

2019 Infernal Zoo Lists and Round 1 Matchups

Note, match ups may change if there are last minute drops.

Each player will be provided with 5 of these summaries of their army to share with their opponents as well as a single detailed Army Builder file with unit stats and rule descriptors. Your opponents may have a looksy at this if they like/need.

TABLE 1

4500 Pts - Warriors of the Dark Gods Army List - Ben Kerr

Total Army List Cost: 4500

Chosen Lord (1#, 580 pts)

- 1 Chosen Lord of Envy, 320 pts = (base cost 295 + Favour of Envy 25)
- 1 Burning Portent, 130 pts
- 1 Dusk Forged, 50 pts
- 1 Dragonfire Gem, 20 pts
- 1 War Dais, 60 pts

Sorcerer (1#, 720 pts)

- 1 Sorcerer, 385 pts = (base cost 145 + Wizard Master 225 + Plate Armour 15)
- 1 Alchemist's Alloy, 15 pts **Evocation**
- 1 Obsidian Rock, 25 pts
- 1 Aether Icon, 15 pts
- 1 Battleshrine, 280 pts

Barbarian Chief (2#, 500 pts)

- 1 Barbarian Chief, 125 pts = (base cost 115 + Great Weapon 10)
- 1 Wasteland Behemoth, 375 pts

Sorcerer (1#, 220 pts)

Alchemy

- 1 Sorcerer, 220 pts = (base cost 145 + Wizard Adept 75)

Warriors (18#, 507 pts)

- 17 Warriors, 418 pts = 17 * 24 (base cost 24) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 54 pts
- 1 Flaming Standard, 35 pts

Barbarians (15#, 155 pts)

- 15 Barbarians, 155 pts = 15 * 7 (base cost 7) + Base Cost Adjustment 30 + Musician Mus 20

Warhounds (8#, 120 pts)

- 8 Warhounds, 120 pts = 8 * 10 (base cost 10) + Base Cost Adjustment 40

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- 8 Warhounds, 120 pts = 8 * 10 (base cost 10) + Base Cost Adjustment 40

Chosen Knights (3#, 489 pts)

- 2 Chosen Knights of Pride, 336 pts = 2 * 128 (base cost 125 + Favour of Pride 3) + Base Cost Adjustment 60 + Musician Mus 20
- 1 Champion, 153 pts = (base cost 150 + Favour of Pride 3)

Chosen Knights (3#, 489 pts)

- 2 Chosen Knights of Pride, 336 pts = 2 * 128 (base cost 125 + Favour of Pride 3) + Base Cost Adjustment 60 + Musician Mus 20
- 1 Champion, 153 pts = (base cost 150 + Favour of Pride 3)

Marauding Giant (1#, 300 pts)

- 1 Marauding Giant, 300 pts = (base cost 260 + Tribal Warspear 40)

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- 1 Marauding Giant, 300 pts = (base cost 260 + Tribal Warspear 40)

4500 Pts - Undying Dynasties Army List - John Leeman

Total Army List Cost: 4500

Death Cult Hierarchy (1#, 445 pts)

Divination

1 Death Cult Hierarchy, 350 pts = (base cost 125 + Wizard Master 225)

1 Ankh of Naptesh, 45 pts

1 Talisman of the Void, 50 pts

Death Cult Hierarchy (1#, 260 pts)

1 Death Cult Hierarchy, 200 pts = (base cost 125 + Wizard Adept 75)

1 Book of Arcane Mastery, 60 pts

Cosmology

Nomarch (1#, 285 pts)

1 Nomarch, 155 pts = (base cost 140 + Heavy Armour 10 + Shield 5)

1 Basalt Infusion, 35 pts

1 Death Mask of Teput, 35 pts

1 Lucky Charm, 10 pts

1 Skeleton Chariot, 50 pts

Skeleton Chariots (7#, 720 pts)

7 Skeleton Chariots, 675 pts = 7 * 80 (base cost 65 + Legion Charioteers 15) + Base Cost Adjustment 95 + Standard Bearer Std 20

1 Stalker's Standard, 45 pts

Skeleton Scouts (5#, 130 pts)

5 Skeleton Scouts, 130 pts = 5 * 16 (base cost 16) + Base Cost Adjustment 50

Skeleton Scouts (5#, 130 pts)

5 Skeleton Scouts, 130 pts = 5 * 16 (base cost 16) + Base Cost Adjustment 50

Skeletons (20#, 170 pts)

20 Skeletons, 170 pts = 20 * 10 (base cost 10) + Base Cost Adjustment -50 + Champion Sgt 20

Tomb Cataphracts (6#, 570 pts)

6 Tomb Cataphracts, 570 pts = 6 * 90 (base cost 90) + Base Cost Adjustment 30

Shabti Archers (8#, 600 pts)

8 Shabti Archers, 600 pts = 8 * 80 (base cost 80) + Base Cost Adjustment -40

Sand Scorpion (1#, 160 pts)

1 Sand Scorpion, 160 pts

Sand Scorpion (1#, 160 pts)

1 Sand Scorpion, 160 pts

Colossus (1#, 435 pts)

1 Colossus, 435 pts = (base cost 420 + Paired Weapons 15)

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1 Colossus, 435 pts = (base cost 420 + Paired Weapons 15)

TABLE 2

4500 Pts – Jack Kelly Warriors of the Dark Gods Army List

Total Army List Cost: 4498

Exalted Herald (1#, 850 pts)

Chosen Lord (1#, 675 pts) - General

- 1 Chosen Lord of Envy, 320 pts = (base cost 295 + Favour of Envy 25)
- 1 Burning Portent, 130 pts
- 1 Dragonfire Gem, 20 pts
- 1 Talisman of Shielding, 50 pts
- 1 Luck of the Dark Gods, 60 pts
- 1 Karkadan, 95 pts

Sorcerer (1#, 410 pts)

- 1 Sorcerer, 240 pts = (base cost 145 + Wizard Adept 75 + Paired Weapons 5 + Plate Armour 15)
- 1 Hero's Heart, 60 pts
- 1 Basalt Infusion, 35 pts
- 1 Potion of Strength, 10 pts
- 1 Path of Evocation, 0 pts
- 1 Dark Chariot, 65 pts

Warriors (20#, 760 pts)

- 19 Warriors of Sloth, 637 pts = 19 * 33 (base cost 24 + Favour of Sloth 9) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 63 pts = (base cost 54 + Favour of Sloth 9)
- 1 Zealots Banner, 60 pts

Fallen (5#, 150 pts)

- 5 Fallen, 150 pts = 5 * 18 (base cost 18) + Base Cost Adjustment 60

Warhounds (5#, 90 pts)

- 5 Warhounds, 90 pts = 5 * 10 (base cost 10) + Base Cost Adjustment 40

Warrior Knights (5#, 350 pts)

- 4 Warrior Knights of Envy, 258 pts = 4 * 57 (base cost 44 + Favour of Envy 5 + Lance 8) + Base Cost Adjustment 30
- 1 Champion, 92 pts = (base cost 79 + Favour of Envy 5 + Lance 8)

Chosen Knights (3#, 568 pts)

- 2 Chosen Knights of Envy, 362 pts = 2 * 131 (base cost 125 + Favour of Envy 6) + Base Cost Adjustment 60 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 156 pts = (base cost 150 + Favour of Envy 6)
- 1 Banner of Speed, 50 pts

Forsaken One (1#, 400 pts)

- 1 Forsaken One, 400 pts

Chimera (1#, 245 pts)

- 1 Chimera, 245 pts = (base cost 200 + Wings 45)

4500 Pts - Kingdom of Equitaine Army List - Joe Firth

Total Army List Cost: 4494

Duke (1#, 755 pts)

- 1 Grail Duke, 245 pts = (base cost 170 + Grail Oath 50 + Lance 20 + Shield 5)
- 1 Divine Judgement, 80 pts
- 1 Fortress of Faith, 60 pts
- 1 Uther's Conviction, 55 pts
- 1 Virtue of Might, 100 pts
- 1 Hippogryph, 215 pts

Paladin (1#, 400 pts)

- 1 Paladin, 195 pts = (base cost 130 + Battle Standard Bearer 50 + Lance 10 + Shield 5)
- 1 Wyrnwood Core, 45 pts
- 1 Banner of Roland, 50 pts
- 1 Virtue of Renown, 70 pts
- 1 Barded Warhorse, 40 pts

Damsel (1#, 535 pts)

- 1 Damsel, 345 pts = (base cost 120 + Wizard Master 225)
- 1 Crystal Ball, 40 pts **Druidism**
- 1 Magical Heirloom, 50 pts
- 1 Equitaine Unicorn, 100 pts

Knights Aspirant (6#, 328 pts)

- 6 Knights Aspirant, 328 pts = 6 * 38 (base cost 38) + Base Cost Adjustment 40 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Knights of the Realm (15#, 852 pts)

- 15 Knights of the Realm, 752 pts = 15 * 48 (base cost 48) + Base Cost Adjustment -28 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Banner of the Last Charge, 100 pts

Knights of the Grail (9#, 784 pts)

- 9 Knights of the Grail, 784 pts = 9 * 84 (base cost 84) + Base Cost Adjustment -32 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

The Green Knight (1#, 375 pts)

- 1 The Green Knight, 375 pts

Yeoman Outriders (5#, 125 pts)

- 5 Yeoman Outriders, 125 pts = 5 * 14 (base cost 14) + Base Cost Adjustment 55

Pegasus Knights (3#, 340 pts)

- 3 Pegasus Knights, 340 pts = 3 * 95 (base cost 95) + Base Cost Adjustment 55

TABLE 3

4500 Pts - Empire of Sonnstahl Army List - Will Stanley

Total Army List Cost: 4499

Prelate (1#, 370 pts)

- 1 Prelate, 190 pts = (base cost 160 + Great Weapon 10 + Plate Armour 20)
- 1 Imperial Seal, 100 pts
- 1 Locket of Sunna, 70 pts
- 1 Lucky Charm, 10 pts

Marshal (1#, 325 pts)

- 1 Marshal, 225 pts = (base cost 160 + Great Tactician 60 + Shield 5)
- 1 Death Warrant, 55 pts
- 1 Blacksteel, 45 pts

Wizard (1#, 250 pts)

- 1 Wizard, 200 pts = (base cost 125 + Wizard Adept 75) Divination
- 1 Magical Heirloom, 50 pts

Wizard (1#, 505 pts)

