of, not only the minions of chaos, but creatures and races that were oddly familiar to those they had fought for centuries on the world that was. It was just before they reached the outskirts of the Black Pyramid's complex barrow-city surroundings, that a flash of lightning hit Gewundenschloss Keep and penetrated through to its main hall. When Balaur, the knights and the mortals, rescued during their long passage, recovered from the blinding light, it was the Storm Cast Leader, Storm-Thunder Hammer-Blow Ball-Pein Lightning Strike-John coming to deliver a message to Balaur.

Sigmar, upon hearing of the help given to his Eternals by vampires unknown, had taken an interest in Balaur and the vampires of Gewundenschloss Keep, He had been keeping tabs on their trials and tribulations across the land of the dead. They were offered a place at Sigmar's side, as Stormcast Eternals, to "be able to ride the lightning, shiny and chrome...". But as this offer was being delivered, a swirling vortex of the purest black came into being next to Sigmar's Emissary. A voice came from within, that had the sound of ancient bones being rattled by a horrific gale, it simply uttered

"Mediocre!"

Following this the vortex opened up, until it almost reached the ceiling of the inner keep, through which could be seen Nagash, the Arch-Necromancer himself, seated rigidly on his throne of bones and death. He explained that it was he who owned the souls of Balaur and

his kin, that Sigmar could not take them from him even if he dared. But he, Nagash, was a generous and wise god, beneficent to his followers, the dead and living alike. He would allow Balaur and his knights to use some of Sigmar's magicks, mainly the ability to appear where they were most needed to help the innocents of all the realms. The only caveat to this was that they could only do so when Nagash's worshippers and denizens were the ones in need. Balaur accepted this offer, as did Sigmar's Emissary. With a nod and a slow, dry chuckle that sounded akin to cyclopean boulders grinding together, the vortex and Nagash receded, until it was no more.

Ever since then, Balaur, Narcisa and his Gewundenschlossen Cataphracts have become legend. The stories tell that any creature that accepts and worships Nagash as their Deity, is protected by Balaur and his Cataphracts. In their extreme times of need, they will be delivered from evil by these vampiric knights of legend. Some hear reports of a floating castle around death worshipping settlements, that are within the warpath of a marauding army. For reasons unknown the armies will change course, or more commonly, are destroyed in a night of wanton bloodshed and wholesale slaughter. There are other stories of groups of ghouls being protected from free-folk hunting parties by a obsidian-black dragon, upon its shoulders riding a snarling warrior of preternatural skill.

These tales are told across all the realms and followers of Shyish and Nagash himself have found their lives, or unlives, to have been made that much easier due to the threat of Balaur, and his eternal hunt, acting as dark guardians over all the realms.

Nick Legrand

Allegiance: Khorne

- *Slaughterhost: The Goretide*

Leaders

Chaos Lord on Daemonic Mount (140)

- *General*

- *Trait: Hew the Foe*

- *Artefact: The Crimson Crown*

Bloodsecrator (140)

- *Artefact: Thronebreaker's Torc*

Slaughterpriest (100)

- *Blood Blessing: Bronzed Flesh*

Slaughterpriest (100)

- *Blood Blessing: Killing Frenzy*

Bloodstoker (80)

Valkia the Bloody (120)

Battleline

10 x Blood Warriors (200)

- *Goreaxe & Gorefist*

- *1x Goreglaives*

40 x Bloodreavers (240)

- *Meatripper Axes*

10 x Bloodreavers (70)

- *Meatripper Axes*

10 x Bloodreavers (70)

- *Meatripper Axes*

Units

1 x Chaos Warshrine (160)

- *Blood Blessing: Blood Sacrifice*

10 x Chaos Knights (320)

- *Chaos Glaives*

Battalions

Gore Pilgrims (140)

Endless Spells / Terrain

Hexgorger Skulls (40)

Wrath-Axe (60)

Total: 1980 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 156

Nick Palmrose

Nick - Allegiance: Sylvaneth

LEADERS M S W B

Alarielle the Everqueen (600) 16"* 3+ 16 10

- Deepwood Spell : Regrowth

Branchwraith (80) 7" 5+ 5 8

- Artefact : Acorn of the Ages

- Deepwood Spell : Verdant Blessing

Branchwraith (80) 7" 5+ 5 8

- Artefact : Ranu's Lamentiri

- Deepwood Spell : Regrowth

Arch-Revenant (100) 12" 4+ 5 8

- Artefact : Briarsheath

UNITS M S W B

5 x Spite-Revenants (70) 5" 5+ 1 6

5 x Spite-Revenants (70) 5" 5+ 1 6

5 x Spite-Revenants (70) 5" 5+ 1 6

5 x Spite-Revenants (70) 5" 5+ 1 6

30 x Dryads (270) 7" 5+ 1 6

6 x Kurnoth Hunters (400) 5" 4+ 5 7

- Scythes

BATTALIONS

Dreadwood Wargrove (90)

Outcasts (90)

* See Warscroll

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 2 WOUNDS: 111

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

Oliver Price-Reeve

Allegiance: Death

Mortal Realm: Hysh

Leaders

Kurdoss Valentian, the Craven King (220)

Reikenor the Grimhailer (180)

- *Lore of the Underworlds: Spirit Drain*

Spirit Torment (120)

- *General*

- *Trait: Ruler of the Spirit Hosts*

Knight of Shrouds on Ethereal Steed (140)

Guardian of Souls with Nightmare Lantern (140)

- *Artefact: Aetherquartz Brooch*

- *Lore of the Underworlds: Shademist*

Battleline

20 x Chainrasp Horde (160)

20 x Chainrasp Horde (160)

20 x Chainrasp Horde (160)

Units

20 x Bladegheist Revenants (320)

Behemoths

Mourngul (300)

Endless Spells / Terrain

Aethervoid Pendulum (40)

Total: 1940 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 120

Fluff:

Gimmie all your fucking command points

Patrick Neven

Generic Gore Pilgrims 5: Going to the end of the Whine

Allegiance: Khorne

- *Slaughterhost: The Goretide*

Mortal Realm: Hysh

Leaders

Aspiring Deathbringer (80)

- *General*

- *Goreaxe and Skullhammer*

- *Trait: Hew the Foe*

Bloodseccator (140)

- *Artefact: Thronebreaker's Torc*

Bloodstoker (80)

- *Artefact: Aetherquartz Brooch*

Slaughterpriest (100)

- *Blood Blessing: Brazen Fury*

Slaughterpriest (100)

- *Blood Blessing: Blood Sacrifice*

Skarr Bloodwrath (120)

Battleline

40 x Chaos Marauders (200)

- *Axes & Shields*

20 x Bloodreavers (140)

- *Meatripper Axes*

10 x Bloodreavers (70)

- *Meatripper Axes*

10 x Bloodreavers (70)

- *Meatripper Axes*

10 x Bloodreavers (70)

- *Meatripper Axes*

Units

10 x Wrathmongers (280)

5 x Skullreapers (180)

- *Goreslick Blades*

1 x Chaos Warshrine (160)

- *Blood Blessing: Killing Frenzy*

Battalions

Dark Feast (110)

Endless Spells / Terrain

Hexgorger Skulls (40)

Total: 1940 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 179

Peter Atkinson

GORK'S GUNLINE

Dakka Dakka Dakka!

Allegiance: Destruction

Mortal Realm: Ghur

Leaders

Skragrott, The Loonking (220) - General

Gitmob Grot Shaman (80) - Mount: Giant Wolf

Troggoth Hag (380) - Artefact: Gryph-feather Charm

Battleline

60 x Gitmob Grots (270) - Bows & Slashas

20 x Gitmob Grots (100) - Spears & Shields

10 x Orruks (80) - Choppas & Shields

Behemoths

Magma Dragon (540)

War Machines

Grot Spear Chukka (120)

Grot Spear Chukka (120)

Endless Spells / Terrain

Scrapskuttle's Arachnacauldron (50)

Geminids of Uhl-Gysh (40)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400 Wounds: 150

Pip Haintz

Pip Haintz: LoW Army List.

Allegiance: Nighthaunt

Leaders

Knight of Shrouds on Ethereal Steed (140)*

- *General*

- *Trait: Ruler of the Spirit Hosts*

- *Artefact: Midnight Tome*

Knight of Shrouds (120)

Guardian of Souls with Nightmare Lantern (140)

- *Lore of the Underworlds: Lifestealer*

- *Infernal Lantern (Artefact): Beacon of Nagashizzar*

Lord Executioner (80)

Spirit Torment (120)

The Briar Queen (150)

- *Lore of the Underworlds: Spirit Drain*

Battleline

20 x Chainrasp Horde (160)

3 x Spirit Hosts (120)

3 x Spirit Hosts (120)

3 x Spirit Hosts (120)

Units

6 x Thorns of the Briar Queen (0)

8 x Myrmourn Banshees (160)

8 x Glaivewraith Stalkers (120)

Behemoths

Mourngul (300)

Battalions

Execution Horde (100)

Total: 1950 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 110

My General, The Knight of Shrouds on Ethereal Steed has the Reaping Scythe, Mystic Shield and Acrane Bolt Spells.

Raf Robledo

Allegiance: Ironjawz

Mortal Realm: Shyish

Leaders

Megaboss on Maw-Krusha (440)

- *General*
- *Choppa and Rip-tooth fist*
- *Trait: Live to Fight*
- *Artefact: Ethereal Amulet*

Orruk Weirdnob Shaman (120)

- *Artefact: The Golden Toof*

Skragrott, The Loonking (220)

- *Lore of the Moonclans: Itchy Nuisance*
- *Allies*

Battleline

10 x Orruk Ardboys (160)

- *10x Pair of Choppas or Smashas*

10 x Orruk Ardboys (160)

- *10x Pair of Choppas or Smashas*

5 x Orruk Brutes (180)

- *Pair of Brute Choppas*

5 x Orruk Brutes (180)

- *Pair of Brute Choppas*

3 x Orruk Gore Gruntas (140)

- *Pig-iron Choppas*

Units

20 x Stabbas (130)

- *Pokin Spears & Moon Shields*
- *3x Barbed Nets*
- *1x Badmoon Icon Bearers*

- *Allies*

Battalions

Weirdfist (180)

Endless Spells / Terrain

Balewind Vortex (40)

Scrapskuttle's Arachnacauldron (50)

Total: 2000 / 2000

Extra Command Points: 1

Allies: 350 / 400

Wounds: 131

Ranjith Jayasinghe

Allegiance: Tomb King / Death

Mortal Realm: Shyish

Leaders

Scarab Lord Ra'n'd, High King of Hpr, Protector of Khepri (460)

Tomb King on Exalted Chariot

- General

- Trait: Red Fury

- Artefact: Cloak of Mists and Shadows

Amont'phur, First Disciple of Khepri (120)

Liche Priest

- Mount: Skeletal Steed

The Builder (100)

Necrotect

Alcad-munra, First Supplicant of the Scarab Kings (100)

Tomb King

- Monarch's Great Blade

Battleline

First Horsemen Phalanx Company of Hpr (100)

5 x Skeleton Horsemen

Second Horsemen Phalanx Company of Hpr (100)

5 x Skeleton Horsemen

First Infantry Spearmen Company of Hpr (80)

10 x Skeletal Legionnaires

Units

The Scarab Guard, Blessed Knights of Khepri (480)

6 x Necropolis Knights

The Scarab Anima (240)

6 x Ushabti

- Ritual Blade Stave

Behemoths

Watcher of Hpr (200)

Bone Giant

Total: 1980 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 117

ARMY FLUFF DUMP BELOW

The Lore

The Temple City of Hprp houses the devoted sons of the Scarab God; Khepri. The Temple City arose from amidst an Oasis in the Endless Deserts of Shyish which has spread and grown from an ancient long-forgotten realmgate that connected it to Gyhran. This onyx gate is shot through with green, jade-like lightning, accentuating the intricate runes carved upon it, runes indecipherable to any that walk the Realms today. The scorching sun of the Endless Deserts seems unable to tarnish or penetrate the Oasis borders, allowing rich abundant life to thrive, in an otherwise dead wasteland of rolling dunes and empty barren valleys.

