

GARAGEGAMES II

LISTOR

1. **Marcus Bergstedt**

KOMP:

Tema - Döda Fellow Marines, Close Combat och mkt Heavy Plasma för det är ingen som kör det längre.

Minotaurs: 1696pts.

Asterion Moloc 235pts/Rätt bra.

9 Terminators: Power Fist & Stormbolter 360pts/Inga sköldar eller cykloner

Ven Dread: Ass cannon, Heavy Flamer 155pts/ok, rätt dyr

Dread: Plasma Cannon 110pts/inte så bra

6 Devastators: 3 Plasma Cannons 129pts/bra på att spränga sig själva 😊

6 Devastators: Laser, Heavy Bolter, Plasma Cannon 129pts/Lite av varje

9 Marines: Melta gun, Pod 186pts/Bra dock ingen Combat squad.

8 Marines: Flamer, 1 Veteran Sgt. Power Sword, Plasma Pistol, Rhino 206pts/Se ovan

9 Marines: Melta gun 141pts/Se ovan, - ingen transport.

1 Attack Bike: Heavy Bolter 45pts/ok

2. Daniel Bagarn Carlson

Komp:

3. Warboss: Da Lucky Stikk; power klaw; 'eavy armour; cybork body; warbike 144
- 4.
5. Boss Zagstruk 65
- 6.
7. Painboy: ammo runt; grot orderly; warbike 83
- 8.
9. 12 Boyz: shootas; 2× big shoota; Boss Nob (power klaw; bosspole) 134
10. • Trukk: rokkit launcha 30
- 11.
12. 10 Gretchin: + 1 Runtherd (squig hound) 40
- 13.
14. 10 Gretchin: + 1 Runtherd (squig hound) 40
- 15.
16. 12 Tankbustas: 2× bomb squig; Boss Nob (bosspole) 181
17. • Trukk: rokkit launcha 30
- 18.
19. 4 Grot Tank: Grotzooka 160
- 20.
21. 7 Kommandos: 2× burna; Boss Nob (power klaw; bosspole) 140
22. • Boss Snikrot 60
- 23.
24. Burna-bommer: 2× skorcha missile 135
- 25.
26. 22 Stormboyz: Boss Nob (power klaw; bosspole) 238
- 27.
28. 10 Warbikerz: Boss Nob (power klaw; bosspole) 220
- 29.
30. 1 700 points

31. **Dennis Jansson**
IYANDEN

KOMP

Formation//Dataslate: Eldar Ghost warriors. Units Marked with [F]

Special Rules:

Desperate measures: All units in this formation and any friendly Eldar Units Within 6" of any model in this formation have the Hatred special rule.

Wraithbone: If a Friendly Unit receives a cover save as a result of a unit from this formation partially obscuring the firer's view (see the intervening models rule in the Warhammer 40,000 Rulebook), That unit receives a cover save of 4+.

-HQ-

Spirit Seer, Spirit helm of Xelloth (15) –WARLORD-	85p
Wraithseer, D-Cannon (40)	225p

-TROOPS-

[F]7 Wraithguard, Wraithcannons	224p
[F]7 Wraithguard, Wraithcannons	224p
[F]5 Wraithguard, Wraithcannons	160p

-FAST-

Hornet Squadron, 3 Hornets (210), 6 Pulse Lasers (30)	240p
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-HEAVY SUPPORT-

[F]Wraithknight, Wraithcannons	240p
[F] Wraithlord, Ghostglave (5), Brightlance (20), Flamers	145p
[F] Wraithlord, Ghostglave (5), Brightlance (20), Flamers	145p

1688p

Hive Fleet Scyla

Description: 1700pts Tyranid Army

Sighted: Garage Games 2015

Author: Johan Thulin

Primary Detachment (Tyranids)

HQ

Hive Tyrant 240p

2 x Twin-linked Devourers with Brain Leech Worms, Wings, Electroshock Grubs, Warlord

Tyranid Prime 160p

Flesh Hooks, Lash whip and Bone swords, Toxin Sacks

Elites

Lictor Brood 50p

Lictor Brood 50p

Troops

14 x Hormagaunt Brood 70p

5 x Tyranid Warriors Death Spitters, Rending Claws 200p

Fast Attack

Dimachaeron 200p

5 x Ravener Brood Brood, Rending Claws 175p

6 x Tyranid shrike Brood (2 x Lash whip and Bone Sword, 4 x Rending Claws) 240p

Heavy Support

1 x Carnifex brood, 2x Twin-linked Devourers with Brain Leech worms, adrenal Glands 165p

No Force Organisation slot

Tyrannocyte 75p

Tyrannocyte 75p

Total: 1700p



33. **Peter Flogger Alsén**

KOMP

Aetos Rau'Keres - 999

9 Flamers - 207

18 Horrors - 167
Iridescent Horror

9 Screamers - 225

1 Burning Chariot - 100

Total: 1693

34. Max Gravely

Komp

Da Biggestest Scrap

Warboss Nardrak is interrupted by one of his weirdboys while he is kicking one of his favorite gretchin.