- 1 Wizard, 205 pts = (base cost 125 + Wizard Adept 75 + Light Armour 5)
- 1 Death Cheater, 100 pts
- 1 Arcane Engine, 200 pts Pyromancy

Electoral Cavalry (10#, 530 pts)

10 Knightly Orders, 530 pts = 10 * 46 (base cost 29 + Knightly Orders 9 + Lance 4 + Shield 4) + Base Cost Adjustment 10 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Electoral Cavalry (5#, 235 pts)

5 Electoral Cavalry, 235 pts = 5 * 37 (base cost 29 + Lance 4 + Shield 4) + Base Cost Adjustment 10 + Musician Mus 20 + Standard Bearer Std 20

Light Infantry (15#, 200 pts)

15 Crossbowmen, 200 pts = 15 * 13 (base cost 13) + Base Cost Adjustment 5

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15 Crossbowmen, 200 pts = 15 * 13 (base cost 13) + Base Cost Adjustment 5

Imperial Guard (32#, 699 pts)

32 Imperial Guard, 659 pts = 32 * 22 (base cost 19 + Great Weapon 3) + Base Cost Adjustment -105 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Household Standard, 40 pts

Reiters (5#, 175 pts)

5 Reiters, 175 pts = 5 * 34 (base cost 29 + Brace of Pistols (4+) 5) + Base Cost Adjustment 5

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5 Reiters, 175 pts = 5 * 34 (base cost 29 + Brace of Pistols (4+) 5) + Base Cost Adjustment 5

1 Volley Gun, 200 pts = (base cost 0 + Volley Gun (4+) 200)

1 Imperial Rocketeers, 160 pts = (base cost 0 + Imperial Rocketeer (4+) 160)

1 Steam Tank, 475 pts

4500 Pts - Ogre Khans Army List - Andrew Geddon

Total Army List Cost: 4492

Shaman (1#, 535 pts)

- 1 Shaman, 440 pts = (base cost 200 + Wizard Master 225 + Iron Fist 10 + Light Armour 5)
- 1 Talisman of the Void, 50 pts **Shamanism**
- 1 Gut Roarer, 45 pts

Khan (1#, 405 pts)

- 1 Khan, 260 pts = (base cost 190 + Battle Standard Bearer 50 + Iron Fist 10 + Heavy Armour 10)
- 1 Karkadan's Resilience, 45 pts
- 1 Lygur's Tongue, 55 pts
- 1 Cult Leader, 45 pts

Mammoth Hunter (1#, 405 pts)

- 1 Mammoth Hunter, 240 pts = (base cost 210 + Scout 15 + Iron Fist 15)
- 1 Wrestler's Belt, 70 pts
- 1 Lucky Charm, 10 pts
- 1 Trolleater, 85 pts

Mammoth Hunter (1#, 375 pts)

- 1 Mammoth Hunter, 240 pts = (base cost 210 + Scout 15 + Iron Fist 15)
- 1 Death Cheater, 100 pts
- 1 Spinsplitter, 35 pts

Bruisers (10#, 827 pts)

- 10 Bruisers, 777 pts = 10 * 76 (base cost 76) + Base Cost Adjustment -43 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Pennant of the Great Grass Sky, 50 pts

Tribesman (3#, 155 pts)

- 3 Tribesmen, 155 pts = 3 * 52 (base cost 52) + Base Cost Adjustment -1

Tribesman (3#, 155 pts)

- 3 Tribesmen, 155 pts = 3 * 52 (base cost 52) + Base Cost Adjustment -1

Bombardiers (3#, 185 pts)

- 3 Bombardiers, 185 pts = 3 * 82 (base cost 82) + Base Cost Adjustment -61

Bombardiers (3#, 185 pts)

- 3 Bombardiers, 185 pts = 3 * 82 (base cost 82) + Base Cost Adjustment -61

Rock Auroch (1#, 485 pts)

- 1 Rock Auroch, 475 pts
- 1 Rider, 10 pts = (base cost 0 + Lance 10)

Rock Auroch (1#, 485 pts)

- 1 Rock Auroch, 475 pts
- 1 Rider, 10 pts = (base cost 0 + Lance 10)

Slave Giant (1#, 295 pts)

- 1 Slave Giant, 295 pts = (base cost 265 + ^{Great}Weapon 30)

TABLE 4

4500 Pts - Empire of Sonnstahl Army List - Joel Flynt

Total Army List Cost: 4500

Prelate (1#, 370 pts)

- 1 Prelate, 190 pts = (base cost 160 + Great Weapon 10 + Plate Armour 20)
- 1 Imperial Seal, 100 pts
- 1 Locket of Sunna, 70 pts
- 1 Potion of Strength, 10 pts

Marshal (1#, 325 pts)

- 1 Marshal, 225 pts = (base cost 160 + Great Tactician 60 + Shield 5)
- 1 Blacksteel, 45 pts
- 1 Binding Scroll, 55 pts

Wizard (1#, 460 pts)

- 1 Wizard, 350 pts = (base cost 125 + Wizard Master 225)
- 1 Binding Scroll, 55 pts
- 1 Essence of a Free Mind, 55 pts

Alchemy and
Cosmology

Wizard (1#, 260 pts)

- 1 Wizard, 200 pts = (base cost 125 + Wizard Adept 75)
- 1 Book of Arcane Mastery, 60 pts

Divination

Electoral Cavalry (10#, 530 pts)

- 10 Knightly Orders, 530 pts = $10 * 46$ (base cost 29 + Knightly Orders 9 + Lance 4 + Shield 4) + Base Cost Adjustment 10 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Light Infantry (15#, 220 pts)

- 15 Crossbowmen, 220 pts = $15 * 13$ (base cost 13) + Base Cost Adjustment 5 + Musician Mus 20

Light Infantry (15#, 220 pts)

- 15 Handgunners, 220 pts = $15 * 13$ (base cost 13) + Base Cost Adjustment 5 + Musician Mus 20

State Militia (10#, 140 pts)

- 10 State Militia, 140 pts = $10 * 10$ (base cost 10) + Base Cost Adjustment 40

State Militia (10#, 140 pts)

- 10 State Militia, 140 pts = $10 * 10$ (base cost 10) + Base Cost Adjustment 40

Arcane Altar (1#, 290 pts)

- 1 Arcane Engine, 290 pts

Imperial Guard (25#, 470 pts)

- 25 Imperial Guard, 430 pts = $25 * 19$ (base cost 19) + Base Cost Adjustment -105 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Banner of Unity, 40 pts

Reiters (5#, 175 pts)

- 5 Reiters, 175 pts = $5 * 34$ (base cost 29 + Brace of Pistols (4+) 5) + Base Cost Adjustment 5

Reiters (5#, 175 pts)

- 5 Reiters, 175 pts = $5 * 34$ (base cost 29 + Brace of Pistols (4+) 5) + Base Cost Adjustment 5

Artillery (1#, 250 pts)

- 1 Cannon, 250 pts = (base cost 0 + Cannon (4+) 250)

Steam Tank (1#, 475 pts)

- 1 Steam Tank, 475 pts

4500 Pts - Saurian Ancients Army List - Kenyon Duncan

Total Army List Cost: 4500

Skink Captain (1#, 730 pts)

- 1 Skink Captain, 135 pts = (base cost 80 + Battle Standard Bearer 50 + Light Lance 5)
- 1 Spirit of the Stampede, 70 pts
- 1 Taurosaur, 525 pts = (base cost 435 + Engine of the Ancients 90)

Skink Priest (1#, 350 pts) - General

- 1 Skink Priest, 190 pts = (base cost 115 + Wizard Adept 75)
- 1 Jade Staff, 60 pts
- 1 Sun Tablet, 40 pts
- 1 Path of Druidism, 0 pts
- ~~1 Skink Palanquin, 60 pts~~

Skink Braves (43#, 675 pts)

- 40 Skink Braves, 380 pts = $40 * 8$ (base cost 8) + Base Cost Adjustment 20 + Champion Sgt 20 + Standard Bearer Std 20
- 3 Caimans, 270 pts = $3 * 90$
- 1 Legion Standard, 25 pts

Skink Braves (15#, 225 pts)

- 15 Skink Braves, 190 pts = $15 * 10$ (base cost 8 + Replace Shield for Bow (4+) 2) + Base Cost Adjustment 20 + Standard Bearer Std 20
- 1 Banner of Discipline, 35 pts

Caimans (8#, 650 pts)

- 8 Caimans, 650 pts = $8 * 80$ (base cost 80) + Base Cost Adjustment -30 + Champion Sgt 20 + Standard Bearer Std 20

Caimans (8#, 650 pts)

- 8 Caimans, 650 pts = $8 * 80$ (base cost 80) + Base Cost Adjustment -30 + Champion Sgt 20 + Standard Bearer Std 20

Skink Hunters (5#, 130 pts)

- 5 Skink Hunters, 130 pts = $5 * 14$ (base cost 14) + Base Cost Adjustment 40 + Vanguard 20

Skink Hunters (5#, 130 pts)

- 5 Skink Hunters, 130 pts = $5 * 14$ (base cost 14) + Base Cost Adjustment 40 + Vanguard 20

Chameleons (5#, 130 pts)

- 5 Chameleons, 130 pts = $5 * 20$ (base cost 20) + Base Cost Adjustment 30

Stygiosaur (1#, 415 pts)

- 1 Stygiosaur, 305 pts
- 1 Skink Rider, 110 pts = (base cost 0 + Mystic Traveler 110)

Stygiosaur (1#, 415 pts)

- 1 Stygiosaur, 305 pts
- 1 Skink Rider, 110 pts = (base cost 0 + Mystic Traveler 110)

TABLE 5

4500 Pts - Dread Elves Army List - Jake Murphy

Total Army List Cost: 4500

Oracle (1#, 485 pts) - General

- 1 Oracle, 395 pts = (base cost 170 + Wizard Master 225)
- 1 Beastmaster's Lash, 40 pts
- 1 Magical Heirloom, 50 pts witchcraft

Cult Priest (1#, 735 pts)

- 1 Cult Priest of Yema, 190 pts = (base cost 120 + Battle Standard Bearer 50 + Cult of Yema 15 + Shield 5)
- 1 Moraec's Reaping, 55 pts
- 1 Basalt Infusion, 35 pts
- 1 Divine Altar, 440 pts
- 3 Disciples, 15 pts + Paired Weapons 15

Dread Legionnaires (25#, 450 pts)

- 25 Dread Legionnaires, 405 pts = 25 * 15 (base cost 13 + Spear 2) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Rending Banner, 45 pts

