

Codex: Chaos Space Marines

HQ 1: Daemon prince (110), wings (20), mark of slaanesh (5), lash of submission (20) = 155

HQ 2: Chaos sorcerer (100), wings (20), mark of slaanesh (5), lash of submission (20) = 145

HQ 3: Greater daemon (100) = 100

Troops 1: 10*Khorne berzerkers (210), skull champion (15), power fist (25) = 250

Troops 2: 5*Plague marines (115), plague champion (15), 2*meltagun (20) in **Transport1** = 150

Troops 3: 5*Plague marines (115), 2*plasma gun (30) = 145

Heavy Support 1: 2*Obliterators (150) = 150

Heavy Support 2: 2*Obliterators (150) = 150

Heavy Support 3: Chaos land raider (220)=220

Transport 1: Chaos rhino (35) for **Troops 2** = 35

Total: 1500 pts

Кабанов Дмитрий, Даемон

Codex: Space Wolves

HQ 1: Wolf lord (100), thunder hammer (30), storm shield (30), runic armour (20), thunderwolf mount (45), fen risian wolf (10), saga of the bear (35) = 270

HQ 2: Rune priest (100), living lightning (0), jaws of the world wolf (0) = 100

Elites 1: 5*Wolf scouts (75), meltagun (10) = 85

Elites 2: 4*Wolf guard (72), 4*power fist (80), 4*combi-melta (20) = 172

Troops 1: 8*Grey hunters (120), meltagun (5), wolf standart (10) in Transport 1 = 135

Troops 2: 8*Grey hunters (120), meltagun (5), wolf standart (10), mark of the wulfen (15) in **Transport 2** = 150

Troops 3: 8*Grey hunters (120), meltagun (5), wolf standart (10), mark of the wulfen (15) in **Transport 3** = 150

Fast Attack 1: 2*Thunderwolf cavalry (100), boltgun (0) = 100

Heavy Support 1: 5*Long fang (75), 4*missile launcher (10) = 115

Heavy Support 2: 5*Long fang (75), 4*missile launcher (10) = 115

Transport 1: Rhino (35) for **Troops 1** = 35

Transport 2: Rhino (35) for **Troops 2** = 35

Transport 3: Rhino (35) for **Troops 3** = 35

Total: 1497 pts

Codex: Eldar

HQ 1: Farseer (55), eldar jetbike (30), fortune (30) = 115

HQ 2: Farseer (55), runes of warding (15), runes of witnessing (10), spirit stones (20), doom (25), fortune (30) = 155

HQ 3: 6*Warlocks (150), 6*elder jetbikes (120), enhance (15), 2*embolden (10) = 295

Elites 1: 5*Harlequin (90), troupe master with power weapon (20), 4*harlequin's kiss (16) = 126

Elites 2: 6*fire dragons (96) = 96

Troops 1: 5*Dire avengers (60) = 60

Troops 2: 8*Dire avengers (96), exarch (12), two shuriken catapults (5), bladestorm (15) = 128

Heavy Support 1: Falcon (115), eldar missile launcher (20), spirit stones (10), holo-fields (35) = 180

Heavy Support 2: Falcon (115), eldar missile launcher (20), spirit stones (10), holo-fields (35) = 180

Heavy Support 3: Falcon (115), shuriken cannon (5), spirit stones (10), holo-fields (35) = 165

Total: 1500 pts

Codex: Imperial Guard

HQ 1: Company command squad (50), power fist (15), 3*meltagun (30) in **Transport 1** = 95

Troops 1: Veteran squad (70), sergeant power weapon (10), 3*plasma gun (45), lascannon (20), grenadiers (30) in **Transport 2** = 175

Troops 2: Veteran squad (70), sergeant power weapon (10), 3*plasma gun (45), lascannon (20), grenadiers (30) in **Transport 3** = 175