Weirdboy - "Boss! We 'eard of some fine scrapping 'appening not far from 'ere, we goin' or wat?"

Nardrak - "You lot knows we kan't just leave dis 'ere thing." "Ghazghkull 'imself told us to stay roight 'ere and not move a grot."

Weirdboy - "But boss, youz goin' around kickin' all of the grots anyway."

Realizing he already broke orders Nardrak immediately begins shouting.

Nardrak - "OI YA LAZY 'OOMIE LOVAS! WEZ HEADIN' OUT FOR DA BIGGESTEST SCRAP YOU LOT EVER 'EARD OF!"

"GET ALL DA BOYZ AN* GET DOSE STRANGE BOAR RIDING GITZ AN' GET SOME TRUKKS GOIN'!"

Weirdboy - "Ehh, boss?"

Nardrak - "WHAT? YA WEIRD UN!"

Turning around looking to where the weirdboy is pointing Nardrak sees someone he did not think was there, The mad dok Grotsnik.

Grotsnik seeing all the boys moving off simply looks at Nardrak, shrugs, and joins the boys beginning to scream WAAAAAGH! with his mechanical voice.

Weirdboy - "Well, we dodged a slug dere didn't we boss?" "Boss?"

Looking towards where the warboss once had stood the weirdboy sees him running close to Grotsnik joining in on the chant that quickly spreads to all orks nearby.

"Now dis iz gonna be gud an' proppa" He thinks running after.

Army List: 1700p

Formation: Da Green tide 1122p

Warboss Nardrak: Warlord, 'Eavy Armour, Power Klaw, Twin-linked Shoota, Bosspole, Cybork Body. 102p

Boys:

8x Slugga Boyz with 10x Ork boyz in each as well as a Nob with a Power Klaw. 101p each

1x Shoota Boyz with 10x Ork boyz and a Nob with Power Klaw. 111p

1x Shoota Boyz with 10x Ork boyz and a Nob with Big Choppa and Kombi-Skorcha. 101p

HQ:

Mad Dok Grotznik: 'Urty Syringe, Cybork body, Dok's tools, Power Klaw, Slugga. 180p

Weirdboy: Weirdboy Staff, Power of the WAAAGH!, Psyker level 2. 70p

Troops:

Boyz: 11x Slugga Boyz in a trukkk. 96p

Boyz: 10x Slugga Boyz in a trukkk. 90p

Fast attack:

Boar Riders (Warbikers): 9x Warbikers. 162p.

35. **Roger Ringius**

Komp:

Scabeiathrax 777pts

Plague Marines (7) 225pts
VoTLW, Fist, 2x Melta, Melta bomb

Plague Marines (7) 225pts
VoTLW, Fist, 2x Melta, Melta bomb

Plague Marines (7) 225pts
VoTLW, Power sword, 2x Plasma, Melta bomb

Plague Marines (7) 205pts
VoTLW, Power sword, 2x Flamer, Melta bomb

Total: 1657

o 8. Hans Månsson

Komp:

The Masque of the Fallen Star

Before the great Fall ten millennia ago a fraction of the Eldar escaped the clutches of She who thirsts. Three fragments of the once so mighty Eldar race managed to elude the Fall.

First were the Exodites, they were the first to steal away to other parts of the universe, away from the decadence that would lead to the destruction of the greatest civilisation ever known.

Second were those who would eventually be known as the Dark Eldar, the dark and twisted souls who would not repent but instead gave in to their lusts completely. They only survive because they took to the webways and remained hidden there during the fall.

The last of these three were the craftworld Eldar, they rode on great interstellar arks that took them to safety among the stars. They were the proudest of the three.

Since the craftworlds departed over ten millennia ago, many a craftworld have succumbed and none have been built anew. Just like the Eldar they are relics of an age long gone, and never to come again. These flying worlds, these behemoths are treated with the outmost reverence by all Eldar.