The Scarab God Khepri was once similar to the mighty realm beasts of the Age of Myth like the Great Salamander of Ashyq. His current strength and powers were given to him when Nagash was finding, destroying and consuming the other Gods of the Underworld. The Nehekharan Pantheon knew they would be no match for the God of Death and his growing powers after being left so weak when the World-That-Was died. They had used so much of their strength to save as many souls and artifacts of their people when the World was being ripped asunder. Before Nagash could find them, they each imbued a portion of their God-like essence into the Realm Beast Khepri, as well as the memories, artifacts and souls of the people of long dead Nehekharan. They hoped that Khepri would serve as their peoples protector, and one day return them to their old glory, outside of the shadow of the dreaded necromancer and betrayer; Nagash.

Khepri set out with his purpose burning deep within, searching for a place where he could safely begin the Gods work. He came across the Oasis of Hprp and found it to be a haven, he set himself up to begin to nurture the souls imbued within him back into fragile vessels that he brought into being. Over millennia, the long forgotten dead were given new un-life and had constructed a vast Temple City, similar in scale and majesty to the distant half-forgotten memories shared to them by Khepri. Hidden within the slowly expanding Oasis, which was fed by the energies spewing from the Ghyranian Realm Gate, Hprp began to grow and the Nehekharan people were slowly restored, if only to a shadow of what they had once been.

They worship Khepri as their conduit to the Old Ways, although only fragments of their true past remain with them, befuddled memories and history scrambled and distorted across the millennia since Khepri was granted them. Since he found the Oasis and his work began, Khepri slumbered beneath the sands of the Oasis, the greatest of the Temple Pyramids was built over him as a shrine and shelter by the Nehekharans he slowly gave form. There he continues to slumber, his very dreams continuing to take form and pass on knowledge and gifts to his people; insights into their past and the Old Gods that saved them and the sacrifice they made to give them new hope. Sometimes his dreaming stirs, his powers continuing to grow and unlock the potential he was gifted, and his consciousness manifests in a primal form. The Avatar of Khepri bursts from the sacred ground that surrounds the Scarab Temple, a herald of distress and woe, signalling a great approaching danger. The Avatar has taken many forms over the millennia, but his arrival has always been Khepri's warning of a danger that comes to threaten his people.

The Scarab Legions rarely venture out from their Temple City, afraid of the retribution of Nagash, should he come to know of their presence. When intruders stumble too close however, they set out for war with all the ferocity and discipline that was part of their very souls during the Old Times. The rumble of their chariots, and beat of their hoofs sound off as they ride to destroy the intruders and keep their home safe, and most importantly secret. When the Avatar strides with them to war, the skies of the Endless Deserts themselves weep in anguish.

Lore written for Tristian Grey's Tale of 4 Warlords Intro using the Hppr & Khepri

There have long been rumours of a realm gate deep in wilds of Quogiam, the southern continent of Ghyran. Historians speak of a great gate, seemingly made of one solid intricately carved piece of green-tinted onyx that juts out from the thick, sweltering jungle of the *Xahutec Glades*.

The tomes say a parched wind flows from the realm gate, cutting a sand kissed path through the surrounding area, and name it with a tongue not known by men today. A gateway to an unknown plane. Shyish? Possibly. Hyish? Perhaps. There is no specificity given. Books of legends from the Age of Myth kept in the rarest collections and libraries of the realms tell of a desert of unparalleled size, gripped in a permanent punishing high noon. A scorched landscape where the Gods once walked and arcane treasures were as common as swords. The stories would speak of gemstones and constructs that held the soul matter of great wizards and warriors. The dead walked these barren sands and were venerated for it.

The last of the books, the rarest and the latest, if things from an unknowable time can be put so sequentially, mention a great calamity and the subsequent birth of a new God: Khepri; The Scarab God. The essence of ancient Gods, their peoples traditions and knowledge, all distilled and placed within one vessel. This God beast was said to roam the deserts, seeking a new home form which it could bring a revival of the old ways. Speaking into existence again followers and channeling the spirits entrusted within it into their new vessels.

Lately these books aren't the only sources of information of this fabled place. Trinkets from the Age of Myth have popped up in the streets of the Phoenicium. Jewels that speak to their bearers, each shaped like eagles, skulls, jackals and most numerous; scarabs. They whisper of their long dead gods and tell tales of their secreted Temple City, sparking interest in the riches and the arcane power that they say is held there.

Parties are being gathered for a great treasure hunt. Every wizard, seer, adventurer, warlord and denizen the Realms have, are descending on the *Xahutec Glades*. The Realm Gate of Hu?cc??xtl?huatl, gateway to the Endless Deserts and the secrets hidden amidst its sands, must be found!

The Return of Arkhan the Black

Spirits shrieked and howled in despair as they shot over the trees of the Oasis. The rattle of war reverberated all around as silently screaming skeletons engaged in combat, echoing a battle that was once waged for centuries in the World that Was. The forces of Hprrr marched out from the edge of the oasis in ordered ranks, their burnished bronze and gold catching the scorching light of the Endless Deserts sun before they disappeared into the mass of bones and hurtling spirits of the undead arrayed before them.

