

Участник: Наркевич "Hitter" Андрей

Армия: Chaos Marines (PRIMARY)

HQ1: Typhus [230 pts]

Troops1: 11 Plague Zombies [54 pts]

Troops2: 10 Plague Zombies [50 pts]

FA1: Helldrake (Baleflamer 0 pts) [170 pts]

FA2: Helldrake (Baleflamer 0 pts) [170 pts]

FA3: 4 Chaos Spawn (Mark of Nurgle 24 pts) [144 pts]

HS1: 2 Obliterators (Mark of Nurgle 12 pts) [152 pts]

HS2: 2 Obliterators (Mark of Nurgle 12 pts) [152 pts]

HS3: 2 Obliterators (Mark of Nurgle 12 pts) [152 pts]

1 Imperial Bastion (Comms relay 20 pts) [95 pts]

Армия: Necrons (ALLIED)

HQ1: Destroyer Lord (Warscythe 0 pts; Mindshackle Scarabs 20 pts; Sempiternal Weave 15 pts) [160 pts]

Troops1: 5 Necron Warriors (in Transport1) [65 pts]

Troops2: 5 Necron Warriors (in Transport2) [65 pts]

FA1: 4 Canoptek Wraiths [140 pts]

Transport1: Night Scythe for Troops1 [100 pts]

Transport2: Night Scythe for Troops2 [100 pts]

Total: 1999 pts

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PLAYER 1: Yaroslav "Yar" Dmitriev

ARMY PRIMARY DETACHMENT DESCRIPTION : SPACE MARINES IRON HANDS

ARMY ALLIED DETACHMENT DESCRIPTION : IMPERIAL GUARD

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PRIMARY DETACHMENT:

HQ 1 : Chapter Master (130), bike (20), Thunder Hammer (30),
Shield Eternal (50), Artificer armor (20) [250]

HQ 2 : Chapter Master (130), bike (20), Power Fist (25),
Storm Shield (15), Artificer armor (20) [210]

Troop 1 : 5 Scouts with 4 sniper rifles [59]

Troop 2 : 5 Scouts with shotguns [55]

HS 1: Thunderfire Cannon [100]

HS 2: 4 Centurions Devastators (250), omniscopes (10), missile launcher (10),
Grav Cannons and Grav amps (4x20) [350]

HS 3: 4 Centurions Devastators(250), Grav Cannons and Grav amps (4x20),
omniscopes (10) [340]

PRIMARY TOTAL [1364 pts]

ALLIED DETACHMENT:

HQ 1 : Commander Pask (70), 2 Leman Russ Punisher (280), 4 additional Heavy Bolters (40),
2 Dozer Blades (10) [400]

Troop 1 : 10 Veterans [60]

ALLIED TOTAL [460 pts]

INQUISITORIAL DETACHMENT:

HQ 1: Inquisitor Coteaz [100 pts]

HQ 2: Inquisitor Ordo Hereticus (25), Hammerhand (30) , 2 Servo-Skulls (6),
Liber Heresius (15) [76 pts]

INQUISITION TOTAL [176 pts]

ARMY TOTAL [2000 pts]

Мякишев Евгений

SM: White Scars Army with Ultramarines allies

HQ1: Chapter Master (130), The Shield Eternal (50); Power Fist (25);
Artificer Armour (20); Space Marine Bike (20) [245]

HQ2: Kor'sarro Khan (125), Moondrakkan (25) [150]
HQ3: Command Squad (100), Space Marine Bikes (35), 4x Grav-gun (60);
Apothecary (15) [210]

HQ4: Chief Librarian Tigurius [165] - Ultramarines detachment

HQ5: Inquisitor Coteaz [100]

Troops1: 5 Bike Squad (105), 2x Grav-gun (30), Combi-grav (10) [145]

Troops2: 5 Bike Squad (105), 2x Grav-gun (30), Combi-grav (10) [145]

Troops3: 5 Bike Squad (105), 2x Grav-gun (30), Combi-grav (10) [145]