Since the Fall scattered the Eldar there is no central leadership to keep track of all the craftworlds at all times. Some craftworlds have been believed to have been lost only to return millennia later with tales of adventure on the brink of known space. But most craftworlds that have been unaccounted for have regrettably met its doom, devoured by a Hive Fleet, exterminated by some horrible deceiver or swallowed by a black hole. One of these many lost craftworlds was the craftworld of the Rising Star.

The craftworld of the Rising Star was not the grandest of craftworlds, nor was it the tiniest. A craftworld of the Asurian-class, it was one of many worldships that departed just before the Fall. During the millennia following the Fall there are several records of its whereabouts and its interactions with other worlds. It frequently traded with some human colonies on the fringe worlds and it also took part in some small skirmishes spread over the years. But none of general note for the course of the galaxy. Then, suddenly, it disappeared. The last recorded interaction with the Rising Star was millennia ago, since the year 983.M35 no one has heard of or seen it. That is until 103.M41, a little over five millennia since the last contact and just under a millennia from today.

A small masque of Harlequins traveling through the webway returning from a performance on craftworld Iyanden discovers a webway-portal that has long been disconnected from the webway. The Troupe Master Kashontharus was the first player to step through the gate. There was a thick layer of dust in the webway-room and an eerie feeling in the air. He took a deep breath, it felt like the air had been still for millennia, then he gracefully leapt forward to explore the adjacent rooms. Just before Kashontharus disappeared around the corner, Ma'ru Ra, the Death Jester of the troupe, came leaping through the webway-portal and landed with a soundless thud. He swung his shrieker cannon around, flipped it up in the air and caught it behind his back just as if it had been a gymnastics ribbon. A look of disappointment that there wasn't a horde of deamons waiting in the entrance room shone through his immovable skull mask. He quickly strode after Kashontharus.

Next through the portal was Shadowseer Lo'tosh. He almost floated through the air, his feet never seeming to touch the ground. He did not make the same spectacle of his entrance as his two comrades. He surveyed the room and moved on. After the three main players the rest of the troupe followed through the webway.

The troupe spent days bounding through the silent corridors looking for the inhabitants or a trace of what had happened here. But no traces was found. No living being, or dead for that matter, was to be found anywhere on the craftworld. Finally concluding that the mystery would remain a mystery the troupe started to realise the benefits of having a forgotten craftworld all to themselves and, as a result, their masks would inevitably all have their frowns turned upside down.

The troupe would continue to come back to the Rising Star between their performances. They were quite happy with their hide-away, their own personal playground in the sprawling webway.

But one harlequin was not content, he saw greater things. The shadoweer Lo'tosh spent all his time in the great chambers of the wraith constructs. Even though there were no trace of any living Eldar, or their remains, anywhere on the great ship, a great many Wraith Guards, Wraith Lords and the likes

were still remaining. All of them had intact spirit stones but none of them answered to any kind of stimulus. Lo'tosh toiled many a night with the wraith constructs, trying to get them to join in his plays. He would frequently do intricate dances and try to get the wraith units to join in, but to no avail. For decades he would dance alone, until one day. On this day an ancient Wraith Seer would move his head, if ever so slightly. One of the wraiths had finally awoken from his multi-millennial slumber. The ancient construct and Lo'tosh would quickly form a bond and together they would awaken the rest of the ancient wraithbone warriors on the craftworld to join in the play.

The ancient Wraith Seer was later named Wisdom, for his wisdom to decide to wake up and take up the calling of the great dance at the right moment, just before Lo'tosh was about to give up on his quest. Lo'tosh would henceforth be known as the first Shadowspiritseer, a mouthful to say, even for a nimble Eldar noble, which would please Lo'tosh to no end. Lo'tosh's daughter Lo'dash would later take over the role as the troupe's Shadowseer after her father took up his new calling.

As soon as the wraiths were awakened the troupe would start incorporating them into their plays. They would be representations of the players' feelings and emotions since they were not as quick and agile as the rest of the troupe. But that job they did with ease, and they surprised a many unsuspecting audience members and battle foes.

After a time the harlequins would retrofit some of the craftworlds' Wave Serpents with soulstones from malfunctioning wraith-units that still want to take part in the performance. That way the Wraith Guards could ride into battle alongside the harlequins in the sky. For the harlequins Starweavers would not bear the weight of the Wraith Guards, but the great serpents of the sky would do the job nicely.

