



Allegiance: Seraphon
- *Mortal Realm: Hysh*
- *Constellation: Starborne*

LEADERS

Skink Starseer (140)

- *General*
- *Command Trait : Master of Star Rituals*
- *Spell : Tide of Serpents*

Lord Kroak (320)

- *Spell : Stellar Tempest*

Skink Priest (70)

Saurus Astrolith Bearer (140)

- *Artefact : Aetherquartz Brooch*

Skink Starpriest (120)

- *Spell : Hand of Glory*

Skink Priest (70)

UNITS

12 x Salamander Hunting Pack (240)

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10 x Skinks (60)

- *Boltspitters Celestite Daggers & Star Bucklers*

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- *Boltspitters Celestite Daggers & Star Bucklers*

5 x Saurus Guard (100)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Balewind Vortex (40)

Bound Geminids of Uhl-Gysh (70)

Prismatic Palisade (30)

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

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

ARTEFACTS: 1/1 ALLIES: 0/400



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Allegiance: Ogor Mawtribes

- *Mortal Realm: Shyish*
- *Mawtribe: Bloodgullet*

LEADERS

Slaughtermaster (140)

- *General*
- *Command Trait: Nice Drop of the Red Stuff!*
- *Artefact: Splatter-cleaver*
- *Lore of Gutmagic: Ribcracker*
- *Bloodgullet 2nd Spell: Blood Feast*

Frostlord on Stonehorn (400)

- *Artefact: Ethereal Amulet*
- *Mount Trait: Black Clatterhorn*

Frostlord on Stonehorn (400)

- *Mount Trait: Metalcruncher*

UNITS

12 x Ogor Gluttons (400)

- *Pairs of Clubs or Blades*

4 x Ironguts (220)

4 x Ironguts (220)

2 x Leadbelchers (80)

BATTALIONS

Goremund (140)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 121

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

ARTEFACTS: 2/2 ALLIES: 0/400



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alienmorphe

Allegiance: Seraphon

- *Mortal Realm: Hysh*
- *Constellation: Koatl's Claw*

LEADERS

Lord Kroak (320)

- *Spell : Celestial Equilibrium*

Saurus Oldblood (110)

- *General*
- *Command Trait : Dominant Predator*
- *Greatblade*
- *Artefact : Aetherquartz Brooch*

Saurus Sunblood (130)

Saurus Scar-Veteran on Cold One (110)

- *Artefact : Eviscerating Blade*

Skink Starpriest (120)

- *Spell : Hand of Glory*

Skink Starseer (140)

- *Spell : Tide of Serpents*

UNITS

40 x Saurus Warriors (320)

- *Spears*

40 x Saurus Warriors (320)

- *Spears*

10 x Saurus Warriors (90)

- *Clubs*

10 x Skinks (60)

- *Meteoric Javelins Celestite Daggers & Star Bucklers*

10 x Skinks (60)

- *Meteoric Javelins Celestite Daggers & Star Bucklers*

BATTALIONS

Sunclaw Temple-host (140)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Balewind Vortex (40)

Bound Prismatic Palisade (40)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 147

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

ARTEFACTS: 2/2 ALLIES: 0/400



tzeentch
BOCHU Maxime

Allegiance: Tzeentch

- *Change Coven: Eternal Conflaguration*

LEADERS

Archaon the Everchosen (800)

- *Lore of Fate : Infusion Arcanum*

Chaos Sorcerer Lord (110)

- *Lore of Fate : Glimpse the Future*

Gaunt Summoner on Disc of Tzeentch (260)

- *General*

- *Command Trait : Coruscating Flames*

- *Artefact : Shroud of Warpflame*

- *Lore of Change : Fold Reality*

UNITS

10 x Pink Horrors of Tzeentch (200)

6 x Flamers of Tzeentch (240)

6 x Flamers of Tzeentch (240)

1 x Burning Chariots of Tzeentch (150)

TOTAL: 2000/2000 EXTRA COMMAND POINTS: 0 WOUNDS: 70

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

ARTEFACTS: 1/1 ALLIES: 0/400