Dread Legionnaires (23#, 410 pts)

- 23 Dread Legionnaires, 375 pts = 23 * 15 (base cost 13 + Spear 2) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Flaming Standard, 35 pts

Dread Legionnaires (15#, 265 pts)

- 15 Dread Legionnaires, 205 pts = 15 * 13 (base cost 13) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Academy Banner, 60 pts

Dark Acolytes (5#, 375 pts)

- 4 Dark Acolytes of Yema, 206 pts = 4 * 49 (base cost 45 + Cult of Yema 4) + Base Cost Adjustment 10
- 1 Champion, 169 pts = (base cost 165 + Cult of Yema 4)

Raven Cloaks (5#, 175 pts)

- 5 Raven Cloaks, 175 pts = 5 * 34 (base cost 33 + Paired Weapons 1) + Base Cost Adjustment 5

Raven Cloaks (5#, 175 pts)

- 5 Raven Cloaks, 175 pts = 5 * 34 (base cost 33 + Paired Weapons 1) + Base Cost Adjustment 5

Hunting Chariot (1#, 210 pts)

- 1 Hunting Chariot, 210 pts

Kraken (1#, 390 pts)

- 1 Kraken, 390 pts

Kraken (1#, 390 pts)

- 1 Kraken, 390 pts

Hydra (1#, 440 pts)

- 1 Hydra, 440 pts

4500 Pts - Orcs & Goblins Army List - Michael Hengl

Total Army List Cost: 4500

Orc Warlord (1#, 635 pts)

- 1 Iron Orc Warlord, 385 pts = (base cost 0 + Iron 285 + War Cry! 45 + Great Weapon 20 + Paired Weapons 10 + Lance 20 + Shield 5)
- 1 Talisman of Shielding, 50 pts
- 1 Wyvern, 200 pts

Orc Chief (1#, 295 pts)

- 1 Iron Orc Chief, 225 pts = (base cost 0 + Battle Standard Bearer 50 + Iron 160 + Great Weapon 10 + Paired Weapons 5)
- 1 Destiny's Call, 70 pts

Orc Shaman (1#, 400 pts)

Shamanism

- 1 Feral Orc Shaman, 400 pts = (base cost 0 + Wizard Master 225 + Feral 170 + Paired Weapons 5)

Goblin Witch Doctor (1#, 190 pts)

Pyromancy

- 1 Common Goblin Witch Doctor, 190 pts = (base cost 0 + Wizard Adept 75 + Common 115)

Feral Orc 'Eadbashers (29#, 717 pts)

- 29 Feral Orc 'Eadbashers, 702 pts = 29 * 23 (base cost 17 + Feral 4 + Paired Weapons 2) + Base Cost Adjustment -25 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Aether Icon, 15 pts

Cave Goblins (22#, 192 pts)

- 22 Cave Goblins, 192 pts = 22 * 6 (base cost 6) + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Feral Orc Boar Riders (9#, 316 pts)

- 9 Feral Orc Boar Riders, 316 pts = 9 * 24 (base cost 20 + Shield 4) + Base Cost Adjustment 40 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Iron Orcs (20#, 535 pts)

- 20 Iron Orcs, 490 pts = 20 * 27 (base cost 27) + Base Cost Adjustment -110 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Stalker's Standard, 45 pts

Gargantula (1#, 510 pts)

- 1 Gargantula, 510 pts

Giant (1#, 350 pts)

- 1 Giant, 350 pts = (base cost 285 + Big Brother 35 + Giant Club 30)

Gnasher Herd (30#, 360 pts)

- 30 Gnasher Herd, 360 pts = 30 * 12

TABLE 6

4500 Pts - Warriors of the Dark Gods Army List - Joe Hilligrass

Total Army List Cost: 4500

Chosen Lord (1#, 560 pts)

- 1 Chosen Lord of Wrath, 315 pts = (base cost 295 + Favour of Wrath 20)
- 1 Touch of Greatness, 50 pts
- 1 Death Cheater, 100 pts
- 1 Karkadan, 95 pts

Barbarian Chief (2#, 560 pts)

- 1 Barbarian Chief, 125 pts = (base cost 115 + Throwing Weapons (4+) 5 + Shield 5)
- 1 Hero's Heart, 60 pts
- 1 Wasteland Behemoth, 375 pts

Sorcerer (1#, 145 pts)

- 1 Sorcerer, 145 pts Alchemy

Warriors (15#, 400 pts)

- 14 Warriors, 346 pts = 14 * 24 (base cost 24) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 54 pts

Warriors (15#, 400 pts)

- 14 Warriors, 346 pts = 14 * 24 (base cost 24) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 54 pts

Warriors (15#, 400 pts)

- 14 Warriors, 346 pts = 14 * 24 (base cost 24) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 54 pts

Chosen Knights (5#, 775 pts)

- 5 Chosen Knights of Wrath, 730 pts = 5 * 126 (base cost 125 + Favour of Wrath 1) + Base Cost Adjustment 60 + Musician Mus 20 + Standard Bearer Std 20
- 1 Stalker's Standard, 45 pts

Warrior Chariot (1#, 225 pts)

- 1 Warrior Chariot, 225 pts

Warrior Chariot (1#, 225 pts)

- 1 Warrior Chariot, 225 pts

Warrior Knights (5#, 405 pts)

- 4 Warrior Knights, 278 pts = 4 * 52 (base cost 44 + Lance 8) + Base Cost Adjustment 30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 87 pts = (base cost 79 + Lance 8)
- 1 Icon of the Infinite, 40 pts

Warrior Knights (5#, 405 pts)

- 4 Warrior Knights, 278 pts = 4 * 52 (base cost 44 + Lance 8) + Base Cost Adjustment 30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 87 pts = (base cost 79 + Lance 8)
- 1 Icon of the Infinite, 40 pts

4500 Pts - Vampire Covenant Army List - Josh Calonder

Total Army List Cost: 4471

Necromancer (1#, 510 pts)

- 1 Necromancer, 385 pts = (base cost 125 + Wizard Master 225 + Light Armour 5 + The Dead Arise 30)
- 1 Destiny's Call, 70 pts
- 1 Binding Scroll, 55 pts

Vampire Count (1#, 755 pts)

- 1 Vampire Count, 405 pts = (base cost 330 + Halberd 20 + Paired Weapons 10 + Brotherhood of the Dragon 45)
- 1 Brotherhood of the Dragon Bloodline, 0 pts **Occultism**
- 1 Eternal Duelist, 80 pts
- 1 Legend of the Black King, 110 pts
- 1 Great Monstrous Revenant, 160 pts = (base cost 150 + Great Monstrous Revenant 10)

Dark Coach (1#, 445 pts)

- 1 Dark Coach, 445 pts = (base cost 430 + Extended Chassis 15)

Dark Coach (1#, 445 pts)

- 1 Dark Coach, 445 pts = (base cost 430 + Extended Chassis 15)

Vampire Knights (5#, 605 pts)

- 5 Vampire Knights, 605 pts = 5 * 115 (base cost 90 + Brotherhood of the Dragon 25) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Dire Wolves (8#, 133 pts)

- 8 Dire Wolves, 133 pts = 8 * 11 (base cost 11) + Base Cost Adjustment 25 + Champion Sgt 20

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- 8 Dire Wolves, 133 pts = 8 * 11 (base cost 11) + Base Cost Adjustment 25 + Champion Sgt 20

Bat Swarm (3#, 135 pts)

- 3 Bat Swarm, 135 pts = 3 * 30 (base cost 30) + Base Cost Adjustment 45

Bat Swarm (3#, 135 pts)

- 3 Bat Swarm, 135 pts = 3 * 30 (base cost 30) + Base Cost Adjustment 45

Skeletons (30#, 290 pts)

- 30 Skeletons, 290 pts = 30 * 10 (base cost 10) + Base Cost Adjustment -50 + Champion Sgt 20 + Standard Bearer Std 20

Zombies (25#, 140 pts)

- 25 Zombies, 140 pts = 25 * 5 (base cost 5) + Base Cost Adjustment 15

Zombies (30#, 165 pts)

- 30 Zombies, 165 pts = 30 * 5 (base cost 5) + Base Cost Adjustment 15

Vampire Spawn (7#, 580 pts)

- 7 Vampire Spawn, 580 pts = 7 * 80 (base cost 80) + Champion Sgt 20

TABLE 7

4500 Pts - Vermin Swarm Army List - John Gaffry

Total Army List Cost: 4498

Plague Patriarch (1#, 725 pts)

- 1 Plague Patriarch, 255 pts = (base cost 155 + Wizard Adept 75 + Plague Flail 20 + Light Armour 5)
- 1 Book of Arcane Mastery, 60 pts **Occultism**
- 1 Plague Pendulum, 410 pts

Chief (1#, 355 pts)

- 1 Chief, 175 pts = (base cost 110 + Battle Standard Bearer 50 + Heavy Armour 10 + Shield 5)
- 1 Hero's Heart, 60 pts
- 1 Basalt Infusion, 35 pts
- 1 Vermin Hulk Bodyguard, 85 pts

Rakachit Machinist (1#, 180 pts)

- 1 Rakachit Machinist, 180 pts = (base cost 170 + Ratlock Pistols (3+) 10)

Magister (1#, 200 pts)

- 1 Magister, 200 pts **Witchcraft**

Rats-at-Arms (35#, 435 pts)

- 35 Rats-at-Arms, 385 pts = 35 * 8 (base cost 7 + Spear 1) + Base Cost Adjustment 45 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Banner of the Endless Swarm, 50 pts

Plague Brotherhood (21#, 310 pts)

- 21 Plague Brotherhood, 275 pts = 21 * 10 (base cost 10) + Base Cost Adjustment 5 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Flaming Standard, 35 pts

Giant Rats (20#, 140 pts)

- 20 Giant Rats, 140 pts = 20 * 6 (base cost 6) + Base Cost Adjustment 20

Footpads (10#, 120 pts)

- 10 Footpads, 120 pts = 10 * 9 (base cost 9) + Base Cost Adjustment 30

Footpads (10#, 120 pts)

- 10 Footpads, 120 pts = 10 * 9 (base cost 9) + Base Cost Adjustment 30

Meat Grinder (1#, 150 pts)

- 1 Meat Grinder, 150 pts

Plague Disciples (12#, 238 pts)

- 12 Plague Disciples, 238 pts = 12 * 17 (base cost 17) + Base Cost Adjustment 34