The craftworld of the Rising Star now silently floats through space somewhere in the vast void between known space in the Reductus Sector. It would take many a mortal's lifetimes to find it even if someone would try to look for it. The only feasible way to travel to it is through the intricate webways. A path only the harlequins of this troupe, now turned masque, knows exactly how to traverse.

And so the Masque of the Fallen Star came into being.

○ 8. **Hans Månsson**

Komp:

○

○ **Shadowspiritseer Lo'tosh - Spiritseer (85pts)** Spear of Teuthlas (15pts), Witchstaff

○ **Wisdom - Wraithseer (IA:A 6E) (225pts)** D-Cannon (40pts), Ghostspear, Wraithshield

○

○ **Troupe Happiness - Wraithguard (Troops) (340pts)**

▪ **Smiling Serpent - Wave Serpent (130pts)**

Serpent Field, Spirit stones (10pts), Twin-linked brightlances (5pts), Twin-linked shuriken catapults

▪ **5x Wraithguard (210pts)**

5x D-scythe (50pts)

○ **Troupe Sadness - Wraithguard (Troops) (285pts)**

▪ **Frowning Serpent - Wave Serpent (125pts)**

Serpent Field, Spirit stones (10pts), Twin-linked shuriken cannons, Twin-linked shuriken catapults

▪ **5x Wraithguard (160pts)**

5x Wraithcannon

○ **Death - Wraithlord (165pts)**

Brightlance (20pts), Ghostglaive (5pts), Scatter laser (20pts), Two flamers

○ **Retribution - Wraithlord (165pts)**

Brightlance (20pts), Ghostglaive (5pts), Scatter laser (20pts), Two flamers

○ **Vengeance - Wraithlord (165pts)**

Brightlance (20pts), Ghostglaive (5pts), Scatter laser (20pts), Two flamers

Harlequins - Codex (Formation "Cast of players") (270pts)

• **Elites (135pts)**

○ **Lo'dash - Shadowseer (75pts)**

Flip Belt, Hallucinogen grenade launcher, Holo-suit, Mastery Level 1 (Phantasmancy), Miststave, Shuriken Pistol, The Mask of Secrets (15pts)

○ **Ma'ru Ra - Death Jester (60pts)**

Flip Belt, Holo-suit, Shrieker Cannon

○ **Troupe (135pts)**

▪ **Kashontharus - Troupe Master (55pts)**

Crescendo (5pts), Flip Belt, Holo-suit, Plasma grenades, Power sword (15pts), Warlord

▪ **Player (20pts)**

Flip Belt, Harlequin's Kiss (5pts), Holo-suit, Plasma grenades, Shuriken Pistol

▪ **Player (20pts)**

Flip Belt, Harlequin's Kiss (5pts), Holo-suit, Plasma grenades, Shuriken Pistol

▪ **Player (20pts)**

Flip Belt, Harlequin's Kiss (5pts), Holo-suit, Plasma grenades, Shuriken Pistol

▪ **Player (20pts)**

Flip Belt, Harlequin's Kiss (5pts), Holo-suit, Plasma grenades, Shuriken Pistol

HARLEQUINS MASQUE - CLOWNS

Shadowseer: psyker mastery level 2; The Mask of Secrets 100

Death Jester 60

Death Jester 60

5 Players: 2x harlequin's caress; + 1 Troupe Master (fusion pistol; harlequin's caress) 149

• **Starweaver** 70

5 Players: 2x harlequin's caress; + 1 Troupe Master (fusion pistol; harlequin's caress) 149

• **Starweaver** 70

8 Players: 2x fusion pistol; 3x harlequin's caress; + 1 Troupe Master (fusion pistol; harlequin's caress) 232

3 Skyweavers: 2x zephyrglaive 170

3 Skyweavers: 3x haywire cannon 165

2 Voidweaver 150

DARK ELДАР ALLIES - MIMES

Archon: blaster; agonizer; webway portal; Armor of Misery 150

5 Wyches 50

5 Wyches 50

Raider: dark lance; night shields 75

1700p jämt

Nummer 10. **Thomas Christiansen Astra Militarum** **KOMP:**

HQ:

Company Command Squad: 122 pts

Lascannon team

3 camo cloaks

3 carapace armour

Commander Carapace: Auto-reliquary of Tyberius

Company Command Squad: 158 pts

Lascannon team

Carapace armour

Chimera

Elites:

4 Ratlings 40 pts

4 Ratlings 40 pts

Hades Breaching drill: 10 veterans: 2 melta, resten shotguns 120 pts

Troops:

10 Veterans: Grenadiers, 3 melta (Chimera) 170 pts

10 Veterans: Grenadiers: 3 melta 105 pts

10 Veterans: Grenadiers: 3 Plasma 120 pts

Commissar: (Attached to Plasma vets): 25 pts

Infantry Platoon 1: 275 pts

Platoon Command Squad: 2 grenade launchers (40 pts)

Infantry squad: 1 Flamer, 1 Autocannon team (65 pts)

Infantry squad: 1 Flamer, 1 Autocannon team (65 pts)

Heavy Weapon Team: 3 Lascannons (105 pts)

Infantry Platoon 2: 250 pts

Platoon Command Squad: 3 flamers (45 pts)

Infantry squad: 1 Flamer, 1 Autocannon team (65 pts)

Infantry squad: 1 Flamer, 1 Autocannon team (65 pts)

Heavy Weapon Team: 3 Autocannons (75 pts)

Fast Attack:

Hellhound: Dozer Blade 130 pts

Heavy Support:

Leman Russ Vanquisher: Lascannon 145 pts

Total: 1700 pts

Nummer 11. Erik Asplund

Dante och hans röda kompanjoner ombord bloodcaller får ett SOS alarm från några allierade AM vänner som hotas av en stor xenos arme. AM styrkan led av paskis hade inte direkt tänkt att dom skulle möta några fiender då dom skulle bara transportera en maticore till sin bas på norra sidan av armegeddon där huvudstyrkan behöver förstärkning på grund av några galna och besvärliga orker. Det ända sättet att rädda Paskis är för Dante och hans BA styrkan att möta fienderna via deep strike.

(Blood Angels)

1 700 points

Elites 380 points (23 %)

5 Sanguinary Guard (195) WS4·BS4·S4·T4·W1·I4·A2·Ld10·Sv2+
 artificer armour; 2x Angelus boltgun; **3x inferno pistol**; 3x encarmine sword; **2x encarmine axe**; frag grenades; krak grenades; jump packs
Jump Infantry; Fearless; Furious Charge

8 Death Company Marines (214) WS5·BS4·S4·T4·W1·I4·A2·Ld8·Sv3+
 power armour; 8x bolt pistol; 7x chainsword; **Power fist**; frag grenades; krak grenades; jump packs
Infantry; Fearless; Feel No Pain; Furious Charge; Rage; Relentless

Fast Attack 225 points (14 %)

4 Assault Marines (115) WS4·BS4·S4·T4·W1·I4·A1·Ld8·Sv3+
 power armour; bolt pistols; chainswords; **2x flamers**; frag grenades; krak grenades
Jump Infantry; And They Shall Know No Fear; Combat Squads; Furious Charge

+ 1 Space Marine Sergeant WS4·BS4·S4·T4·W1·I4·A1·Ld8·Sv3+
 power armour; hand flamer; chainsword; frag grenades; krak grenades
Jump Infantry (Character); And They Shall Know No Fear; Combat Squads; Furious Charge

4 Assault Marines (120) WS4·BS4·S4·T4·W1·I4·A1·Ld8·Sv3+
 power armour; bolt pistols; chainswords; **2x meltagun**; frag grenades; krak grenades
Jump Infantry; And They Shall Know No Fear; Combat Squads; Furious Charge

+ 1 Space Marine Sergeant WS4·BS4·S4·T4·W1·I4·A1·Ld8·Sv3+
 power armour; **inferno pistol**; chainsword; frag grenades; krak grenades
Jump Infantry (Character); And They Shall Know No Fear; Combat Squads; Furious

Charge

Heavy Support 225 points (13 %)

Fire Raptor BS4·FA12·SA12·RA12·HP4
Gunship (225) twin-linked Avenger cannon; two turret-mounted twin-linked autocannons;
 4 stormstrike missiles; extra armour
*Vehicle (Flyer, Hover); Power of the Machine Spirit; Deep strike; strafing run;
 independent turret fire; relic of the armoury*

Lords of War 220 points (13 %)

Commander WS6·BS5·S4·T4·W4·I6·A4·Ld10·Sv2+
Dante (220) The Axe Mortalis; The Death Mask of Sanguinius; artificer armour; inferno pistol; frag
 grenades; Krak grenades; iron halo; jump pack
*Jump Infantry (Character); And They Shall Know No Fear; Eternal Warrior; Furious
 Charge; Hit & Run; Independent Character; Tactical Precision*