Troops 3: Veteran squad (70), sergeant power weapon (10), 3*plasma gun (45), lascannon (20), grenadiers (30) in **Transport 4** = 175

Troops 4: Veteran squad (70), sergeant power weapon (10), 3*meltagun (30) = 110

Fast Attack 1: Vendetta (130) = 130

Fast Attack 2: 2*Armoured sentinel (110), 2*autocannon (10) = 120

Heavy Support 1: 2*Hydra (150) = 150

Heavy Support 2: 2*Hydra (150) = 150

Transport 1: Chimera (55) for **HQ 1** = 55

Transport 2: Chimera (55) for **Troops 1** = 55

Transport 3: Chimera (55) for **Troops 2** = 55

Transport 4: Chimera (55) for **Troops 3** = 55

Total: 1500 pts

Кабанов Илья, Bloodroad

Codex: Orks

HQ 1: Warboss (60), power klaw (25), warbike (40), attack squig (15), cybork body (10) = 150

HQ 2: Big mek (35), kustom force field (50) = 85

Elites 1: 15*lootas (225) = 225

Elites 2: 15*lootas (225) = 225

Troops 1: 4*Nob (80), 4*bikes (100), power klaw (25), waaagh banner (15), bosspole (5), painboy (30), 4*cybork body (20) = 275

Troops 2: 19*Ork boyz (114), nob (10), power klaw (25), bosspole (5) = 154

Troops 3: 19*Ork boyz (114), nob (10), power klaw (25), bosspole (5) = 154

Heavy Support 1: Battlewagon (90), big shoota (5), deff rolla (20) = 115

Heavy Support 2: Battlewagon (90), big shoota (5), deff rolla (20) = 115

Total: 1498 pts

Сучков Павел, Golio

Codex: Eldar

HQ 1: Farseer (55), runes of warding (15), runes of witnessing (10), spirit stones (20), doom (25), fortune (30) = 155

HQ 2: 6*Warlocks (150), enhance (15), 2*embolden (10) in **Transport 1** = 175

Elites 1: 10*Harlequin (180), troupe master with power weapon (20), 9*harlequin's kiss (36) = 236

Troops 1: 5*Dire avengers (60) in **Transport 2** = 60

Troops 2: 5*Dire avengers (60) = 60

Heavy Support 1: Falcon (115), eldar missile launcher (20), shuriken cannon (10), spirit stones (10), holo-fields (35) = 190

Heavy Support 2: Falcon (115), eldar missile launcher (20), shuriken cannon (10), spirit stones (10), holo-fields (35) = 190

Heavy Support 3: 3*War walker (90), 6*scatter laser (90) = 180

Transport 1: Wave serpent (90), twin-linked shuriken cannons (10), spirit stones (10), star engines (15) for **HQ 2** = 125

Transport 2: Wave serpent (90), twin-linked shuriken cannons (10), spirit stones (10), star engines (15) for **Troops 1** = 125

Total: 1496 pts

Codex: Witch Hunters

HQ 1: Canoness (45), blessed weapon (30), book of st.lucius (5), mantle of ophelia (15), cloak of st.aspira (20), jump pack (20) = 135

HQ 2: Canoness (45), eviscerator (25), book of st.lucius (5), cloak of st.aspira (20), jump pack (20) = 115

Troops 1: 10*battle sisters (110), meltagun (10), heavy flamer (12), veteran superior (14), eviscerator (25), book of st.lucius (5) in **Transport 1** = 176

Troops 2: 10*battle sisters (110), meltagun (10), heavy flamer (12), veteran superior (14), eviscerator (25), book of st.lucius (5) in **Transport 2** = 176

Troops 3: 10*battle sisters (110), 2*meltagun (20), veteran superior (14), eviscerator (25), book of st.lucius (5) in **Transport 3** = 174

Fast Attack 1: 5*Seraphim (110), twin inferno pistols (15), veteran superior (10), eviscerator (25) = 160