Troops4: 5 Scouts (55), BP&CCW (0) [55] - Ultramarines detachment

FA1: 2 Attack Bike Squad (90), 2x Multi-melta (20) [110]

HS1: Stormraven Gunship (200), Twin Lascannon (0); Twin Multi-melta (0) [200]

HS2: 3 Centurion Devastators (190), Gravcannon&Gravamp (60) [250] - Ultramarines detachment

Fortification: Imperial Bunker (55), Escape Hatch (25) [80]

Total Army Cost: 2000

Константинов Дмитрий

Eldar

HQ [320]

[175]

Farseer [100], Eldar jetbike[15], Runes of Witnessing[15], Shard of Anaris[40],
Singing Spear[5]

[145]

Farseer [100], Eldar jetbike[15], Runes of Witnessing[15], Singing Spear[5],
Runes of Warding[10] - Warlord

Troops [297]

Dire Avengers x5[65] in Transport1

Dire Avengers x5[65] in Transport2

Dire Avengers x5[65] in Transport3

Windrider guardians x3 [51]

Windrider guardians x3 [51]

FA [266]

Warp spiders x7 [133]

Warp spiders x7 [133]

HS

Wraithknight [240]

[360]

Transport1: Wave Serpent[115], Twin-linked scatter laser[5]

Transport2: Wave Serpent[115], Twin-linked scatter laser[5]

Transport3: Wave Serpent[115], Twin-linked scatter laser[5]

Allied Dark eldar [515]

HQ

Sathonyx [105]

Troops

Kabalite Warriors x5 [45]

FA [365]

Beastmasters x5 [60], Venom Blade[5], Khymerae x25 [300]

TOTAL: 1998

Перович Павел

Tau empire (Secondary)

HQ

1. Commander [180]

Puretide Engram Neurochip [15], Command and Control Node [20], Multi-spectrum sensor suite [15], Drone controller [8], XV8-02 Crisis "Iridium" Battlesuite [25], Marker drone [12]

Troops

1. Kroot Carnivore squad [65]

10 Kroot [60], 1 Kroot Hound [5]

2. Kroot Carnivore squad [65]

10 Kroot [60], 1 Kroot Hound [5]

Heavy support

1. Hammerhead gunship [190]

Longstrike [45], Disruption pod [15], submunission rounds [5], twin-linked smart missile system

Farsight Enclaves (Primary)

HQ

1. Commander [190]

Missile pod [15], Missile pod [15], Target lock [5], Drone controller [8], Mirrorcodex [50], Marker drone [12]

Troops

1. XV8 Crisis team [222]

1) Crisis Shas'ui [22], Bonding Knife Ritual [1], Target lock [5],

Missile pod [15], Missile pod [15];

2) Crisis Shas'ui [22], Bonding Knife Ritual [1], Target lock [5],

Missile pod [15], Missile pod [15];

3) Crisis Shas'ui [22], Bonding Knife Ritual [1], Target lock [5],

Missile pod [15], Missile pod [15];

4) 4 Marker drone [48]

2. XV8 Crisis team [53]

Crisis Shas'ui [22], Bonding Knife Ritual [1], Fusion blaster [15], Fusion blaster [15]

3. XV8 Crisis team [53]

Crisis Shas'ui [22], Bonding Knife Ritual [1], Fusion blaster [15], Fusion blaster [15]

4. XV8 Crisis team [53]

Crisis Shas'ui [22], Bonding Knife Ritual [1], Fusion blaster [15], Fusion blaster [15]

Elite

1. Riptide [190]

Early warning override [5], ion cannon [5], twin-linked fusion blaster

2. Riptide [190]

Early warning override [5], ion cannon [5], twin-linked smart missile system

Fast attack

1. Drone squadron [56]

4 Marker drone

Heavy support

1. Sky Ray missile defence gunship [116]

Blacksun filter [1], twin-linked smart missile system

2. Sky Ray missile defence gunship [116]

Blacksun filter [1], twin-linked smart missile system

3. Broadside team [261]

1) Broadside Shas'ui [65], Bonding Knife Ritual [1], Early warning override [5], high-yield missile pod, twin-linked smart missile system;