Vermin Hulks (4#, 485 pts)

- 3 Thunder Hulks, 265 pts = 3 * 90 (base cost 75 + Thunder Hulks 15) + Base Cost Adjustment -5
- 1 Champion, 220 pts = (base cost 95 + Thunder Hulks 15 + Globe Launcher (4+) 110)

Jezails (4#, 150 pts)

- 4 Jezails, 150 pts = 4 * 40 (base cost 40) + Base Cost Adjustment -10

Jezails (4#, 150 pts)

- 4 Jezails, 150 pts = 4 * 40 (base cost 40) + Base Cost Adjustment -10

- 1 Plague Catapult, 170 pts = (base cost 0 + Plague Catapult (4+) 170)

- 1 Lightning Cannon, 265 pts = (base cost 0 + Lightning Cannon (4+) 265)

- 1 Dreadmill, 305 pts

4500 Pts - Ogre Khans Army List - Cary Hegna

Total Army List Cost: 4492

Great Khan (1#, 470 pts)

- 1 Great Khan, 315 pts = (base cost 310 + Paired Weapons 5)
- 1 Heart-Ripper, 50 pts
- 1 Wrestler's Belt, 70 pts
- 1 Rampager's Chain, 35 pts

Mammoth Hunter (1#, 310 pts)

- 1 Mammoth Hunter, 225 pts = (base cost 210 + Iron Fist 15)
- 1 Yeti Furs, 40 pts
- 1 Headhunter, 45 pts

Khan (1#, 310 pts)

- 1 Khan, 260 pts = (base cost 190 + Battle Standard Bearer 50 + Iron Fist 10 + Heavy Armour 10)
- 1 Mammoth-Hide Cloak, 50 pts

Shaman (1#, 440 pts)

- 1 Shaman, 440 pts = (base cost 200 + Wizard Master 225 + Iron Fist 10 + Light Armour 5)

Shamanism

Bruisers (10#, 792 pts)

- 10 Bruisers, 777 pts = $10 * 76$ (base cost 76) + Base Cost Adjustment -43 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Skull of Qenghet, 15 pts

Sabretooth Tigers (16#, 455 pts)

- 16 Sabretooth Tigers, 455 pts = $16 * 25$ (base cost 25) + Base Cost Adjustment 55

Tusker Cavalry (4#, 625 pts)

- 4 Tusker Cavalry, 625 pts = $4 * 135$ (base cost 130 + Paired Weapons 5) + Base Cost Adjustment 25 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Bombardiers (8#, 615 pts)

- 8 Bombardiers, 615 pts = $8 * 82$ (base cost 82) + Base Cost Adjustment -61 + Musician Mus 20

Rock Auroch (1#, 475 pts)

- 1 Rock Auroch, 475 pts

TABLE 8

4500 Pts - Sylvan Elves Army List - Henry Greip

Total Army List Cost: 4500

Forest Prince (1#, 510 pts)

- 1 Forest Prince Shapeshifter, 230 pts = (base cost 215 + Sylvan Blades 5 + Sylvan Longbow (0+) 5 + Light Armour 5)
- 1 Titanic Might, 65 pts
- 1 Destiny's Call, 70 pts
- 1 Glyph of Amryl, 45 pts
- 1 Shapeshifter, 100 pts

Forest Prince (1#, 485 pts)

- 1 Pathfinder Forest Prince, 240 pts = (base cost 215 + Great Weapon 15 + Sylvan Longbow (0+) 5 + Light Armour 5)
- 1 Bough of Wyscan, 55 pts
- 1 Essence of Mithril, 60 pts
- 1 Obsidian Rock, 25 pts
- 1 Ranger's Boots, 45 pts
- 1 Pathfinder, 60 pts

Druid (1#, 805 pts)

- 1 Druid, 365 pts = (base cost 140 + Wizard Master 225)
- 1 Dragon, 440 pts Druidism

Dryads (8#, 170 pts)

- 8 Dryads, 170 pts = 8 * 18 (base cost 18) + Base Cost Adjustment 6 + Champion Sgt 20

Dryads (8#, 170 pts)

- 8 Dryads, 170 pts = 8 * 18 (base cost 18) + Base Cost Adjustment 6 + Champion Sgt 20

Dryads (8#, 170 pts)

- 8 Dryads, 170 pts = 8 * 18 (base cost 18) + Base Cost Adjustment 6 + Champion Sgt 20

Forest Guard (15#, 195 pts)

- 15 Forest Guard, 195 pts = 15 * 15 (base cost 15) + Base Cost Adjustment -50 + Standard Bearer Std 20

Forest Guard (15#, 210 pts)

- 15 Forest Guard, 195 pts = 15 * 15 (base cost 15) + Base Cost Adjustment -50 + Standard Bearer Std 20
- 1 Aether Icon, 15 pts

Heath Riders (5#, 215 pts)

- 5 Heath Hunters, 215 pts = 5 * 39 (base cost 32 + Heath Hunters 5 + Ambush 2) + Base Cost Adjustment 20

Blade Dancers (7#, 250 pts)

- 7 Blade Dancers, 250 pts = 7 * 32 (base cost 32) + Base Cost Adjustment 6 + Champion Sgt 20

Forest Eagle (1#, 100 pts)

- 1 Forest Eagle, 100 pts = (base cost 35) + Base Cost Adjustment 65

Forest Rangers (10#, 240 pts)

- 10 Forest Rangers, 240 pts = 10 * 23 (base cost 20 + Vanguard and +1 Adv. 3) + Base Cost Adjustment 10

Treefather (1#, 450 pts)

- 1 Treefather, 450 pts

Sylvan Sentinels (8#, 265 pts)

- 8 Sylvan Sentinels, 265 pts = 8 * 35 (base cost 35) + Base Cost Adjustment -15

Sylvan Sentinels (8#, 265 pts)

- 8 Sylvan Sentinels, 265 pts = 8 * 35 (base cost 35) + Base Cost Adjustment -15

4500 Pts - Orcs & Goblins Army List - Obie Pennington

Total Army List Cost: 4499

Orc Shaman (1#, 480 pts) - General

1 Feral Orc Shaman, 440 pts = (base cost 0 + Wizard Master 225 + Feral 170 + War Cry! 45)

1 Sceptre of Power, 40 pts

1 Path of Pyromancy, 0 pts

Goblin King (1#, 255 pts)

1 Forest Goblin King, 155 pts = (base cost 0 + Forest 140 + Heavy Armour 10 + Shield 5)

1 Dusk Forged, 50 pts

1 Dragonfire Gem, 20 pts

1 Huntsmen Spider, 30 pts

Goblin Chief (1#, 155 pts)

1 Cave Goblin Chief, 80 pts = (base cost 0 + Cave Goblin 70 + Lance 10)

1 Potion of Swiftiness, 10 pts

1 Cave Gnasher, 65 pts

Goblin Chief (1#, 185 pts)

1 Cave Goblin Chief, 80 pts = (base cost 0 + Cave Goblin 70 + Lance 10)

1 Supernatural Dexterity, 30 pts

1 Lucky Charm, 10 pts

1 Cave Gnasher, 65 pts

Goblin Chief (1#, 175 pts)

1 Common Goblin Chief, 80 pts = (base cost 0 + Common 70 + Lance 10)

1 Basalt Infusion, 35 pts

1 Goblin Wolf Chariot, 60 pts

Goblin Chief (1#, 120 pts)

1 Common Goblin Chief, 120 pts = (base cost 0 + Battle Standard Bearer 50 + Common 70)

Feral Orcs (35#, 620 pts)

35 Feral Orcs, 575 pts = 35 * 16 (base cost 11 + Feral 2 + Spear 2 + Shield 1) + Base Cost Adjustment -45 + Champion Sgt 20 + Mus 20 + Std 20

1 Green Tide, 45 pts

20 Cave Goblins, 160 pts = 20 * 7 (base cost 6 + Spear & Shield 1) + Standard Bearer Std 20

5 Common Orc Boar Riders, 180 pts = 5 * 24 (base cost 20 + Shield 4) + Base Cost Adjustment 40 + Standard Bearer Std 20

5 Common Orc Boar Riders, 180 pts = 5 * 24 (base cost 20 + Shield 4) + Base Cost Adjustment 40 + Standard Bearer Std 20

1 Scrap Wagon, 85 pts

1 Scrap Wagon, 85 pts

1 Scrap Wagon, 85 pts

1 Gnasher Wrecking Team, 140 pts

1 Gnasher Wrecking Team, 140 pts

6 Cave Trolls, 474 pts = 6 * 84 (base cost 70 + Cave 14) + Base Cost Adjustment -30

Greenhide Catapults (1#, 205 pts)

1 Git Launcher, 185 pts = (base cost 0 + Git Launcher (4+) 185)

1 Orc Overseer, 20 pts

Greenhide Catapults (1#, 190 pts)

1 Splatterer, 170 pts = (base cost 0 + Splatterer (4+) 170)

1 Orc Overseer, 20 pts

1 Skewerer, 90 pts

1 Skewerer, 90 pts

1 Skewerer, 90 pts

1 Giant, 315 pts = (base cost 285 + Giant Club 30)

TABLE 9

4500 Pts - Dwarven Holds Army List - Ben Bael

Total Army List Cost: 4500

King (1#, 545 pts)

1 King, 240 pts = (base cost 225 + Shield 15)

1 Runic Talisman, 30 pts + Rune of Shielding x1 30

1 Runic Weapon, 160 pts = (base cost 0 + Rune of Destruction 80) + Rune of Might x2 80

1 Shield Bearers, 115 pts

Runic Smith (1#, 345 pts)

1 Runic Smith, 235 pts = (base cost 170 + Shield 5) + Battle Runes x3 60

1 Runic Armour, 25 pts + Rune of Iron x1 25

1 Runic Talisman, 55 pts = (base cost 0 + Rune of Harnessing 55)

1 Runic Weapon, 30 pts + Rune of Lightning x1 30

1 Battle Runes, 0 pts

Clan Marksman (10#, 280 pts)

10 Guild Handgunners, 280 pts = 10 * 25 (base cost 19 + Guild-Crafted Handgun (4+) 4 + Shield 2) + Base Cost Adjustment 10 + Musician Mus 20

Clan Warriors (25#, 450 pts)

25 Clan Warriors, 450 pts = 25 * 16 (base cost 13 + Spear & Shield 3) + Base Cost Adjustment -10 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Greybeards (20#, 475 pts)