Heavy Support 1: Exorcist (135) = 135

Heavy Support 2: Exorcist (135) = 135

Heavy Support 3: Exorcist (135) = 135

Transport 1: Rhino (50), smoke launchers (3) for **Troops 1** = 53

Transport 2: Rhino (50), smoke launchers (3) for **Troops 2** = 53

Transport 3: Rhino (50), smoke launchers (3) for **Troops 3** = 53

Total: 1500 pts

Григорьев Дмитрий, d2

Codex: Tau Empire

HQ 1a: Commander shas'ō (75), fusion blaster (12), plasma rifle (20), iridium armour (20), stimulant injector (10), hard-wired multi-tracker (5), hard-wired dron controller (0), 2*shield drone (30) = 172

HQ 1b: 2*Shas've (70), 2*fusion blaster (24), 2*plasma rifle (40), 2*multi-tracker (10), hard-wired drone controller (0), 2*gun drone (20) = 164

Elites 1: 3*Crisis battlesuit (75), 3*twin linked missile pod (54), flamer (4), 2*drone controller (0), 2*gun drone (20) = 153

Elites 2: 3*Crisis battlesuit (75), 3*twin linked missile pod (54), flamer (4), 2*drone controller (0), 2*gun drone (20) = 153

Elites 3: 3*Crisis battlesuit (75), 3*twin linked missile pod (54), flamer (4), 2*drone controller (0), 2*gun drone (20) = 153

Troops 1: 6*Fire warrior (60) = 60

Troops 2: 13*kroot (91) = 91

Troops 3: 13*kroot (91) = 91

Heavy Support 1: 3*Broadside battlesuit (210), 3*advanced stabilization system (30), team leader (5), hard-wired drone controller (0), shield drone (15), gun drone (10) = 270

Heavy Support 2: 2*Broadside battlesuit (140), 2*advanced stabilization system (20), team leader (5), hard-wired blacksun system (3), hard-wired drone controller (0), shield drone (15), gun drone (10) = 193

Total: 1500 pts

Codex: Black Templars

HQ 1: Marshal (80), thunder hammer (30), storm shield (15), artificer armour (20), frag grenades (1) = 146

HQ 2: Master of Sanctity (110), pair of lightning claws (30), terminator armour (25) = 165

HQ 3: Emperor's Champion (90), accept any challenge, no matter the odds (50) = 140

Elites 1: Terminator assault squad, 7*terminator (280), 4*pair of lightning claws (0), 3*thunder hammer & storm shield (0), 7*furious charge (21) in **Transport 1** = 301

Troops 1: Crusader squad, 9*initiate (144), 7*bolt pistol & ccw (0), power fist & bolt pistol (15), meltagun (10) in **Transport 2** = 169

Troops 2: Crusader squad, 9*initiate (144), 7*bolt pistol & ccw (0), power fist & bolt pistol (15), meltagun (10) in **Transport 3** = 169

Transport 1: Land raider crusader (265), blessed hull (25), smoke launchers (3) for **Elites 1** = 293

Transport 2: Rhino (50), extra armour (5), smoke launchers (3) for **Troops 1** = 58

Transport 3: Rhino (50), extra armour (5), smoke launchers (3) for **Troops 2** = 58

Total: 1499 pts

Иванов Андрей, Talisman**Codex:** Orks

HQ 1: Big Mek (35), kustom force field (50) = 85

HQ 2: Warboss (60), mega armour (40), cybork body (10) = 110

Elites 1: 5*Meganobz (200), 2*kombi shoota-skorcha (10) in **Transport 1** = 210

Troops 1: 29*Gretchin (87), 2*runtherd (20) = 107

Troops 2: 24*Ork boyz (144), nob (10), power klaw (25), bosspole (5) = 184

Troops 3: 24*Ork boyz (144), nob (10), power klaw (25), bosspole (5) = 184

Troops 4: 23*Ork boyz (138), 23*ard boyz (92), nob (10), power klaw (25), bosspole (5) = 270