2) Broadside Shas'ui [65], Bonding Knife Ritual [1], Early warning override [5], high-yield missile pod, twin-linked smart missile system;

3) Broadside Shas'ui [65], Bonding Knife Ritual [1], Early warning override [5], high-yield missile pod, twin-linked smart missile system;

4) 4 Missile drone [48]

Total [2000]

Иванов Андрей

HQ1: Big Mek(35), Kustom Force Field(50), Power Klaw(25), Eavy Armor(5), Kybork Body(10) [125]

HQ2: Warboss(60), Bike(40), Power Klaw(25), Kybork(10) [135]

Troops1: 19 x Boyz(180), Nob(10), Power Klaw(25), Boss Pole(5) [154]

Troops2: 19 x Boyz(180), Nob(10), Power Klaw(25), Boss Pole(5) [154]

Troops3: 6 Nobz(120), Bike x6(150), Power Klaw x2(50), Waagh Banner(15), Painboy(30), Boss Pole(5), Kybork body x6(30), Kombi-skorcha x3(15) [415]

Troops4: 10 Grotz(30), Runetherd(10) [40]

Elite1: 5 x Meganobz [200] in Transport1

Elite2: 10 x Lootaz [150]

Elite3: 10 x Lootaz [150]

HS1: Battle Wagon(90), Armor Plates(10), Big Shoota(5), Deff Rolla(20) [125]

HS2: Battle Wagon(90), Armor Plates(10), Big Shoota(5), Deff Rolla(20) [125]

HS3: Zzap Gunz x 3(90), Ammo Runt x 3(9), Additional grot crew (3) [102]

Transport1: Battle Wagon(90), Armor Plates(10), Big Shoota(5), Deff Rolla(20) [125]

Model In Army: 95

Total Points: 2000

Player Eugene "Ewgen" Ranchenko

ARMY PRIMARY DETACHMENT DESCRIPTION : Necrons

HQ1: Imotekh the Stormlord [225 pts]

HQ 1a royal court: Harbinger of despair (30), Veil of Darkness (30), [60 pts]

Harbinger of Eternity (25), Chronometron (15) [40 pts]

HQ2: Nemesor Zahndrekh [185 pts] - warlord

HQ 2a: royal court: Harbinger of Eternity (25), Chronometron (15) [40 pts]

Necron lord (35), resurrection orb (30), weave (15), mindshacle scarabs (15), warscythe (10) [105 pts]

HQ2b: Vargard Obyron [160 pts]

Troops1: Necron Warriors x5 gauss [65 pts] in Transport1

Troops2: Necron immortals x10 gauss [170 pts]

Troops3: Necron immortals x9 gauss [153 pts]

FA1: Canoptec Wraith x6 (6*35) Particle Caster (5) (215)

FA1: Canoptec Wraith x6 (6*35) (210)

HS1: Annihilation barge, tesla cannon [90 pts]

HS2: Annihilation barge, tesla cannon [90 pts]

HS3: Annihilation barge, tesla cannon [90 pts]

Transport1 Night Scythe [100] for Troops11

Total: 1998

Комар Максим

Chaos Marines

HQ1 Be'lakor [350 Pts]

HQ2 Daemon Prince (The Black Mace 45 pts; Daemon of Tzeentch 15 pts;
Power Armour 20 pts; Wings 40 pts) [265 Pts]

Troops1: 10 Chaos Cultists [50 pts]

Troops2: 10 Chaos Cultists [50 pts]

Troops3: 10 Chaos Cultists (Autoguns 8 pts; Heavy Stubber 5 pts) [63 pts]

FA1: Helldrake (Baleflamer 0 pts) [170 pts]

FA2: Helldrake (Baleflamer 0 pts) [170 pts]