20 Greybeards, 475 pts = 20 * 22 (base cost 20 + Shield 2) + Base Cost Adjustment -25 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Deep Watch (19#, 493 pts)

19 Deep Watch, 478 pts = 19 * 27 (base cost 27) + Base Cost Adjustment -95 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Aether Icon, 15 pts

King's Guard (16#, 432 pts)

16 King's Guard, 397 pts = 16 * 27 (base cost 27) + Base Cost Adjustment -95 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Runic Standard of Wisdom, 35 pts

Miners (10#, 265 pts)

10 Miners, 265 pts = 10 * 22 (base cost 16 + Paired Weapons 2 + Throwing Weapons (5+) 4) + Base Cost Adjustment 25 + Musician Mus 20

Grudge Buster (1#, 350 pts)

1 Grudge Buster, 350 pts

Steam Copter (1#, 210 pts)

1 Steam Bomber, 210 pts = (base cost 0 + Steam Bomber 210)

Vengeance Seeker (1#, 130 pts)

1 Vengeance Seeker, 130 pts

Field Artillery (1#, 255 pts)

1 Cannon, 255 pts = (base cost 0 + Cannon (4+) 255)

Field Artillery (1#, 270 pts)

1 Organ Gun, 270 pts = (base cost 0 + Organ Gun (4+) 270)

4500 Pts - Daemon Legions Army List - Patrick Felsher

Total Army List Cost: 4492

Maw of Akaan (1#, 1005 pts)

- 1 Maw of Akaan, 855 pts = (base cost 570 + Greater Dominion 60 + Wizard Master 225)
- 1 Brimstone Secretions, 25 pts
- 1 Chitinous Scales, 25 pts
- 1 Dexterous Tentacles, 15 pts
- 1 Hammer Hand, 40 pts
- 1 Kaleidoscopic Flesh, 45 pts

Witchcraft

Harbinger of Father Chaos (1#, 470 pts)

- 1 Harbinger of Father Chaos, 325 pts = (base cost 160 + Battle Standard Bearer 50 + Wizard Adept 115)
- 1 Broodmother - Guiding, 80 pts
- 1 Chitinous Scales, 25 pts
- 1 Hammer Hand, 40 pts

Divination

Myrmidons (16#, 471 pts)

16 Myrmidons, 471 pts = 16 * 26 (base cost 22 + Bronze Backbone 4) + Base Cost Adjustment -5 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Myrmidons (16#, 471 pts)

16 Myrmidons, 471 pts = 16 * 26 (base cost 22 + Bronze Backbone 4) + Base Cost Adjustment -5 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Lemures (17#, 483 pts)

17 Lemures, 483 pts = 17 * 29 (base cost 27 + Unnatural Roots 2) + Base Cost Adjustment -70 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Furies (5#, 165 pts)

5 Furies, 165 pts = 5 * 14 (base cost 13 + Red Haze 1) + Base Cost Adjustment 95

Hope Harvester (1#, 335 pts)

1 Hope Harvester, 335 pts = (base cost 285 + Mark of the Eternal Champion 50)

Hellhounds (5#, 195 pts)

5 Hellhounds, 195 pts = 5 * 21 (base cost 20 + Grasping Proboscis 1) + Base Cost Adjustment 70 + Champion Sgt 20

Mageblight Gremlins (2#, 196 pts)

2 Mageblight Gremlins, 196 pts = 2 * 52 (base cost 39 + Venom Sacs 13) + Base Cost Adjustment 92

Clawed Fiends (6#, 701 pts)

6 Clawed Fiends, 701 pts = 6 * 112 (base cost 97 + Broodmother 15) + Base Cost Adjustment -11 + Champion Sgt 20 + Musician Mus 20

TABLE 10

4500 Pts - Vampire Covenant Army List - Joel Boccio

Total Army List Cost: 4491

Necromancer (1#, 740 pts) - General

1 Necromancer, 385 pts = (base cost 125 + Wizard Master 225 + Light Armour 5 + The Dead Arise 30)

- 1 Alchemist's Alloy, 15 pts
- 1 Path of Evocation, 0 pts
- 1 Cadaver Wagon, 340 pts

Banshee (1#, 165 pts)

1 Banshee, 165 pts

Vampire Courtier (1#, 460 pts)

1 Vampire Courtier, 260 pts = (base cost 160 + Battle Standard Bearer 50 + Shield 5 + Brotherhood of the Dragon 45)

- 1 Brotherhood of the Dragon Bloodline, 0 pts
- 1 Eternal Duelist, 80 pts
- 1 True Thirst, 55 pts
- 1 Skeletal Steed, 65 pts

Vampire Courtier (1#, 435 pts)

1 Vampire Courtier, 260 pts = (base cost 160 + Wizard Apprentice 30 + Halberd 10 + Lance 10 + Shield 5 + Brotherhood of the Dragon 45)

- 1 Brotherhood of the Dragon Bloodline, 0 pts
- 1 Monster Hunter, 45 pts
- 1 Monstrous Revenant, 130 pts

Ocultism

Bat Swarm (2#, 105 pts)

2 Bat Swarm, 105 pts = 2 * 30 (base cost 30) + Base Cost Adjustment 45

Dire Wolves (8#, 113 pts)

8 Dire Wolves, 113 pts = 8 * 11 (base cost 11) + Base Cost Adjustment 25

Dire Wolves (8#, 113 pts)

8 Dire Wolves, 113 pts = 8 * 11 (base cost 11) + Base Cost Adjustment 25

Ghouls (40#, 660 pts)

40 Ghouls, 660 pts = 40 * 17 (base cost 17) + Base Cost Adjustment -40 + Champion Sgt 20

Ghouls (10#, 150 pts)

10 Ghouls, 150 pts = 10 * 17 (base cost 17) + Base Cost Adjustment -40 + Champion Sgt 20

Wraiths (9#, 340 pts)

9 Wraiths, 340 pts = 9 * 40 (base cost 40) + Base Cost Adjustment -20

Vampire Knights (5#, 605 pts)

5 Vampire Knights, 605 pts = 5 * 115 (base cost 90 + Brotherhood of the Dragon 25) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Vampire Knights (5#, 605 pts)

5 Vampire Knights, 605 pts = 5 * 115 (base cost 90 + Brotherhood of the Dragon 25) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

4500 Pts - Dread Elves Army List - Charles Bennet

Total Army List Cost: 4498

witchcraft

Oracle (1#, 395 pts)

1 Oracle, 395 pts = (base cost 170 + Wizard Master 225)

Dread Prince (1#, 690 pts)

1 Beastmaster Dread Prince, 335 pts = (base cost 240 + Beast Master 50 + Lance 20 + Repeater Crossbow (1+) 5 + Heavy Armour 15 + Shield 5)
1 Transcendence, 65 pts
1 Death Cheater, 100 pts
1 Manticore, 190 pts

Cult Priest (1#, 645 pts)

1 Cult Priest of Cadaron, 175 pts = (base cost 120 + Battle Standard Bearer 50 + Shield 5)
1 Alchemist's Alloy, 15 pts
1 Divine Altar, 440 pts
3 Disciples, 15 pts + Paired Weapons 15

Dark Raiders (5#, 180 pts)

5 Dark Raiders, 180 pts = 5 * 29 (base cost 25 + Shield 4) + Base Cost Adjustment 35

Dark Raiders (5#, 180 pts)

5 Dark Raiders, 180 pts = 5 * 29 (base cost 25 + Shield 4) + Base Cost Adjustment 35

Dread Legionnaires (16#, 250 pts)

16 Dread Legionnaires, 250 pts = 16 * 15 (base cost 13 + Spear 2) + Base Cost Adjustment -30 + Champion Sgt 20 + Standard Bearer Std 20

Dread Legionnaires (16#, 310 pts)

16 Dread Legionnaires, 250 pts = 16 * 15 (base cost 13 + Spear 2) + Base Cost Adjustment -30 + Champion Sgt 20 + Standard Bearer Std 20
1 Academy Banner, 60 pts

Repeater Auxiliaries (10#, 210 pts)

10 Repeater Auxiliaries, 210 pts = 10 * 17 (base cost 17) + Base Cost Adjustment 20 + Musician Mus 20

Dancers of Yema (14#, 403 pts)

14 Dancers of Yema, 328 pts = 14 * 22 (base cost 22) + Base Cost Adjustment -20 + Champion Sgt 20 + Standard Bearer Std 20
1 Banner of Gar Daecos, 75 pts

Dread Knights (10#, 575 pts)

10 Dread Knights, 525 pts = 10 * 48 (base cost 48) + Base Cost Adjustment 5 + Champion Sgt 20 + Standard Bearer Std 20
1 Banner of Blood, 50 pts

Harpies (5#, 135 pts)

5 Harpies, 135 pts = 5 * 14 (base cost 14) + Base Cost Adjustment 65

Medusa (1#, 135 pts)

1 Medusa, 135 pts = (base cost 125 + Halberd 10)

Kraken (1#, 390 pts)

1 Kraken, 390 pts

TABLE 11

4500 Pts - Daemon Legions Army List - Bryan Henery

Total Army List Cost: 4497

Courtesan of Cibaresh (1#, 970 pts)

1 Courtesan of Cibaresh, 835 pts = (base cost 575 + Greater Dominion 35 + Wizard Master 225)

1 Brimstone Secretions, 25 pts

1 Iron Husk, 110 pts

Witchcraft

Vanadra's Scourge (1#, 750 pts)

1 Vanadra's Scourge, 725 pts

1 Brimstone Secretions, 25 pts

Myrmidons (15#, 445 pts)

15 Myrmidons, 445 pts = 15 * 26 (base cost 22 + Bronze Backbone 4) + Base Cost Adjustment -5 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Succubi (15#, 395 pts)

15 Succubi, 395 pts = 15 * 21 (base cost 19 + Mesmerizing Plumage 2) + Base Cost Adjustment 20 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Imps (12#, 300 pts)

12 Imps, 300 pts = 12 * 15 (base cost 15) + Base Cost Adjustment 65 + Standard Bearer Std 55

Eidolons (6#, 372 pts)

5 Eidolons, 210 pts = 5 * 38 (base cost 33 + Kaleidoscopic Flesh 5) + Base Cost Adjustment 20

1 Champion, 162 pts = (base cost 157 + Kaleidoscopic Flesh 5)

Thresher Engine (1#, 335 pts)

1 Legion Thresher, 335 pts = (base cost 160 + Legion Thresher 140 + Mark of the Eternal Champion 35)

1 Spells of the Eternal Champion, 0 pts

Hope Harvester (1#, 445 pts)