Heavy Support 1: Looted wagon (35), boomgun (70) = 105

Heavy Support 2: Looted wagon (35), boomgun (70) = 105

Heavy Support 3: Looted wagon (35), boomgun (70) = 105

Transport 1: Trukk (35) for **Elites 1** = 35

Total: 1500 pts

Codex: Space Wolves

- HQ 1:** Rune priest (100), chooser of the slain (10), murderous hurricane (0), living lightning (0) = 110
HQ 2: Rune priest (100), terminator armour (20), murderous hurricane (0), jaws of the world wolf (0) = 120
Elites 1a: Wolf guard (18), combi-melta (5), power fist (20) = 43
Elites 1b: 3*Wolf guard (54), 3*terminator armour (45), combi-flamer (5), 2*combi-melta (10), 3*power fist (30) = 144
Elites 1c: Wolf guard (18), terminator armour (15), cyclone missile launcher (30) = 63
Elites 2: Dreadnought (105), multi-melta (0), extra armour (15), wolf tail talisman (5) in **Transport 1** = 125
Elites 3: 5*Wolf scout (75), meltagun (10) = 85
Troops 1: 6*Grey hunter (90), meltagun (5), wolf standart (10) in **Transport 2** = 105
Troops 2: 7*Grey hunter (105), meltagun (5), wolf standart (10), mark of the wulfen (15) in **Transport 3** = 135
Troops 3: 7*Grey hunter (105), flamer (0), wolf standart (10), mark of the wulfen (15) in **Transport 4** = 130
Heavy Support 1: 5*Long fang (75), 4*missile launcher (40) in **Transport 5** = 115
Heavy Support 2: 5*Long fang (75), 4*missile launcher (40) in **Transport 6** = 115
Transport 1: Drop pod (35) for **Elites 2** = 35
Transport 2: Drop pod (35) for **Troops 1** = 35
Transport 3: Drop pod (35) for **Troops 2** = 35
Transport 4: Drop pod (35) for **Troops 3** = 35
Transport 5: Drop pod (35) for **Heavy Support 1** = 35
Transport 6: Drop pod (35) for **Heavy Support 2** = 35

Total: 1500 pts

Asguard

Codex: Tau Empire

- HQ 1:** Commander shas'el (50), cyclic ion blaster (15), plasma rifle (20), targeting array (10), stimulant injector (10), hard-wired multi-tracker (5), hard-wired dron controller (0), 2*shield drone (30) = 140
Elites 1a: Crisis battlesuit (25), missile pod (12), plasma rifle (20), multi-tracker (5), team leader (5), bonding knife (5), hard-wired drone controller (0), 2*shield drone (30) = 102
Elites 1b: 2*Crisis battlesuit (50), 2*missile pod (24), 2*plasma rifle (40), 2*multi-tracker (10) = 124
Elites 2a: Crisis battlesuit (25), missile pod (12), plasma rifle (20), multi-tracker (5), team leader (5), bonding knife (5), hard-wired drone controller (0), 2*shield drone (30) = 102
Elites 2b: 2*Crisis battlesuit (50), 2*missile pod (24), 2*plasma rifle (40), 2*multi-tracker (10) = 124
Troops 1: 7*Fire warrior (70) = 70
Troops 2: 7*Fire warrior (70) = 70
Fast Attack 1: 8*Pathfinders (96) in **Transport 1** = 96
Heavy Support 1: 2*Broadside battlesuit (140), 2*twin-linked plasma rifle (20), 2*multi-tracker (10), team leader (5), bonding knife (5), hard-wired drone controller (0), 2*shield drone (30) = 210
Heavy Support 2: 2*Broadside battlesuit (140), 2*twin-linked plasma rifle (20), 2*multi-tracker (10), team leader (5), bonding knife (5), hard-wired drone controller (0), 2*shield drone (30) = 210
Heavy Support 3: Hammerhead (90), railgun (50), two burst cannons (10), multi-tracker (10), disruption pod (5) = 165
Transport 1: Devilfish (80), disruption pod (5), marker beacon (0) for **Fast Attack 1** = 85