The thundering of his steeds' hooves announced his presence before the sheer might of his Chariot crushed those that stood before him. His blade, glowing with the infused heat of the sun itself, set the air itself ablaze as it swept in arcs of terrible destruction. Skeletons by the handful fell at his passing, spirits evaporated as if boiled out of existence. Not even the Wight's tasked with leading them could stand more than a single blow from his blessed blade, if they weren't trampled by his Chariot. As he circled back around to make another pass into the enemy, he called out a parched cry of defiance, raising his blade and imposed his will over his people. Pushing them to commit further to their foes, the forces of the Liche King had to be destroyed or word of Hprrr may reach Nagash.

Arkhan surveyed the landscape below him, still amazed that such a fertile oasis could be found amidst the desolation of the Desert. How could it have remained here so long, hidden from his eyes, hidden even from Nagash's eyes! These undead, were tenacious, the city they had built was testament to that. It was a matter of time till they bowed fealty and

service to the God of Death, like all in Shyish did in the end. Razarak roared beneath him as arrows rained up from below, spinning Arkhan traced spiteful gestures into the air and watched as the company of archers below crumbled into dust. Suddenly, he felt a wave of power pulse out from the city before him. It had come from the central pyramid, and it had felt so strong. He had not felt something with that much raw magic in some time.... Except for when he was near the Great Necromancer. He could leave the battle below to his forces, it was more pressing to search this unknown power out now while the defenders below were distracted.

Circling around and coming to a stop at the edge of the Oasis, he surveyed the battle unfolding. The Liche's undead were unrelenting, but his army held the line for now. Turning to the sound of a Priest hastily approaching him; 'My King, the Liche has broken off, we believe he is heading for the Temple of Khepri. The bulk of our forces have been making their way here to aid in the defense.... We don't know if the Temple Guardians can stop him from reaching Khepri...'. He hadn't waited for the Priest to finish, coaxing his horses to speed he had set out for the Temple, the battle out here didn't matter if Khepri came to harm.

Zefet-kar slipped out from within the massive constructs form, the wisps of magic and soul-stuff that had given it life leeching hungrily into the black blade. Razarak crooned with joy as it tore away at the last of the temples defenders, snatching and snarling at the traces of souls that fled from the destroyed skeletons. The doors before him were intricately carved in hieroglyphs which seemed to tingle some faint recognition in him. He could not tell what they said, or why he thought they looked familiar, but he didn't dwell on it for long, he knew the source of power laid beyond them and it called to him. Pushing them open revealed a dark chamber. As he entered further inside, the scale of the room became more apparent. As he approached the edge of a chasm that seemed to plummet into even greater darkness, he made out something that seemed to be lying within. The top of it looked as if it was resting against the edge, but it was impossibly large, Arkhan had not seen something this massive before. As he neared, he thought it looked like it was made of some sort of shining surface, armour plates perhaps? The door behind him slammed shut, and Arkhan spun as he was plunged into utter darkness. As he turned back around, he conjured a sickly green light to illuminate his surrounds, and saw the object before him shift and twist towards him. A colossal eye, red as blood, transfixed Arkhan.

Running into the Hall of Khepri, he stopped as he spotted the undead beast, seeing it rise its head to look up at him. Fixing his footing and working the grip of his blade, he prepared for the lunge that was coming. With a sideways step, he brought down the blessed blade and seared a path through the beasts neck as its lunge fell wide. The beasts headless form crashed into the ground, crumpling across the floor until it came to rest amidst the shattered remnants of the Temple Guard Ushabti. Running to the Inner Sanctum, he pushed open the doors.

Before him, in the dim illumination of the room, he could see Khepri's slumbering form, the rising and falling almost indiscernible to one not used to visiting him. Before Khepri, the Liche King knelt hunched over, his head in his hands, weapons dropped at his sides. Arkhan turned at the sound of the doors opening, and as the figure neared he was able to make out the face that looked down at him. Reaching out a pleading outstretched hand towards him, Arkhan spoke; "Great King..... I remember....."..

Rhys McGlinn

++Skullhost of Grull Grimazki++

Allegiance: Legion of Azgorh

Mortal Realm: Aqshy

Leaders

Grull Grimazki - Bull Centaur Taur'ruk (160)

- *General*

- *Trait: Grottesque*

- *Artefact: Armour of Bazherak the Cruel*

Umbak Magmasson - Daemonsmith (100)

- *Darkforged Weapon*

Zhulgar Zhannson - (Drazhoath the Ashen) (320)

Battleline

30 x Infernal Guard Fireglaives (300)

10 x Infernal Guard Fireglaives (100)

10 x Infernal Guard Fireglaives (100)

Units

9 x K'Daai Fireborn (420)

War Machines

Skullcracker War Engine (200)

Magma Cannon (140)

Magma Cannon (140)

Total: 1980 / 2000

Extra Command Points: 0

Allies: 0 / 400

FLUFF

++The Skullhost of Taur'ruk General Grull Grimazki++

There was a time, before the Age of Gods. Before the Rule Of Chaos across the Mortal Realms and the unjust usurpation from the Lightning Warriors. Before... Sigmar. This time was the Age of Myth, upon the dead World-That-Was, and it was here that we reigned supreme. Our slaves toiled

endlessly for the might of Hashut, the father of Fire and Shadow, and they died, screaming, for Him. Our caravans of despoiled ur-metals and skulls to feed to Chaos were mountainous in volume, and neverending in their trails that ran to the foot of the First City - Zharr-Naggrund. It was in this mighty Zigurra, upon the Skull Plains, that I did serve Proud in His name. My star was Ascendant! And I was destined to take over as the mighty Grand Executioner - as was my right! But it was denied to me.