1 Engine of Damnation, 445 pts = (base cost 285 + Engine of Damnation 120 + Sorcerous Antenna 40)

Hope Harvester (1#, 325 pts)

1 Hope Harvester, 325 pts = (base cost 285 + Sorcerous Antenna 40)

Furies (5#, 160 pts)

5 Furies, 160 pts = 5 * 13 (base cost 13) + Base Cost Adjustment 95

4500 Pts - Beast Herds Army List - David Brice

Total Army List Cost: 4499

Beast Lord (1#, 425 pts)

- 1 Beast Lord, 270 pts = (base cost 215 + Hunting Call 25 + Paired Weapons 10 + Heavy Armour 15 + Shield 5)
- 1 Titanic Might, 65 pts
- 1 Destiny's Call, 70 pts
- 1 Dragonfire Gem, 20 pts

Beast Chieftain (1#, 285 pts)

- 1 Beast Chieftain, 185 pts = (base cost 120 + Battle Standard Bearer 50 + Heavy Armour 10 + Shield 5)
- 1 Alchemist's Alloy, 15 pts
- 1 Willow's Ward, 15 pts
- 1 Lucky Charm, 10 pts
- 1 Seed of the Dark Forest, 60 pts

Soothsayer (1#, 460 pts)

Shamanism

- 1 Soothsayer, 380 pts = (base cost 155 + Wizard Master 225)
- 1 Dark Rain, 80 pts

Wildhorn Herd (38#, 566 pts)

- 37 Wildhorn Herd, 484 pts = 37 * 12 (base cost 10 + Paired Weapons 2) + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 32 pts = (base cost 30 + Paired Weapons 2)
- 1 Banner of the Wild Herd, 50 pts

Wildhorn Herd (20#, 370 pts)

- 19 Wildhorn Herd, 288 pts = 19 * 12 (base cost 10 + Paired Weapons 2) + Musician Mus 20 + Standard Bearer Std 20 + Ambush 20
- 1 Champion, 32 pts = (base cost 30 + Paired Weapons 2)
- 1 Banner of the Wild Herd, 50 pts

Minotaurs (6#, 589 pts)

- 5 Minotaurs, 481 pts = 5 * 88 (base cost 78 + Paired Weapons 10) + Base Cost Adjustment 1 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 108 pts = (base cost 98 + Paired Weapons 10)

Centaur (5#, 302 pts)

- 4 Centaur, 240 pts = 4 * 40 (base cost 25 + Ambush 3 + Lance 8 + Throwing Weapons (5+) 4) + Base Cost Adjustment 40 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 62 pts = (base cost 45 + Ambush 5 + Lance 8 + Throwing Weapons (5+) 4)

Centaur (5#, 302 pts)

- 4 Centaur, 240 pts = 4 * 40 (base cost 25 + Ambush 3 + Lance 8 + Throwing Weapons (5+) 4) + Base Cost Adjustment 40 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 62 pts = (base cost 45 + Ambush 5 + Lance 8 + Throwing Weapons (5+) 4)

Longhorn Herd (30#, 725 pts)

- 29 Longhorn Herd, 632 pts = 29 * 23 (base cost 23) + Base Cost Adjustment -75 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 43 pts
- 1 Banner of Speed, 50 pts

Gortach (1#, 475 pts)

- 1 Gortach, 475 pts

TABLE 12

4500 Pts - Saurian Ancients Army List - Luke DeGalan

Total Army List Cost: 4497

Saurian Warlord (1#, 870 pts)

- 1 Saurian Warlord, 280 pts = (base cost 260 + Halberd 20)
- 1 Obsidian Rock, 25 pts
- 1 Starfall Shard, 75 pts
- 1 Alpha Carnosaur, 490 pts

Skink Captain (1#, 625 pts)

- 1 Skink Captain, 135 pts = (base cost 80 + Battle Standard Bearer 50 + Light Lance 5)
- 1 Binding Scroll, 55 pts
- 1 Taurosauro, 435 pts

Skink Priest (1#, 290 pts)

- 1 Skink Priest, 190 pts = (base cost 115 + Wizard Adept 75)
- 1 Sun Tablet, 40 pts
- 1 Skink Palanquin, 60 pts

Druidism

Saurian Warriors (27#, 742 pts)

- 27 Saurian Warriors, 702 pts = 27 * 26 (base cost 21 + Serpent Warriors 3 + Spear 2) + Base Cost Adjustment -60 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Banner of the Relentless Company, 40 pts

Skink Braves (15#, 160 pts)

- 15 Skink Braves, 160 pts = 15 * 8 (base cost 8) + Base Cost Adjustment 20 + Musician Mus 20

Caimans (6#, 490 pts)

- 6 Caimans, 490 pts = 6 * 80 (base cost 80) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20

Chameleons (5#, 130 pts)

- 5 Chameleons, 130 pts = 5 * 20 (base cost 20) + Base Cost Adjustment 30

Rhamphodon Riders (3#, 215 pts)

- 3 Rhamphodon Riders, 215 pts = 3 * 62 (base cost 62) + Base Cost Adjustment 29

Weapon Beasts (1#, 135 pts)

- 1 Spearback, 135 pts = (base cost 130) + Base Cost Adjustment 5

Weapon Beasts (1#, 135 pts)

- 1 Spearback, 135 pts = (base cost 130) + Base Cost Adjustment 5

Weapon Beasts (1#, 165 pts)

- 1 Salamander, 165 pts = (base cost 130 + Salamander 30) + Base Cost Adjustment 5

Taurosauro (1#, 540 pts)

- 1 Taurosauro, 540 pts = (base cost 450 + Engine of the Ancients 90)

4500 Pts - Warriors of the Dark Gods Army List - Ashley Donnal

Total Army List Cost: 4495

Sorcerer (1#, 1050 pts)

- 1 Sorcerer, 475 pts = (base cost 145 + Wizard Master 225 + Veil Walker 100 + Paired Weapons 5)
- 1 Hero's Heart, 60 pts
- 1 Ledger of Souls, 75 pts Occultism
- 1 Wyrd Stone, 15 pts
- 1 Wasteland Dragon, 425 pts

Chosen Lord (1#, 595 pts)

- 1 Chosen Lord of Wrath, 355 pts = (base cost 295 + Trophy Rack 25 + Favour of Wrath 20 + Spiked Shield 15)
- 1 Shield Breaker, 40 pts
- 1 Dusk Forged, 50 pts
- 1 Thrice-Forged, 60 pts
- 1 Daemonic Wings, 90 pts

Warriors (18#, 571 pts)

- 17 Warriors of Gluttony, 469 pts = $17 * 27$ (base cost 24 + Favour of Gluttony 3) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 57 pts = (base cost 54 + Favour of Gluttony 3)
- 1 Rending Banner, 45 pts

Warriors (18#, 652 pts)

- 17 Warriors of Envy, 588 pts = $17 * 34$ (base cost 24 + Favour of Envy 4 + Halberd 6) + Base Cost Adjustment -30 + Musician Mus 20 + Standard Bearer Std 20
- 1 Champion, 64 pts = (base cost 54 + Favour of Envy 4 + Halberd 6)

Feldraks (3#, 442 pts)

- 3 Feldraks, 407 pts = $3 * 114$ (base cost 105 + Paired Weapons 9) + Base Cost Adjustment 25 + Champion Sgt 20 + Standard Bearer Std 20
- 1 Flaming Standard, 35 pts

Flayers (5#, 185 pts)

- 5 Flayers, 185 pts = $5 * 23$ (base cost 19 + Light Lance 2 + Shield 2) + Base Cost Adjustment 50 + Champion Sgt 20

Flayers (5#, 175 pts)

- 5 Flayers, 175 pts = $5 * 21$ (base cost 19 + Shield 2) + Base Cost Adjustment 50 + Champion Sgt 20

Warrior Knights (5#, 365 pts)

- 4 Warrior Knights of Wrath, 270 pts = $4 * 60$ (base cost 44 + Favour of Wrath 8 + Lance 8) + Base Cost Adjustment 30
- 1 Champion, 95 pts = (base cost 79 + Favour of Wrath 8 + Lance 8)

Feldrak Elder (1#, 460 pts)

- 1 Feldrak Elder, 460 pts = (base cost 430 + Paired Weapons 30)

TABLE 13

4500 Pts - Åsklanders Army List - Micah Pierce

Total Army List Cost: 4498

Åsklander Chief (1#, 385 pts)

- 1 Åsklander Jarl Chief, 150 pts = (base cost 115 + Jarl 30 + Shield 5)
- 1 Shield Breaker, 40 pts
- 1 Dusk Forged, 50 pts
- 1 Gunagr's Armour, 50 pts
- 1 Harp of Bragi, 45 pts
- 1 War Dais, 50 pts

Åsklander Chief (2#, 580 pts)

- 1 Åsklander Chief, 165 pts = (base cost 115 + Battle Standard Bearer 50)
- 1 Eyratöki, 40 pts
- 1 Wasteland Behemoth, 375 pts

Seidhkennar (1#, 370 pts)

- 1 Seidhkennar, 360 pts = (base cost 135 + Wizard Master 225) Shamanism
- 1 Potion of Strength, 10 pts

Marauding Giant (1#, 345 pts)

- 1 Marauding Giant, 345 pts = (base cost 260 + Big Brother 35 + Monstrous Familiar 50)

Åsklanders (49#, 689 pts)

- 49 Åsklanders, 629 pts = $49 * 11$ (base cost 7 + Great Weapon 4) + Base Cost Adjustment 30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Raven Banner, 60 pts

Åsklanders (20#, 190 pts)

- 20 Åsklanders, 190 pts = $20 * 8$ (base cost 7 + Paired Weapons 1) + Base Cost Adjustment 30

Åsklander Horsemen (10#, 265 pts)

- 10 Åsklander Horsemen, 265 pts = $10 * 20$ (base cost 18 + Light Lance 2) + Base Cost Adjustment 45 + Standard Bearer Std 20

Huskarls (24#, 384 pts)

- 24 Huskarls, 384 pts = $24 * 16$ (base cost 16) + Base Cost Adjustment -60 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

Common Trolls (8#, 530 pts)

- 8 Common Trolls, 530 pts = $8 * 70$ (base cost 70) + Base Cost Adjustment -30

Wargs (5#, 395 pts)