Total: 1498 pts

Codex: Space Marines

HQ 1: SM chaplain (100), storm bolter (3), melta bombs (5), jump pack (15) = 123

Elites 1: Ironclad dreadnought (135), heavy flamer (5), hurricane bolter (0), 2*hunter-killer missile (20), ironclad assault launchers (15) = 175

Elites 2: Terminator squad (200), 5*terminator (200), assault cannon (30), cyclone missile launcher (30) = 460

Troops 1: Tactical squad (90), 5*space marine (80), heavy bolter (0), power fist (25), storm bolter (10), melta bombs (5) = 210

Troops 2: Tactical squad (90), 5*space marine (80), heavy bolter (0), power fist (25), storm bolter (10) = 205

Fast Attack 1: Assault squad (100), flamer (10), pair of lightning claws (30), melta bombs (5), combat shield (5) = 150

Heavy Support 1: Predator (60), twin-linked lascannon (45), heavy bolter sponsons (25), storm bolter (10), hunter-killer missile (10), dozer blade (5), extra armour (15) = 170

Total: 1493 pts

Комар Максим

Codex: Tyranids

HQ 1: Hive tyrant (170), old adversary (25), hive commander (25), adrenal glands (10), wings (60), leech essence (0), paroxysm (0) = 290

Elites 1: 3*Zoanthrope (180) = 180

Elites 2: 3*Zoanthrope (180) in **Transport 1** = 180

Elites 3: 3*Zoanthrope (180) in **Transport 2** = 180

Troops 1: 30*Hormagaunt (180) = 180

Troops 2: 30*Hormagaunt (180) = 180

Heavy Support 1: Carnifex (160), adrenal glands (10), bio-plasma (20) = 190

Transport 1: Mycetic spore (40), venom cannon (20) for **Elites 2** = 60

Transport 2: Mycetic spore (40), venom cannon (20) for **Elites 3** = 60

Total: 1500 pts

Codex: Chaos Daemons

HQ 1: Bloodthirster (250) = 250

Elites 1: 6*Fiends of slaanesh (180), unholy might (10) = 190

Elites 2: 5*Bloodcrushers of khorne (200), fury of khorne (10), instrument of chaos (5) = 215

Elites 3: 5*Bloodcrushers of khorne (200), fury of khorne (10), instrument of chaos (5) = 215

Troops 1: 5*Plaguebearers of nurgle (75) = 75

Troops 2: 5*Plaguebearers of nurgle (75) = 75

Heavy Support 1: Soul grinder (135), phlegm (25) = 160

Heavy Support 2: Soul grinder (135), phlegm (25) = 160

Heavy Support 3: Soul grinder (135), phlegm (25) = 160

Total: 1500 pts

Шкода Александр, Mindovg

Codex: Orks

HQ 1: Warboss (60), power klaw (25), shoota/skorcha kombi weapon (5), warbike (40), attack squig (15), cybork body(10) = 155

HQ 2: Warboss (60), power klaw (25), shoota/skorcha kombi weapon (5), warbike (40), attack squig (15), cybork body(10) = 155

Troops 1: 12*Ork boyz (72), nob (10), power klaw (25), bosspole (5) in **Transport 1** = 112

Troops 2: 12*Ork boyz (72), nob (10), power klaw (25), bosspole (5) in **Transport 2** = 112

Troops 3: 10*Ork boyz (60), 10*shootas (0), nob (10), power klaw (25), bosspole (5) in **Transport 3** = 100

Troops 4: 5*nobz (100), big choppa (5), 2*power klaw (50), bosspole (5), waaagh banner (15), painboy (30), 5*cybork bodies (25), 2*grot orderly (10) in **Transport 4** = 240