FA3: Helldrake (Baleflamer 0 pts) [170 pts]

HS1 Havocs (Autocannon 40) [115 Pts]

HS2 Obliterators (Mark of Nurgle 18 pts; Veterans of the Long War 9 pts) [237 Pts]

HS3 Obliterators (Mark of Nurgle 18 pts; Veterans of the Long War 9 pts) [237 Pts]

1 Imperial Bastion (Comms Relay 20 pts; Escape Hatch 25 pts) [120 Pts]

Total: 1997

Сучков Павел

HQ1 Eldrad Ulthran(205), Warlord[205]

HQ2 Farseer(100), Eldar Jetbike(15) [115]

HQ3 8 Warlock Council(280), Eldar Jetbikes(120)[400]

Troops1 5 Dire Avengers[65] in transport 1

Troops2 5 Dire Avengers[65] in transport 2

Troops3 10 Guardian Defenders[90] in transport 3

Troops4 10 Guardian Defenders[90] in transport 4

Troops5 10 Guardian Defenders[90] in transport 5

Transport1 for Troops1 Wave Serpent(115), Twin Scatter Laser(5)[120]

Transport2 for Troops2 Wave Serpent(115), Holo-fields(15),
Twin Scatter Laser(5)[135]

Transport3 for Troops3 Wave Serpent(115), Holo-fields(15),
Twin Scatter Laser(5)[135]

Transport4 for Troops3 Wave Serpent(115), Holo-fields(15),
Twin Scatter Laser(5)[135]

Transport5 for Troops3 Wave Serpent(115), Holo-fields(15),
Twin Scatter Laser(5)[135]

Союзный detachment

Dark Eldar

HQ1 Baron Sathonyx[105]

Troops1 5 Kabalite Warriors[45] in transport 1

Transport1 for Troops1 Venom (55), Grisly Trophies(5), Splinter Cannon(10)[70]

Models in Army: 63

Total Army Cost: 2000

Участник: Скоба "Pritvornik" Сергей

Армия: SM: Black Templars

HQ1: Chapter Master 130, Terminator Armour 40;
Chainfist 15; The Shield Eternal 50 [235]

HQ2: Chaplain 90, Auspex 5 [95]

HQ3: Command Squad (5) 100, Apothecary 15; Storm Shield (x2) 10;
Meltagun (x2) 10, Transport1 [155]

Elite1: Terminator Assault Squad (6) 240,
Thunder Hammer & Storm Shield (x1) 5, Transport2 [250]

Troops1: Tactical Squad (5) 70, Multi-melta 10 [80]

Troops2: Tactical Squad (5) 70, Heavy Bolter 10 [80]

FA1: Attack Bike Squad (2) 90, Multi-melta 10 [110]

FA2: Attack Bike Squad (2) 90, Multi-melta 10 [110]

HS1: Devastator Squad (5) 70, Lascannon (x2) 20;
Missile Launcher (x2) 15; Flakk Missiles (x2) 10 [160]

HS2: Devastator Squad (5) 70, Lascannon (x2) 20;
Missile Launcher (x2) 15; Flakk Missiles (x2) 10 [160]

HS3: Devastator Squad (5) 70, Lascannon (x2) 20;
Missile Launcher (x2) 15; Flakk Missiles (x2) 10 [160]

Transport1: Drop Pod 35, HQ3 [35]

Transport2: Land Raider Crusader 250, Multi-melta 10;
Extra Armour 10, Elite1 [270]

Fortification: Aegis Defence Lines 50, Quad-gun 50 [100]

Total: 2000

Шкода Александр

HQ1: Uriah Jacobus - [100]

Troops1 : 5 Battle sister squad (60), add 4 Battle sister (48), Meltagun x2 (20),
Veteran sister superior (10),Combi-plasma (10) - [148] in Transport 1

Troops2 : 5 Battle sister squad (60), add 5 Battle sister (60), Meltagun x2 (20),
Veteran sister superior (10),Combi-plasma (10) - [160] in Transport 2