The Filthy Head Dwari Zharr Astragoth denied my ability, and denounced my claim after the break out of the mutated Black Orruks caused untold destruction, and my clan in its entirety was banished to the remote Border Fortress of Azgorh, my Dwari Zharr Fused into burning brass and seared with the brand of the Ironsworn. And so I raged. For 4 days and 5 nights I swore to Hashut, and to Chaos, of the Doom I shall wreak upon this half living statue of a Gul'tar. And on the dawn of the 5th day, I was chastised. The leader of the Fortress Azgorh, Drazhoath, told me of His Plans. And such was the might of his vision that, even my rage did quell and was replaced by a furious, focused fire. We would take our vengeance against Astragoth, but not now. Not until the time was right. But we were never given that chance. As the great orb Gormlhone waxed high in the sky, and the Star of Chaos flared through the firmament as an omen, disaster struck. The Umgi Everchosen, Archaon, set about the End of Times, as the Lich God Nagash wreaked a terrible spell of death that saturated the plane in magic. The war in the Old World was long fought, but Chaos was ascendant. And to protect our hold and to bathe in the powers of Chaos, Drazhoath enacted a great ritual to transport Azgorh into the Realms of Chaos. Here, we dwelt and here, we fought. No more slaves to erect monuments, no more Azul that didn't twist under the hammers from the powers of Unmaking. Our forges grew cold as our plight turned towards destruction of the lesser beings dragged into the Ethersea with us, to stake our claim.

And we drifted for an age. Or maybe it was a moment? It was not until we came to rest in the Mortal Realms, our Fortress slipping through the cracks of reality that we realised the magnitude that the apocalypse had caused. We were both freed and shackled the moment our bastion re-emerged. As we appeared in the Realm of Aqshy, upon the boiling Lake of Infinite Rage, a realmgate welding itself into our outer defenses. Just as we had been a border fort cut off from the dealings of the Capital, yet again were we isolated - our only path off the boiling lava-filled inland ocean was through the mysterious Realmgate. But the disjunction had rendered it... Inconsistent. Some times, it would flash scenes of detestable vegetation and life, others it would display a half-lit twilight zone with shadowy creatures glimpsed as if mist through its oily depths. And so we waited and we built. We observed and we calculated - for what should we do in our long lives and studious minds gifted to us by the Bull Father but to use them to best control our plight and bend it to our will? And we saw a pattern in the shifting. It was not random - the gates it opened to were always the same vistas and gloomshrouds shown - but the timing was. So we expanded, slowly, setting outposts and raiding forces, waiting for that most dreaded of news - if the capital survived. And to our infinite rage, it had, dislocating itself into the Barren Shadowskull Holds of the Realm of Ulgu, it had amassed a mighty fortune by being deposited on untold reserves of realmstone with which they used to barter with the Darkoath Marauders and grow

wealthy with slaves and offerings.

Grudgingly, we approached with envoys and established a meagre trading route through the dangerous wilds of Ulgu to our outpost, forced to grovel to the hated Astragoth for pittance. And Ages past through into myth and then legend and now, into the war we fight now against Sigmar, the Thunder God and his legion of twisted Starmetal Umgi and Elgi, do we finally return. My lieutenants, the Dwari Zharr Fire Khemist Unbak Magmasson, and the fell-sorcerer Zhulgar Zhannson, lead Our legion of Demon Engines and dark sorcery, we will emerge victorious against all who stand before us, and I will crush them as a true Lord of War.

Richard Rossmann

Allegiance: Wanderers - Mortal Realm: Hysh

LEADERS

Nomad Prince (80)

- Artefact : Mirrored Cuirass

Spellweaver (100)

- Heartwood Staff

- Artefact : Viridescent Shawl

Waywatcher (120)

- General

- Command Trait : Stalker of the Hidden Paths

Waywatcher (120)

Waywatcher (120)

Anointed of Asuryan on Frostheart Phoenix (280)

- Allies

UNITS

20 x Eternal Guard (140)

10 x Eternal Guard (70)

10 x Eternal Guard (70)

20 x Sisters of the Watch (360)

5 x Sisters of the Thorn (220)

5 x Wild Riders (120)

BATTALIONS

Waystone Pathfinders (200)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 117

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

ARTEFACTS: 2/2 ALLIES: 280/400

Rob Bromiley

Allegiance: Order

Mortal Realm: Ghyran

Slann Starmaster (260)

- *General*

- *Trait: Great Rememberer*

Engine of the Gods (220)

- *Artefact: Greenglade Flask*

Saurus Oldblood on Carnosaur (260)

- *Artefact: Ghyrstrike*

Skink Starpriest (80)

10 x Skinks (60)

- *Boltspitters & Star Bucklers*

10 x Skinks (60)

- *Boltspitters & Star Bucklers*

10 x Skinks (60)

- *Boltspitters & Star Bucklers*

6 x Kroxigor (320)

- *2x Moonhammers*

Bastiladon (280)

Stegadon (220)

Thunderquake Starhost (120)

Aethervoid Pendulum (40)

Total: 1980 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 105

Ryan Chamley

Ryan Chamley - Geelong

Allegiance: Stormcast Eternals

Stormhost: Hammers of Sigmar

LEADERS

Lord-Arcanum on Gryph-Charger (240) 12" 3+ 7 9 - General - Command Trait : We Cannot Fail -
Artefact : God-forged Blade - Spell : Chain Lightning - Mount Trait : Wind Runner

Lord-Relictor (100) Prayer : Translocation

Vandus Hammerhand (280)

Gavriel Sureheart (100)

Knight-Heraldor (100)

UNITS

20 x Sequitors (400) - Stormsmite Mauls and Soulshields - 9 x Stormsmite Greatmaces

5 x Sequitors (120) - Stormsmite Mauls and Soulshields - 3 x Stormsmite Greatmaces

10 x Liberators (200) - Warhammers

10 x Evocators (400) - Lore of Invigoration : Celestial Blades

TOTAL: 1940/2000 EXTRA COMMAND POINTS: 1

Ryan Kirby

Ghyran

Leaders

- Plague Priest on Plague Furnace - 180

General, Command Trait: Master of Rot and Ruin

Artefact: Liber Bubonicus

- Plague Priest on Plague Furnace - 180

Artefact: The Foul Pendant

- Plague Priest - 80

- Verminlord Corruptor - 260

Artefact: Blistervous, the Living Cyst

Battleline

- 5 Plague Censer Bearers - 60

- 40 Plague Monks - 240

Contagion Banner, Icon of Pestilence

Doom Gong, Bale-Chimes

- 40 Plague Monks - 240

Contagion Banner, Icon of Pestilence

Doom Gong, Bale-Chimes

Artillery

- Plagueclaw - 160

- Plagueclaw - 160

- Plagueclaw - 160

Warscroll Battalions

- Congregation of Filth - 160

- Foulrain Congregation - 110

Total - 1990

Extra Command Points - 2

Shaun Talbot

Allegiance: Mixed Chaos

Mortal Realm: Ghyran

Leaders

Lord of Chaos (140)