- 5 Wargs, 395 pts = $5 * 65$ (base cost 65) + Base Cost Adjustment 70

Flayers (5#, 190 pts)

- 5 Flayers, 190 pts = $5 * 28$ (base cost 19 + Light Lance 2 + Skinning Lash 5 + Shield 2) + Base Cost Adjustment 50

Flayers (5#, 175 pts)

- 5 Flayers, 175 pts = $5 * 25$ (base cost 19 + Light Lance 2 + Throwing Weapons (5+) 2 + Shield 2) + Base Cost Adjustment 50

4500 Pts - Empire of Sonnstahl Army List - Michael Kreig

Total Army List Cost: 4498

Prelate (1#, 360 pts)

- 1 Prelate, 190 pts = (base cost 160 + Great Weapon 10 + Plate Armour 20)
- 1 Imperial Seal, 100 pts
- 1 Locket of Sunna, 70 pts

Marshal (1#, 265 pts)

- 1 Marshal, 165 pts = (base cost 160 + Shield 5)
- 1 Death Warrant, 55 pts
- 1 Blacksteel, 45 pts

Prelate (1#, 225 pts)

- 1 Prelate, 185 pts = (base cost 160 + Plate Armour 20 + Shield 5)
- 1 Horse, 40 pts

Wizard (1#, 350 pts)

- 1 Wizard, 350 pts = (base cost 125 + Wizard Master 225)

Pyromancy

Wizard (1#, 260 pts)

- 1 Wizard, 200 pts = (base cost 125 + Wizard Adept 75)
- 1 Book of Arcane Mastery, 60 pts

Cosmology

Artificer (1#, 135 pts)

- 1 Artificer, 135 pts = (base cost 125 + Long Rifle (3+) 10)

Heavy Infantry (20#, 165 pts)

- 20 Halberdiers, 165 pts = $20 * 11$ (base cost 10 + Halberd 1) + Base Cost Adjustment -55

Light Infantry (19#, 287 pts)

- 18 Handgunners, 239 pts = $18 * 13$ (base cost 13) + Base Cost Adjustment 5
- 1 Champion, 48 pts = (base cost 33 + Long Rifle (3+) 15)

Electoral Cavalry (12#, 647 pts)

- 12 Knightly Orders, 602 pts = $12 * 46$ (base cost 29 + Knightly Orders 9 + Lance 4 + Shield 4) + Base Cost Adjustment 10 + Champion Sgt 20 + Standard Bearer Std 20
- 1 Rending Banner, 45 pts

Heavy Infantry (36#, 381 pts)

- 36 Spearmen, 381 pts = $36 * 11$ (base cost 10 + Spear 1) + Base Cost Adjustment -55 + Champion Sgt 20 + Standard Bearer Std 20

Imperial Guard (29#, 618 pts)

- 29 Imperial Guard, 573 pts = $29 * 22$ (base cost 19 + Great Weapon 3) + Base Cost Adjustment -105 + Champion Sgt 20 + Standard Bearer Std 20
- 1 Rending Banner, 45 pts

Reiters (5#, 195 pts)

- 5 Reiters, 195 pts = $5 * 38$ (base cost 29 + Repeater Gun (4+) 5 + Heavy Armour 4) + Base Cost Adjustment 5

Artillery (1#, 250 pts)

- 1 Cannon, 250 pts = (base cost 0 + Cannon (4+) 250)

Artillery (1#, 160 pts)

- 1 Imperial Rocketeers, 160 pts = (base cost 0 + Imperial Rocketeer (4+) 160)

Artillery (1#, 200 pts)

- 1 Volley Gun, 200 pts = (base cost 0 + Volley Gun (4+) 200)

TABLE 14

4500 Pts - Dread Elves Army List - Josh Stuart

Total Army List Cost: 4498

Dread Prince (1#, 540 pts)

1 Dread Prince of Nabh, 290 pts = (base cost 240 + Cult of Nabh 20 + Paired Weapons 5 + Repeater Crossbow (1+) 5 + Heavy Armour 15 + Shield 5)

- 1 Hero's Heart, 60 pts
- 1 Alchemist's Alloy, 15 pts
- 1 Lucky Charm, 10 pts
- 1 Midnight Cloak, 95 pts
- 1 Elven Horse, 70 pts

Captain (1#, 380 pts)

1 Captain of Nabh, 245 pts = (base cost 155 + Battle Standard Bearer 50 + Cult of Nabh 10 + Great Weapon 10 + Repeater Crossbow (2+) 5 + Heavy Armour 10 + Shield 5)

- 1 Dusk Forged, 50 pts
- 1 Basalt Infusion, 35 pts
- 1 Elven Horse, 50 pts

Oracle (1#, 435 pts)

1 Oracle, 395 pts = (base cost 170 + Wizard Master 225) cosmology

- 1 Amulet of Spite, 40 pts

Assassin (1#, 220 pts)

1 Assassin of Cadaron, 220 pts = (base cost 155 + Path of Silent Death 35 + Nightshade 30)

Dread Legionnaires (28#, 510 pts)

28 Dread Legionnaires, 450 pts = 28 * 15 (base cost 13 + Spear 2) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

- 1 Academy Banner, 60 pts

Repeater Auxiliaries (12#, 324 pts)

12 Repeater Auxiliaries, 264 pts = 12 * 17 (base cost 17) + Base Cost Adjustment 20 + Musician Mus 20 + Standard Bearer Std 20

- 1 Academy Banner, 60 pts

Dread Legionnaires (15#, 315 pts)

15 Dread Legionnaires, 255 pts = 15 * 15 (base cost 13 + Spear 2) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

- 1 Academy Banner, 60 pts

Harpies (5#, 135 pts)

5 Harpies, 135 pts = 5 * 14 (base cost 14) + Base Cost Adjustment 65

Harpies (5#, 135 pts)

5 Harpies, 135 pts = 5 * 14 (base cost 14) + Base Cost Adjustment 65

Dark Acolytes (5#, 235 pts)

5 Dark Acolytes, 235 pts = 5 * 45 (base cost 45) + Base Cost Adjustment 10

Dark Acolytes (5#, 235 pts)

5 Dark Acolytes, 235 pts = 5 * 45 (base cost 45) + Base Cost Adjustment 10

1 Medusa, 135 pts = (base cost 125 + Halberd 10)

1 Medusa, 135 pts = (base cost 125 + Halberd 10)

1 Medusa, 135 pts = (base cost 125 + Halberd 10)

8 Raven Cloaks, 269 pts = 8 * 33 (base cost 33) + Base Cost Adjustment 5

1 Dread Reaper, 180 pts

1 Dread Reaper, 180 pts

4500 Pts - Vermin Swarm Army List - Omer Korat

Total Army List Cost: 4492

Vermin Daemon (1#, 820 pts) - General

1 Vermin Daemon, 820 pts

Divination

Chief (1#, 445 pts)

1 Chief, 135 pts = (base cost 110 + Paired Weapons and Tail Weapon 10 + Heavy Armour 10 + Shield 5)

1 Hero's Heart, 60 pts

1 Ghostly Guard, 40 pts

1 Monstrous Rat, 210 pts

Chief (1#, 495 pts)

1 Chief, 185 pts = (base cost 110 + Battle Standard Bearer 50 + Great Weapon 10 + Heavy Armour 10 + Shield 5)

1 Alchemist's Alloy, 15 pts

1 Binding Scroll, 55 pts

1 Dragon Staff, 30 pts

1 Monstrous Rat, 210 pts

Footpads (10#, 170 pts)

10 Footpads, 170 pts = $10 * 9$ (base cost 9) + Base Cost Adjustment 30 + Musician Mus 20 + Vanguard 30

Footpads (10#, 140 pts)

10 Footpads, 140 pts = $10 * 9$ (base cost 9) + Base Cost Adjustment 30 + Musician Mus 20

Footpads (10#, 140 pts)

10 Footpads, 140 pts = $10 * 9$ (base cost 9) + Base Cost Adjustment 30 + Musician Mus 20

Giant Rats (20#, 140 pts)

20 Giant Rats, 140 pts = $20 * 6$ (base cost 6) + Base Cost Adjustment 20

Giant Rats (20#, 140 pts)

20 Giant Rats, 140 pts = $20 * 6$ (base cost 6) + Base Cost Adjustment 20

Vermin Guard (20#, 410 pts)

20 Vermin Guard, 310 pts = $20 * 16$ (base cost 16) + Base Cost Adjustment -70 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Lightning Rod, 100 pts

Plague Disciples (14#, 272 pts)

14 Plague Disciples, 272 pts = $14 * 17$ (base cost 17) + Base Cost Adjustment 34

Vermin Hulks (6#, 445 pts)

6 Vermin Hulks, 445 pts = $6 * 75$ (base cost 75) + Base Cost Adjustment -5

Dreadmill (1#, 305 pts)

1 Dreadmill, 305 pts

Dreadmill (1#, 305 pts)

1 Dreadmill, 305 pts

Verminous Artillery (1#, 265 pts)

1 Lightning Cannon, 265 pts = (base cost 0 + Lightning Cannon (4+) 265)

TABLE 15

4500 Pts - Ogre Khans Army List - Derek Wiswel

Total Army List Cost: 4497

Shaman (1#, 540 pts)

1 Shaman, 435 pts = (base cost 200 + Wizard Master 225 + Iron Fist 10)

1 Lygur's Tongue, 55 pts

1 Talisman of Shielding, 50 pts

1 Path of Pyromancy, 0 pts

Khan (1#, 390 pts)

1 Khan, 265 pts = (base cost 190 + Battle Standard Bearer 50 + Iron Fist 10 + Ogre Crossbow (3+) 5 + Heavy Armour 10)

1 Viper's Curse, 40 pts

1 Trolleater, 85 pts

Mammoth Hunter (1#, 310 pts)

1 Mammoth Hunter, 240 pts = (base cost 210 + Scout 15 + Iron Fist 15)

1 Wrestler's Belt, 70 pts

Bruisers (8#, 660 pts)

8 Bruisers, 625 pts = 8 * 76 (base cost 76) + Base Cost Adjustment -43 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Banner of Discipline, 35 pts

Tribesman (8#, 520 pts)

8 Tribesmen, 475 pts = 8 * 52 (base cost 52) + Base Cost Adjustment -1 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20

1 Rending Banner, 45 pts

Sabretooth Tigers (1#, 80 pts)

1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Sabretooth Tigers (1#, 80 pts)

1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Sabretooth Tigers (1#, 80 pts)

1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Bombardiers (6#, 451 pts)