Troop3: 5 Battle sister squad (60),– [60]

FA1: 5 Dominion squad (65), Meltagun x3 (30), Flamer (5),
Veteran dominion superior (10), Simulacrum Imperialis (10), Combi-melta (10) - [130] in Transport 3

FA2: 5 Dominion squad (65), Meltagun x3 (30), Flamer (5),
Veteran dominion superior (10), Simulacrum Imperialis (10), Combi-melta (10) - [130] in Transport 4

FA3: 5 Dominion squad (65), Meltagun x3 (30), Flamer (5),
Veteran dominion superior (10), Simulacrum Imperialis (10), Combi-melta (10) - [130] in Transport 5

HS1: Exorcist - [125]

HS2: Exorcist - [125]

HS3: Exorcist - [125]

Transport1: Rhino for Troops1 – [40]

Transport2: Rhino for Troops2 - [40]

Transport 3 Rhino for FA1 - [40]

Transport4: Rhino for FA2 - [40]

Transport5: Rhino for FA3 - [40]

Allied: SM Ultramarines

HQ1: Tigurius 165

Troops1: Scouts x5 (sniper riffles x5, Camo Cloaks) 65

HS2: Centurions devastators x3 (grav cannons&grav amp x3, hurricane bolters x3, omniscopes) 260

Fortifications: Imperial Bastion 75

Total: 1998

Крумплевский Влад

SM: Iron Hands Army

1 Chapter Master (HQ) @ 255 Pts

The Shield Eternal; Thunder Hammer (x1); Auspex; Artificer Armour; Space Marine Bike

4 Scout Squad (Troops) @ 60 Pts

Sniper Rifles

1 Space Marine Sergeant @ [12] Pts

Sniper Rifle

4 Tactical Squad (Troops) @ 70 Pts

1 Space Marine Sergeant @ [14] Pts

Bolt Pistol; Boltgun

4 Tactical Squad (Troops) @ 70 Pts

1 Space Marine Sergeant @ [14] Pts

Bolt Pistol; Boltgun

2 Attack Bike Squad (Fast Attack) @ 120 Pts

Multi-melta (x3)

2 Attack Bike Squad (Fast Attack) @ 120 Pts

Multi-melta (x3)

2 Attack Bike Squad (Fast Attack) @ 110 Pts

Multi-melta (x2)

2 Centurion Devastator Squad (Heavy Support) @ 260 Pts

Grav-Cannons & Grav Amps; Hurricane Bolters

1 Centurion Sergeant @ [100] Pts

Grav-Cannon & Grav Amp; Hurricane Bolter; Omniscope

2 Centurion Devastator Squad (Heavy Support) @ 260 Pts

Grav-Cannons & Grav Amps; Hurricane Bolters

1 Centurion Sergeant @ [100] Pts

Grav-Cannon & Grav Amp; Hurricane Bolter; Omniscope

1 Stormraven Gunship (Heavy Support) @ 200 Pts

Twin Lascannon; Twin Multi-melta

союзники: ультрамарины

1 Chief Librarian Tigurius (HQ) (UL) @ 165 Pts

4 Tactical Squad (Troops) (UL) @ 70 Pts

1 Space Marine Sergeant @ [14] Pts

Bolt Pistol; Boltgun

1 Whirlwind (Heavy Support) (UL) @ 65 Pts

1 Imperial Bastion (Fortification) @ 75 Pts

ИНКВИЗИЦИЯ

1 Inquisitor Coteaz (HQ) (IQ) @ 100 Pts

Models in Army: 38

Total Army Cost: 2000

Ющенко Николай

HQ 1 Hive Tyrant 165pts (wings +35, Devourer +15 x2) =230pts

HQ 2 Hive Tyrant 165pts (wings +35, Devourer +15 x2) =230pts

Troops 1 Termagant 4pts x 30 = 120

Troops 2 Tervigon 195pts = 195

Elites 1 Venomthrope 45pts = 45

Elites 2 Venomthrope 45pts = 45

Elites 3 Zoanthrope 50pts x2 =100

FA 1 Hive Crone 155pts = 155

FA 2 Hive Crone 155pts = 155

FA 3 Hive Crone 155pts = 155

HS 1 Mawloc 140pts =140

HS 2 Exocrine 170pts = 170

HS 2 Exocrine 170pts = 170

Aegis Defence line 50pts (+20 comrelay)

TOTAL 1980

Фомин Федор

HQ

[2]

Commander (175pt.)