- *General*

- *Trait: Malicious Conqueror*

- *Artefact: Ghyrstrike*

- *Mark of Chaos: Tzeentch*

Sayl the Faithless (200)

- *Mark of Chaos: Tzeentch*

Drazhoath the Ashen (320)

- *Allies*

Battleline

5 x Chaos Warriors (90)

- *Hand Weapon & Shield*

- *Mark of Chaos: Tzeentch*

5 x Chaos Warriors (90)

- *Hand Weapon & Shield*

- *Mark of Chaos: Tzeentch*

5 x Chaos Warriors (90)

- *Hand Weapon & Shield*

- *Mark of Chaos: Tzeentch*

Units

1 x Chaos Gorebeast Chariots (100)

- *Greatblade*

- *Mark of Chaos: Tzeentch*

1 x Chaos Gorebeast Chariots (100)

- *Greatblade*

- *Mark of Chaos: Tzeentch*

Behemoths

Chaos War Mammoth (320)

- *Mark of Chaos: Tzeentch*

Chimera (240)

Battalions

Godsworn Champions of Ruin (170)

Endless Spells / Terrain

Balewind Vortex (40)

Chronomantic Cogs (60)

Total: 1960 / 2000

Extra Command Points: 1

Allies: 320 / 400

Wounds: 105

Thomas Gates

Allegiance: Gloomspite Gitz

1x Scuttleboss on Gigantic Spider (100)
General (Monstrous Mount)

1x Webspinner Shaman on Arachnarok Spider (300)
Sneaky Distraction, Totem of the Spider God

1x Webspinner Shaman on Arachnarok Spider (300)
Venomous Spiderlings

1x Fungoid Cave-Shaman (90)
Hand of Gork

10x Spider Riders (200)
10x Spider Riders (200)
40x Stabbas (Spears) (260)
5x Loonsmasha Fanatics (140)

1x Grot Spear Chukka (120)
1x Grot Spear Chukka (120)

1x Morks Mighty Mushroom (80)
1x Scuttletide (30)
1x Germinids of the Uhl-Gysh (40)
1x Quick Silver Swords (20)

Total: 2000/ 2000
Extra Command Points: 0

Fluff:

Pieces of Eight... Realms.

Self proclaimed Pirate King Arrragrog leads a small crew of spider riding goblin pirates in his personal quest to amass and horde rare artefacts of the eight mortal realms. Bad Moon Loonshrine locations are secretly selected by Arrragrog as treasure burial sights, the reason for this is two fold. Firstly they are reasonably guarded by clans of Moonclan Goblins. More cunningly however he can swindle those clans nearby to paying him a protection fee to practically guard his booty for him.

Noteworthy Crewmen

Pirate King Arrragrog

A cruel prank resulting consumption of spider venom resulted in a young goblin deckhand being abandoned and left for dead by the rest of his crew. As he lay dying, the moonlight began to whisper to him, his joints began to pop and twist, and his body began to bloat as he felt a burning in his ribs before they tore apart revealing two new pairs of arms. Reborn, Arrragrog had now taken the form of a gigantic spider goblin hybrid. Having been born of the Bad Moon forest goblins sought him out believing him to be a prophet or even a deity. Arrragrog welcomed this attention quickly forming a crew of Spider Raiders.

The Iron Arachnarok

Obtaining a flagship is a high priority for any pirate king, and for Arrragrog it was no different. Arrragrog planned an ambush to secure a Kharadron frigate from the Skypport Barak-Zon, well aware that their thirst for glory and valor would prevent the Kharadron from fleeing. His trap worked, however the frigate was damaged during the conflict and was no longer able to fly. Crik, a practicing shaman in the ranks harnessed the power of the Bad Moon to reform the wreckage to resemble a hulking metal spider. Pleased with Crik's efforts Arrragrog promoted him to captain of the newly acquired flag ship, which he dubbed "The Iron Araknarok".

Ziatbak & Fluffy

Grand Shaman Ziatbak was collecting mushrooms in the forest of Ghurr when he stumbled upon the calamity. A hungry basilisk having killed an araknarok was feasting on her babies. No match for such a beast in combat Ziatbak waited for the beast to vacate the scene before investigating further, sadly finding that all but one of the babies had been devoured. Caring for the baby spider like his own child it soon grew strong, and large... very very large. Their bond is so strong that in battle Ziatbak and his Araknarok Fluffy attack in such unison it is both a terrifying and inspiring sight to behold.

Hookline & Sinka

If any pirate should need reprimanded they are placed on warmachine duty to prove their worth (Hookline a harpoon, and Sinka a cannon). Each team frantically fights to outdo the other, as for the worst performer it Davy Jones' locker.