**Detachment: (Astra
 Militarum)**

HQ 370 points (61 %)

Tank Commander (70) BS4
Vehicle (Tank, Heavy, Character); Leman Russ Commander; Tank Orders

• **Knight Commander Paskis** BS4
*Vehicle (Tank, Heavy, Character); Crack Shot; Leman Russ Commander; Tank
 Orders; Warlord Trait: Old Grudges*

Leman Russ Punisher (160) BS3·FA14·SA13·RA11·HP3
 Punisher gatling cannon; **lascannon**; **sponson heavy flamers**; searchlight;
 smoke launchers
Vehicle (Tank, Heavy)

Leman Russ
Eradicator (140) BS3·FA14·SA13·RA10·HP3
 Eradicator nova cannon; **lascannon**; **sponson heavy flamers**; searchlight;
 smoke launchers
Vehicle (Tank, Heavy)

Troops 71 points (12 %)

Veteran Squad (71)	WS3·BS4·S3·T3·W1·I3·A1·Ld7·Sv5+ flak armour; 2x flamer ; frag grenades <i>Infantry</i>
+ 1 Veteran Sergeant	WS3·BS4·S3·T3·W1·I3·A2·Ld8·Sv5+ boltgun ; close combat weapon; frag grenades <i>Infantry (Character)</i>
Heavy Support	185 points (28 %)

Manticore (170) BS3·FA12·SA10·RA10·HP3
storm eagle rockets; **heavy flamer**; camo netting; searchlights; smoke launchers
Vehicle (Tank); Limited Ammunition

Nummer 12. Stefan "Den galna LBK hunden" Hedström komp:

En soldats värvning

Så, du vill ta värvning i Necromunda Strike Force. Självklart. Jag kan visa dig runt mässhallen, se vilka du kan bli vän med.

"Necromunda is a Hive world in Segmentum Solar, and a major producer of munitions for the Astra Militarum. Necromunda's forges produce lasguns, autoguns, and boltguns, among other weapons. The planet also levies huge numbers of troops for the Astra Militarum, most notably the 'Necromundan Spiders', as well as other supplies. Necromunda is typical of most hive worlds, it's hive cites rife with powerful gangs."

Längst bort. Ja, han som sitter ensam. Det är Tank Commander Kain. Lita inte på honom. Han har sin egna agenda. Eller jag vet inte. Han kanske bara är... Strun't i det.

Varför vi inte använder oss artilleri? Visst vore det bra när gängen kommer springande. Men, det förstör för mycket av byggnaderna.

"A Tank Commander rides to battle in the cupola of a mighty Lemman Russ battle tank. They typically lead a squadron of Lemman Russ tanks. These grizzled men are virtually one with their machine, possessing an implicit knowledge of armoured warfare in all its forms. Granted their pick of the armoured fighting vehicles available to their regiment, they are further entitled to pick their crew from the finest veterans. The average Tank Commander is therefore a steely eyed ace, heading up a crew of the very best their regiment has to offer.

These veteran armour commanders will often be assigned temporary leadership of infantry or artillery assets"

Därborta har vi vår Strike Force, eller veteraner. Det är väl dit du ska. Hårda as. Kommer från slummen allihop. Gäng, du fattar. Var du aristokrat? Du kanske inte ska nämna det...

"Weaker clans naturally seek the protection of more powerful neighbors whose powerbase then expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further. Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. The endless feuds between the warrior gangs of these clans are a fundamental part of the workings of Necromunda."

Ok, sist. Lova att du aldrig ser dem i ögonen. Lova det. Aldrig ögonen. Ser du de som viskar och sprakar där framme. Det är våra spyrers. Ingen gillar att ha dem här. Men deras utrustning har visat sig effektiv mot gängbråken. Du gör klokt i att aldrig tala med dem.

"Each Spyrer is granted a unique Hunting Rig which has been crafted offworld using nearly forgotten technologies.

The rig itself is a miraculous piece of technology which outstrips much of the combat materiel used by any other Imperial organisation, perhaps even the Astartes. Hunting Rigs act as a suit of armour with built-in weaponry and cybernetic enhancements.

It is self-sustaining, providing sustenance to the wearer so that they are not burdened by the requirement of food. It is also self-repairing, so that they do not require regular maintenance.

However the most important feature of the hunting rig is their power boosting system. As the wearer fights and gains experience in combat, the hunting rig will adapt and evolve to suit the wearer by increasing power to certain systems, unlocking previously unavailable abilities and new potential as the hunt continues.