Crisis battlesuit; Multi-tracker; Blacksun filter; Stimulant injector;

Command and control node; Puretide Engram Neurochip;

Multi-spectrum Sensor Suit; XV8-02 Crisis 'Iridium' Battlesuit;

Ethereal (50pt.)

Elites

[3]

XV104 Riptide (210pt.)

Riptide battlesuit; Multi-tracker; Blacksun filter; Riptide shield generator;

Ion accelerator; Twin-linked fusion blaster; Early warning override; Velocity tracker;

XV104 Riptide (210pt.)

Riptide battlesuit; Multi-tracker; Blacksun filter; Riptide shield generator;

Ion accelerator; Twin-linked fusion blaster; Early warning override; Velocity tracker;

XV104 Riptide (185pt.)

Riptide battlesuit; Multi-tracker; Blacksun filter; Riptide shield generator;

Ion accelerator; Twin-linked fusion blaster;

Troops

[3]

12x Fire Warrior Team (108pt.)

§ 12x Fire Warrior (9pt.); Combat armour; Photon grenades; Pulse rifle;

6x Fire Warrior Team (54pt.)

§ 6x Fire Warrior (9pt.); Combat armour; Photon grenades; Pulse rifle;

6x Fire Warrior Team (54pt.)

§ 6x Fire Warrior (9pt.); Combat armour; Photon grenades; Pulse rifle;

Heavy support

[3]

3x Broadside Battlesuit Team (210pt.)

§ 1x Shas'ui (70pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;

Twin-linked high-yield missile pod; Twin-linked smart missile system; Early warning override;

§ 1x Shas'ui (70pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;

Twin-linked high-yield missile pod; Twin-linked smart missile system; Early warning override;

§ 1x Shas'ui (70pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;

Twin-linked high-yield missile pod; Twin-linked smart missile system; Early warning override;

3x Broadside Battlesuit Team (210pt.)

§ 1x Shas'ui (70pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;

Twin-linked high-yield missile pod; Twin-linked smart missile system; Early warning override;

§ 1x Shas'ui (70pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;

Twin-linked high-yield missile pod; Twin-linked smart missile system; Early warning override;

§ 1x Shas'ui (70pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;

Twin-linked high-yield missile pod; Twin-linked smart missile system; Early warning override;

3x Broadside Battlesuit Team (282pt.)

§ 1x Shas'ui (94pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;
Twin-linked high-yield missile pod; Twin-linked smart missile system; Target lock; Missile drone(x2);

§ 1x Shas'ui (94pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;
Twin-linked high-yield missile pod; Twin-linked smart missile system; Target lock; Missile drone(x2);

§ 1x Shas'ui (94pt.); Broadside battlesuit; Multi-tracker; Blacksun filter;
Twin-linked high-yield missile pod; Twin-linked smart missile system; Target lock; Missile drone(x2);

Fortification

[1]

Aegis Defense Line (50pt.)

Secondary Detachment

[1]

Eldar (202pt.)

HQ

[1]

Farseer (100pt.)

Ghosthelm; Rune armour; Witchblade; Shuriken pistol;

Troops

[2]

3x Windrider Jetbike Squad (51pt.)

§ 3x Windrider Guardian (17pt.); Eldar jetbike; Mesh armour; Twin-linked shuriken catapult;

3x Windrider Jetbike Squad (51pt.)

§ 3x Windrider Guardian (17pt.); Eldar jetbike; Mesh armour; Twin-linked shuriken catapult;