Thomas Smart

Thomas Smart

Flesh Eater Courts

Gristlegore Grand Court

Realm: Ghyran

Ghoul king on Terrorgheist 400

General

Command Trait: Savage Strike

Artefact: Ghurish Mawshard

Spell: Blood Feast

Mount Trait: Gruesome Bite

Ghoul king on Zombie dragon 440

Spell: Spectral Host

Artefact: The Dermal Robe

Mount Trait: Razor Clawed

Archregent 200

Spell: Monstrous Vigour

Crypt Ghast courtier 60

Battalion

40 Crypt Ghouls 360

Battalion

10 Crypt Ghouls 100

Battalion

10 Crypt Ghouls 100

3 Crypt Horrors 160

Battalion

Battalion: Kings Ghouls 120

Terrain: Charnel Throne 0

Points 1940

Extra Command points 1

Leaders 4

Battleline 3

Artillery 0

Behemoths 2

Other 1

Allies 0

Travis Cooper

Chaos Lord on Daemonic Mount (140)

- General
- Command Trait : Lord of Terror
- Artefact : Helm of the Oppressor
- Mark of Chaos : Khorne

Chaos Sorcerer Lord (160)

- Runestaff

Lord of Chaos (140)

- Mark of Chaos : Khorne

Bloodsecrator (140)

- Allies

Bloodstoker (80)

- Allies

10 x Chaos Warriors (180)

- Hand Weapon & Shield
- Mark of Chaos : Khorne

10 x Chaos Warriors (180)

- Hand Weapon & Shield
- Mark of Chaos : Khorne

20 x Chaos Marauders (120)

- Flails
- Damned Icon
- Mark of Chaos : Khorne

This line is here to test if you actually check these :-)

We do, and I have. You are officially my 3rd favorite Herald of War and I hope Danny beats you in all the painting awards.

10 x Chaos Knights (320)

- Chaos Glaives
- Mark of Chaos : Khorne

1 x Chaos Warshrine (160)

- Mark of Chaos : Khorne

10 x Chaos Chosen (280)

- Mark of Chaos : Khorne

Chronomantic Cogs (60)

TOTAL: 1960/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 150

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

Sigmar's Fallen - a Slaves to Darkness army

Raa'khan should not be alive, but the Gods had smiled upon him and his heart still beats, for now.

Once he stood proud as his Lord's favoured weaver of magic, a lord of sorcery in service of the Gods with none around him being able to claim to be even close to his equal. His Lord lead a grand alliance of chaos across the mortal realms laying waste to all before them.

But that alliance is no more. It was destroyed by the lightning-bound monstrosities of the false god Sigmar. Very few escape that massacre and Raa'khan found himself falling out of favour.

Raa'khan devised a plan to turn the powers of the false god to the bidding of the true Gods of Chaos. Though he is hesitant to admit it, he made bargains and pacts with beings more powerful than himself and a method to achieve his desires was created.

A great temple was built. It cost the lives of many slaves, but Raa'khan and his master cared not. Their blood and bone was simple made part of the foundations. A lodestone of terrible power was set in place surrounded by arcane sigils and runes that would drive a mortal man to claw out his own eyes.

Now, when the warrior of the false god Sigmar fell nearby, they would be returned to serve the Gods of Chaos. It is not a precise mechanism and it is one that is used sparingly, less it attract unwanted attention.

Raa'khan had redeemed himself, but fate is not without a sense of irony.

A mighty Lord-Cellestant, corrupted of purpose, emerged from the sacrificial pool in which the lodestone rests. He challenged Raa'khan's master to a content of arms. A foolish move, had he not parted his head from his shoulders with but two swings of his axe.

Sigmar's Fallen now follow a new master. A mighty lord dedicated to Khorne. Raa'khan lives but only as a means to an end. He is beaten. He is cursed. He is treated no better than the pathetic mortal chaff that is drawn to the banner of his new lord.

Raa'khan must continue his work lest he find himself headless in the mud. An uneasy alliance, but a necessity for the army to thrive and for his own continued existence.

No longer as these warriors of Sigmar and forces of order. They have been ripped away from the light and exist now as slaves to the darkness.

Tristan Smith

Allegiance: Kharadron Overlords

Mortal Realm: Ghur

"The Magnificent 123"

Skyport: Barak-Urbaz

- *Additional Footnote: There's No Trading With Some People*

Leaders

Arkanaut Admiral (120)

- *General*

- *Trait: Prospector*

- *Artefact: Gryph-feather Charm*

Aether-Khemist (160)

- *Artefact: Aethershock Earbuster (Urbaz Amendment - Additional Artefact)*

Aether-Khemist (160)

Battleline

40 x Arkanaut Company (480)

- *12x Light Skyhooks*

40 x Arkanaut Company (480)

- *12x Light Skyhooks*

40 x Arkanaut Company (480)

- *12x Light Skyhooks*

Total: 1880 / 2000

Extra Command Points: 2

Allies: 0 / 400

Wounds: 136

Ty Swan

Player: Ty Swan

Team/club: Team Laser Pussy

Allegiance: Disciples of Tzeentch

Realm: Hysh

Leaders

Gaunt Summoner and Chaos Familiars (180)

- General
- Trait: Arcane Sacrifice
- Artefact: Aspect of Tzeentch
- Lore of Fate: Arcane Suggestion

Lord of Change (380)

- Artefact: Mark of the Conjuror
- Lore of Change: Tzeentch's Firestorm

The Blue Scribes (140)

- Lore of Change: Arcane Transformation

Battleline

10 x Pink Horrors of Tzeentch (200)

- Lore of Change: Bolt of Tzeentch

10 x Pink Horrors of Tzeentch (200)

- Lore of Change: Fold Reality

10 x Pink Horrors of Tzeentch (200)

- Lore of Change: Unchecked Mutation

Units

10 x Blue Horrors of Tzeentch (100)

10 x Blue Horrors of Tzeentch (100)

10 x Brimstone Horrors of Tzeentch (70)

10 x Brimstone Horrors of Tzeentch (70)

Battalions

Changehost (180)

Endless Spells / Terrain

Balewind Vortex (40)

Aethervoid Pendulum (40)

Chronomantic Cogs (60)

Geminids of Uhl-Gysh (40)