Few other pieces of Imperial wargear have this ability, however, as the hunting rigs are constructed offworld, it is possible that they are exported to locations other than Necromunda."

Ähmm... Du kanske ska sitta själv först. Känna in stämningen...

Stefan Hedströms lista, 1700pts

-HQ-

Tank Commander Kain 415pts

- Punisher, Multi-melta spon
- Executioner, Plasma cannon spon

-TROOPS-

Strike Force 165pts

Chimera, meltagun

Doctrine: Demolitions

Strike Force 155ts

Chimera

Doctrine: Demolitions

Strike Force 155ts

Chimera

Doctrine: Demolitions

Strike Force 140pts

Chimera, 3x flamers

-FAST-

Armoured Sentinel 50pts

Lascannon

Armoured Sentinel 50pts Lascannon

-OFFICIO SPYRERS-

- Spyrer Vindicare Replicato 150pts
- Spyrer Callidus Replicata 145pts
- Spyrer Eversor Replicato 135pts
- Spyrer Culexus Replicato 140pts

Nummer 13. **Mikael Andersson**

Armageddon Mechanisierte kompani 'Stahl legionen'

Unternehmen kommandant 'Herman *BräuBaron* Hasseröder'

3 meltagewer, kimera 155

Machinenseher 'Karl Königsbacher'

3 servitor 70

Zugkommandant 113 "Wolfgang *Jäger* Warsteiner'

3 meltagewehr, kimera 125

Gruppe 114 'Kölsch-Jäger'

Laserkanon, kimera, stubber 140

Gruppe 115 'Märzen-Jäger'

Laserkanon, kimera, stubber 140

Zugkommandant 120 'Bernhard *Blitz* Bitburger'

raketwerfer, granatwerfer, kimera 115

Gruppe 121 'Dunkel-Blitz'

raketwerfer, granatwerfer, kimera, stubber 140

Gruppe 122 'Bock-Blitz'

raketwerfer, granatwerfer, kimera, stubber 140

Zugkommandant 133 'Kurt *Speer* Krombacher'

4 granatwerfer, kimera 115

Gruppe 134 'Weisse-Speer'

autokanon, granatwerfer, chimera, stubber 135

Gruppe 135 'Gose-Speer'

autokanon, granatwerfer, chimera, stubber 135

Teufelhunde

multimelta 145

Teufelhunde

multimelta, dozerklinge 145

Bryggbaron Herman Hasseröder har deltagit i många kampanjer mot orker och kaosmariner på sin hemplanet. Han vet att han är en duktig kompanichef och gillar inte att krånga till det. Att ta med sig för mycket utrustning innebär att det blir svårt att få med sig tillräckligt med bräu i kimeran. Inget är så viktigt för moralen som en god bräu efter en dags hårda strider. Standardbeväpning för soldater på Armageddon är lasergevär och granatkastare. Lägg därtill en blandning av tunga vapen för att klara att ta hand om pansar och en och annan extra envis orkchef. Herman är expert när det gäller att överraska fienden och ser alltid till att möjliggöra snabba förflyttningar genom att vara fullt mekaniserad med understöd av snabbt pansar. Russar är för långsamma så ett par helveteshundar kommer väl till pass. Att vara beroende av så många fordon gör det viktigt att kunna reparera dem i fält. Karl Königsbacher är en duktig mekaniker och har ofta tjänstgjort tillsammans med Herman. De har blivit goda vänner genom åren och Karl agerar även livvakt åt Herman genom att nita närgångna fiender med sin servo-arm. Nu är det dags att dra i fält återigen. Det återstår att se om de även denna gång överlever och får fira med några bräu.

1. Origin

The Descendants of Sanguinius was founded in the 36th millennium in the 21st founding, later named the cursed founding. The geneseed that was used was from the Blood Angels chapter. As with most chapters of the cursed founding, the Descendants of Sanguinius was also struck by the malignancies of a corrupted geneseed. Malignancies which were reported was an increased number of marines succumbing to the black rage and use of excessive brutality during battles, also signs of hubris has been accounted for, other unaccounted signs of corruption has been blood drinking. For the founding the population from the planet of Asthyr was selected. The inhabitants of their home world Asthyr were known for the resourcefulness and pragmatism and foremost their martial prowess. It is primarily a nomadic cultured that had been plagued by civic war between rivaling clans in earlier centuries. The conflict between clans had produced a martial culture and the lack of resources on the planet had made the people excellent scavengers. On a world with fickle and extreme weather they had learnt to use all available tools of survival, both scavenging tools and resources to survive on the planet but also honing their skills at repairing weaponry and making use of discarded materials. A skill-set which had also made sure that imperial guard regiments had been drawn from the planet in earlier millennia's.