6 Bombardiers, 451 pts = 6 * 82 (base cost 82) + Base Cost Adjustment -61 + Musician Mus 20

Bombardiers (6#, 451 pts)

6 Bombardiers, 451 pts = 6 * 82 (base cost 82) + Base Cost Adjustment -61 + Musician Mus 20

Thunder Cannon (1#, 320 pts)

1 Thunder Cannon, 320 pts

Thunder Cannon (1#, 320 pts)

1 Thunder Cannon, 320 pts

Slave Giant (1#, 295 pts)

1 Slave Giant, 295 pts = (base cost 265 + Great Weapon 30)

4500 Pts - Beast Herds Army List - Josh Gurin

Total Army List Cost: 4498

Beast Lord (1#, 535 pts)

- 1 Beast Lord, 225 pts = (base cost 215 + Paired Weapons 10)
- 1 Touch of Greatness, 50 pts
- 1 Aaghor's Affliction, 100 pts
- 1 Potion of Swiftness, 10 pts
- 1 Crown of Horns, 25 pts
- 1 Razortusk Chariot, 125 pts

Minotaur Chieftain (1#, 460 pts)

- 1 Minotaur Chieftain, 365 pts = (base cost 220 + Battle Standard Bearer 50 + Greater Totem Bearer 85 + Paired Weapons 10)
- 1 Supernatural Dexterity, 30 pts
- 1 Wildform, 35 pts
- 1 Dragon Staff, 30 pts

Soothsayer (1#, 565 pts)

- 1 Soothsayer, 385 pts = (base cost 155 + Wizard Master 225 + Light Armour 5)
- 1 Ancestral Carvings, 50 pts
- 1 Trickster's Cunning, 60 pts
- ~~1 Talisman of the Void, 50 pts~~
- 1 Path of Druidism, 0 pts
- 1 Raiding Chariot, 20 pts

Feral Hounds (10#, 120 pts)

- 10 Feral Hounds, 120 pts = $10 * 8$ (base cost 8) + Base Cost Adjustment 40

Feral Hounds (10#, 120 pts)

- 10 Feral Hounds, 120 pts = $10 * 8$ (base cost 8) + Base Cost Adjustment 40

Raiding Chariot (3#, 330 pts)

- 3 Raiding Chariot, 330 pts = $3 * 110$

Raiding Chariot (3#, 330 pts)

- 3 Raiding Chariot, 330 pts = $3 * 110$

Minotaurs (8#, 758 pts)

- 7 Minotaurs, 609 pts = $7 * 84$ (base cost 78 + Shield 6) + Base Cost Adjustment 1 + Standard Bearer Std 20
- 1 Champion, 104 pts = (base cost 98 + Shield 6)
- 1 Rending Banner, 45 pts

Minotaurs (8#, 745 pts)

- 7 Minotaurs, 637 pts = $7 * 88$ (base cost 78 + Paired Weapons 10) + Base Cost Adjustment 1 + Standard Bearer Std 20
- 1 Champion, 108 pts = (base cost 98 + Paired Weapons 10)

Minotaurs (3#, 265 pts)

- 3 Minotaurs, 265 pts = $3 * 88$ (base cost 78 + Paired Weapons 10) + Base Cost Adjustment 1

Gargoyles (5#, 135 pts)

- 5 Gargoyles, 135 pts = $5 * 17$ (base cost 17) + Base Cost Adjustment 50

Gargoyles (5#, 135 pts)

- 5 Gargoyles, 135 pts = $5 * 17$ (base cost 17) + Base Cost Adjustment 50

TABLE 16

4500 Pts - Ogre Khans Army List - Alan Martini

Total Army List Cost: 4500

Thaumtergy

Shaman (1#, 540 pts)

- 1 Shaman, 435 pts = (base cost 200 + Wizard Master 225 + Iron Fist 10)
- 1 Lygur's Tongue, 55 pts
- 1 Magical Heirloom, 50 pts

Khan (1#, 365 pts)

- 1 Khan, 240 pts = (base cost 190 + Battle Standard Bearer 50)
- 1 Basalt Infusion, 35 pts
- 1 Banner of Discipline, 35 pts
- 1 Hoardmaster, 55 pts

Mammoth Hunter (1#, 380 pts)

- 1 Mammoth Hunter, 225 pts = (base cost 210 + Iron Fist 15)
- 1 Wrestler's Belt, 70 pts
- 1 Trolleater, 85 pts

Mammoth Hunter (1#, 360 pts)

- 1 Mammoth Hunter, 225 pts = (base cost 210 + Iron Fist 15)
- 1 Death Cheater, 100 pts
- 1 Spinsplitter, 35 pts

Bruisers (3#, 185 pts)

- 3 Bruisers, 185 pts = 3 * 76 (base cost 76) + Base Cost Adjustment -43

Bruisers (3#, 185 pts)

- 3 Bruisers, 185 pts = 3 * 76 (base cost 76) + Base Cost Adjustment -43

Tribesman (8#, 605 pts)

- 8 Tribesmen, 555 pts = 8 * 62 (base cost 52 + Iron Fist 10) + Base Cost Adjustment -1 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Pennant of the Great Grass Sky, 50 pts

Tribesman (3#, 155 pts)

- 3 Tribesmen, 155 pts = 3 * 52 (base cost 52) + Base Cost Adjustment -1

Sabretooth Tigers (1#, 80 pts)

- 1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Sabretooth Tigers (1#, 80 pts)

- 1 Sabretooth Tigers, 80 pts = (base cost 25) + Base Cost Adjustment 55

Thunder Cannon (1#, 320 pts)

- 1 Thunder Cannon, 320 pts

Rock Auroch (1#, 475 pts)

- 1 Rock Auroch, 475 pts

Rock Auroch (1#, 475 pts)

- 1 Rock Auroch, 475 pts

Slave Giant (1#, 295 pts)

- 1 Slave Giant, 295 pts = (base cost 265 + Great Weapon 30)

4500 Pts - Saurian Ancients Army List - Darell Grigsby

Total Army List Cost: 4500

Saurian Warlord (1#, 845 pts)

- 1 Saurian Warlord, 280 pts = (base cost 260 + Halberd 20)
- 1 Supernatural Dexterity, 30 pts
- 1 Egg of the Quetzal, 45 pts
- 1 Alpha Carnosaur, 490 pts

Skink Priest (1#, 290 pts)

- 1 Skink Priest, 190 pts = (base cost 115 + Wizard Adept 75)
- 1 Sun Tablet, 40 pts **Druidism**
- 1 Skink Palanquin, 60 pts

Skink Captain (1#, 640 pts)

- 1 Skink Captain, 135 pts = (base cost 80 + Battle Standard Bearer 50 + Light Lance 5)
- 1 Spirit of the Stampede, 70 pts
- 1 Taurosauro, 435 pts

Saurian Warriors (35#, 955 pts)

- 35 Saurian Warriors, 910 pts = $35 * 26$ (base cost 21 + Serpent Warriors 3 + Spear 2) + Base Cost Adjustment -60 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Rending Banner, 45 pts

Raptor Riders (5#, 270 pts)

- 5 Raptor Riders, 270 pts = $5 * 50$ (base cost 50) + Base Cost Adjustment 20

Raptor Riders (5#, 270 pts)

- 5 Raptor Riders, 270 pts = $5 * 50$ (base cost 50) + Base Cost Adjustment 20

Caimans (3#, 230 pts)

- 3 Caimans, 230 pts = $3 * 80$ (base cost 80) + Base Cost Adjustment -30 + Champion Sgt 20

Caimans (3#, 230 pts)

- 3 Caimans, 230 pts = $3 * 80$ (base cost 80) + Base Cost Adjustment -30 + Champion Sgt 20

Pteradon Sentries (3#, 190 pts)

- 3 Pteradon Sentries, 190 pts = $3 * 35$ (base cost 35) + Base Cost Adjustment 85

Chameleons (5#, 130 pts)

- 5 Chameleons, 130 pts = $5 * 20$ (base cost 20) + Base Cost Adjustment 30

Taurosauro (1#, 450 pts)

- 1 Taurosauro, 450 pts

TABLE 17

4500 Pts - Infernal Dwarves Army List - Zoo 2019 Ringer

Total Army List Cost: 4495

Overlord (1#, 800 pts)

- 1 Overlord, 270 pts
- 1 Onyx Core, 120 pts
- 1 Great Bull of Shamut, 410 pts

Taurukh Subjugator (1#, 540 pts)

- 1 Taurukh Subjugator, 400 pts = (base cost 305 + Battle Standard Bearer 50 + Infernal Weapon 35 + Shield 10)
- 1 Kadim Bindings, 70 pts
- 1 Lugar's Dice, 70 pts

Prophet (1#, 340 pts)

alchemy

- 1 Prophet, 290 pts = (base cost 160 + Wizard Adept 115 + Infernal Weapon 15)
- 1 Magical Heirloom, 50 pts

Hobgoblin Chieftain (1#, 120 pts)

- 1 Hobgoblin Chieftain, 70 pts
- 1 Wolf, 50 pts

Citadel Guard (10#, 310 pts)

- 10 Citadel Guard, 310 pts = 10 * 30 (base cost 21 + Flintlock Axe (3+) 9) + Base Cost Adjustment -30 + Champion Sgt 20 + Musician Mus 20

Infernal Warriors (20#, 505 pts)

- 20 Infernal Warriors, 505 pts = 20 * 24 (base cost 12 + Great Weapon 4 + Blunderbuss (3+) 8) + Base Cost Adjustment 5 + Musician Mus 20

Hobgoblins (20#, 180 pts)

- 20 Hobgoblins, 180 pts = 20 * 9 (base cost 7 + Bow (4+) 2) + Base Cost Adjustment -20 + Musician Mus 20

Hobgoblins (20#, 180 pts)

- 20 Hobgoblins, 180 pts = 20 * 9 (base cost 7 + Bow (4+) 2) + Base Cost Adjustment -20 + Musician Mus 20

Taurukh Anointed (5#, 795 pts)

- 5 Taurukh Anointed, 745 pts = 5 * 133 (base cost 105 + Infernal Weapon 18 + Shield 10) + Base Cost Adjustment 20 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- 1 Banner of Shamut, 50 pts

Kadim Titan (1#, 575 pts)

- 1 Kadim Titan, 575 pts

Infernal Artillery (1#, 150 pts)

- 1 Volcano Cannon, 150 pts = (base cost 0 + Volcano Cannon 150)