Troops 5: 3*nobz (60), 3*bikes (75), power klaw (25), waaagh banner (15), bosspole (5), painboy (30), 3*cybork bodies (15) = 225

Troops 6: 10*Ork boyz (60), nob (10), power klaw (25), bosspole (5) = 100

Heavy Support 1: Battlewagon (90), red paint job (5), big shoota (5), deff rolla (20) = 120

Transport 1: Trukk (35), rokkit launcha (5), red paint job (5) for **Troops 1** = 45

Transport 2: Trukk (35), rokkit launcha (5), red paint job (5) for **Troops 2** = 45

Transport 3: Trukk (35), rokkit launcha (5), red paint job (5) for **Troops 3** = 45

Transport 4: Trukk (35), rokkit launcha (5), red paint job (5) for **Troops 4** = 45

Total: 1499 pts

Запащиков Сергей, Домовоу

Codex: Necrons

HQ 1: Necron lord (100), warscythe (10), destroyer body (30), phase shifter (30), resurrection orb (40)
= 210

Elites 1: 9*immortal (252) = 252

Troops 1: 10*Warrior (180) = 180

Troops 2: 10*Warrior (180) = 180

Fast Attack 1: 3*Wraith (123) = 123

Fast Attack 2: 3*Wraith (123) = 123

Heavy Support 1: 3*Heavy destroyer (195) = 195

Heavy Support 2: Monolith (235) = 235

Total: 1498 pts

Ржеусский Евгений, Женя

Codex: Space Marines

HQ 1: SM chaplain (100), terminator armour with storm bolter (30) = 130

Elites 1: Terminator assault squad (200) = 200

Elites 2: Terminator assault squad (200), 5*thunder hammer and storm shield (0) = 200

Troops 1: Tactical squad (90), power fist (25), plasma pistol (15) in **Transport 1** = 130

Troops 2: Tactical squad (90), plasma pistol (15) in **Transport 2** = 105

Fast Attack 1: Land speeder (50), multi-melta (10), typhoon missile launcher (40) = 100

Heavy Support 1: Land raider (250), extra armour (15), multi-melta (10) = 275

Heavy Support 2: Land raider redeemer (240), extra armour (15), multi-melta (10) = 265

Transport 1: Razorback (40), extra armour (15) for **Troops 1** = 55

Transport 2: Razorback (40) for **Troops 2** = 40

Total: 1500 pts

Codex: Orks

HQ 1: Warboss (60), power klaw (25), warbike (40), shoota/skorcha kombi-weapon (5), attack squig (15), cybork body (10) = 155

HQ 2: Warboss (60), power klaw (25), warbike (40), shoota/skorcha kombi-weapon (5), attack squig (15), cybork body (10) = 155

Elites 1: 10*Lootas (150), mek (0) = 150

Troops 1: 4*Nobz (80), 4*bikes (100), 2*power klaw (50), painboy (30), 4*cybork body (20), waaagh banner (15), bosspole (5) = 300

Troops 2: 12*Ork boyz (72), nob (10), power klaw (25), bosspole (5) in **Transport 1** = 112

Troops 3: 12*Ork boyz (72), nob (10), power klaw (25), bosspole (5) in **Transport 2** = 112

Troops 4: 12*Ork boyz (72), nob (10), power klaw (25), bosspole (5) in **Transport 3** = 112

Troops 5: 18*Ork boyz (108), nob (10), power klaw (25), bosspole (5) = 148

Heavy Support 1: Battlewagon (90), deff rolla (20), red paint job (5), big shoota (5) = 120

Transport 1: Trukk (35), rokket launcha (5), red paint job (5) for **Troops 2** = 45

Transport 2: Trukk (35), rokket launcha (5), red paint job (5) for **Troops 3** = 45

Transport 3: Trukk (35), rokket launcha (5), red paint job (5) for **Troops 4** = 45

Total: 1499 pts