Total: 2000 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 94

Tyson Braithwaite

Drunk on Sacramental Wine

Tyson B - Allegiance: Legion of Sacrament - Mortal Realm: Shyish

LEADERS Arkhan the Black Mortarch of Sacrament (320) - General - Lore of the Dead : Overwhelming Dread (Deathmages) Necromancer (110) - Lore of the Deathmages : Fading Vigour Necromancer (110) - Lore of the Deathmages : Soul Harvest Vampire Lord (140) - Nightmare - Artefact : Azyrbane Standard - Lore of the Vampires : Vile Transference Vampire Lord on Zombie Dragon (440) - Deathlance & Shield & Chalice - Artefact : Ethereal Amulet - Lore of the Vampires : Amethystine Pinions

UNITS 5 x Dire Wolves (60) 5 x Dire Wolves (60) 40 x Skeleton Warriors (280) - Ancient Blades 20 x Skeleton Warriors (160) - Ancient Spears

BEHEMOTHS Mortis Engine (180)

BATTALIONS Lords of Sacrament (130)

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 132 LEADERS: 5/6 BATTLELINES: 4 (3+) BEHEMOTHS: 3/4 ARTILLERY: 0/4 ARTEFACTS: 2/2 ALLIES: 0/400

Tyson Gleeson

Allegiance: Seraphon

Mortal Realm: Shyish

Leaders

Engine of the Gods (220)

- *Artefact: Ethereal Amulet*

Engine of the Gods (220)

Slann Starmaster (260)

- *General*

- *Trait: Great Rememberer*

- *Artefact: The Ragged Cloak*

Saurus Astrolith Bearer (160)

Battleline

10 x Skinks (60)

- *Meteoric Javelins & Star Bucklers*

10 x Skinks (60)

- *Meteoric Javelins & Star Bucklers*

10 x Skinks (60)

- *Meteoric Javelins & Star Bucklers*

Units

4 x Razordons (160)

3 x Skink Handlers (40)

Behemoths

Bastiladon (280)

Bastiladon (280)

Battalions

Thunderquake Starhost (120)

Endless Spells / Terrain

Balewind Vortex (40)

Geminids of Uhl-Gysh (40)

Total: 2000 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 94

Wadafu'k'NiGa has arrived in Shyish to investigate the recent arcane disturbances caused by the necroquake and investigate the chaos involvement that permeates through the disturbed arcane energies that the ancient Slann has detected. Although he was at odds with the rest of the seer council Wadafu'k'NiGa could see the danger that the rise in undead activity posed to the mortal realms, as much if not more than the sworn enemy of the Slann, chaos in all its forms. He alone could see the danger this posed he would need proof to take to the council to galvanise them to action. Casting his mind back to the Lustria of old he conjured images of the long dead warriors that had been at his side in the end times. Mighty bastiladons, Great world-altering engines of the gods and the loyal skinks that had attended to the every need of the Slann. Using the power of his mind he grasped the ever-present starlight and solidified these images with form and substance bringing to life a starhost that shook the ground with thunder as it rolled across the realm of death seeking the very source of the necroquake, Nagash's great black pyramid, it was there that he would find his answers, his proof that would allow the council to begin the ruminations to find a solution to the rise of death and its malign portents.

Wayne Buck

Allegiance: Skaventide

Mortal Realm: Shyish

Leaders

Verminlord Warpseer (260)

- *General*

- *Trait: Master of Magic*

- *Artefact: Suspicious Stone*

Arch-Warlock (160)

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

Grey Seer (120)

- *Lore of Ruin: Death Frenzy*

Skaven Clawlord on Brood Horror(160)

- *Mighty Warlord Command Trait: Verminous Valour*

Battleline

40 x Clanrats (200)

- *Rusty Blade*

40 x Clanrats (200)

- *Rusty Spear*

20 x Clanrats (120)

- *Rusty Blade*

Units

20 x Skryre Acolytes (240)

1 x Ratling Gun (80)

War Machines

Doomwheel (160)

Warp Lightning Cannon (180)

Endless Spells / Terrain

Warp Lightning Vortex (100)

Soulsnare Shackles (20)

Total: 2000 / 2000

Extra Command Points: 0

Allies: 0 / 400

Wounds: 170

William Knight

Allegiance: Legion of Blood

Mortal Realm: Shyish

Leaders

Vampire Lord on Zombie Dragon(440)

- General
- Deathlance & Shield & Chalice
- Trait: Aristocracy of Blood
- Artefact: Ethereal Amulet
- Lore of the Vampires: Amethystine Pinions

Vampire Lord on Zombie Dragon(440)

- Deathlance & Shield & Chalice
- Lore of the Vampires: Vile Transference

Prince Vhordrai (480)

- Lore of the Vampires: Vile Transference

Battleline

5 x Dire Wolves (60)

5 x Dire Wolves (60)

5 x Dire Wolves (60)

Units

30 x Grimghast Reapers (360)

Endless Spells

Prismatic Palisade (30)

Quicksilver Swords (20)

Total: 1950 / 2000

Extra Command Points: 1

Allies: 0 / 400

Wounds: 102

Fluff:

Zeke White

Allegiance: Gloomspite Gitz

Mortal Realm: Aqshy

Leaders

Scuttleboss on Gigantic Spider (100)

- *General*

- *Trait: Monstrous Mount*

- *Artefact: Headdress of Many Eyes*

Webspinner Shaman on Arachnarok Spider (300)

- *Artefact: Ignax's Scales*

- *Lore of the Spiderfangs: Sneaky Distraction*

Webspinner Shaman (80)

- *Artefact: Thermalrider Cloak*

- *Lore of the Spiderfangs: Gift of da Spider God*

Battleline

10 x Spider Riders (200)

10 x Spider Riders (200)

10 x Spider Riders (200)

Behemoths

Arachnarok Spider with Spiderfang Warparty (250)

Arachnarok Spider with Spiderfang Warparty (250)

Battalions

Arachnarok Spider Cluster (100)

Spiderfang Stalk (110)

Spider Rider Skittermob (120)

Endless Spells / Terrain

Scuttletide (30)

Malevolent Moon (50)

Total: 1990 / 2000

Extra Command Points: 3

Allies: 0 / 400

Wounds: 112

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