It was this planet and population that was chosen to become the Descendants of Sanguinius and transformed by the geneseed of the Blood Angels chapter. After the founding the chapter based a more permanent structure in form of a bastion on the planet making it their fortress. The services of the chapter were foremost called in different campaigns and crusades, and the descendants were set out on battle-barges both within and without the imperium of man. During these missions they lost several battle-brothers to the black rage and their assault tactics lead to a quick decline in the Descendants of Sanguinius' numbers. Using tactics that put themselves at risk was successful but also dangerous. It was this recklessness combined with no regard for their own safety that lead to their fall to chaos.

2. The fall to Chaos

The Descendants of Sanguinius early got a foul reputation for being violent, brutal and for being overly ferocious. They were even more arrogant in their holding towards other successor chapters of the Blood Angels as they saw themselves as the true sons of Sanguinius bowing only to the Blood Angels. A view which sparked several conflicts, amongst all with the Flesh Tearer chapter. They had also drawn attention from the Inquisitors of Ordo Hereticus for their tactics and flawed geneseed. The different factors coincided to the Descendants of Sanguinius being placed close to the Eye of Terror in the battle-barge Sanguinius Vult. During a raid by chaos space marines the battle-barge sustained damages but spurred by their chapter master Gallus Venris the descendants still pursued the traitor marines towards the Eye of Terror.

With a damaged battle-barge and in pursuit into the Eye of Terror, daemons started manifesting on the ship. The marines started fighting them off but it would only be a matter of time before they were overrun. As the battle on the ship looked more and more desperate, salvation came in the most sudden and rare form. In the blink of an eye, a beautiful huge towering winged giant manifested with a flail in one hand and turned his white hot range on the daemons. Chapter Master Gallus Venris drove his battle-brothers into a counter attack and rallied around the manifestation. As the daemon intrusion died down the manifested giant remained and proclaimed that he was Sanguinius and he had come to this true son's aid when the time looked grim. The Descendants of Sanguinius did not doubt this apparition and the few voices that were heard in opposition was silenced by violence. Amongst these were all

librarians except the chief one, Isien which was deemed necessary and a “true believer”. They had made the mistake of calling the apparition a creature of the warp.

What later happen is unclear to Imperial accounts, but it’s clear that on that day in the 38th millennium the Descendants of Sanguinius fell to the lure of chaos. The Daemon, Sanguinius reborn, lead them into worship of his true god, Khorne and the next time Imperials sighted the battle-barge was when they attacked an Imperial guard fortress close to the Eye of Terror. Now lead by Daemon Prince of Khorne that is believed to be reborn manifestation of Sanguinius, the Descendants of Sanguinius raid imperial territory in service of their dark master.

3.Home World

The Descendants of Sanguinius was based on their home world of Asthyr, a planet known for its harsh climate that changed to different extremes during the seasons. With long and harsh winters and scorching summers it made its people both accustomed to moving but also being mindful of resources, since they could be scares. Being primarily of a martial and nomadic culture the inhabitation grew to become both survivors and fierce warriors. After the founding of the Descendants of Sanguinius a fortress was built on the planet to function as the chapter’s home base. A fortress which also spawned several other ungrounded fortifications. This fortress served as a trading post for the nomadic tribes and a meeting place outside of it’s walls.

The fall to chaos did drive the Ordo Hereticus to exterminatus of the planet and killing its entire population in a blaze of bombs. It is unclear if any remaining space marines were stationed on the planet when the bombs fell shortly after their fall.

4. Beliefs

The entire chapter believes that the Daemon Prince leading them is Sanguinius reborn and most of them are now dedicated to the god that he knows serves, Khorne. But a few of them are of a different view; lead by the chief librarian Isien they worship Sanguinius as a god and do not hold Khorne as their patron. A few fights have been caused by this splinter of beliefs, but the Daemon Prince is protective of his personal cult and keeps the bloodshed to a minimum.

The Chapter is proud of the own martial prowess and rarely seek assistance from other forces of chaos, the exception is that of daemons of Khorne. They avoid contact with obliterator cults and warbands with too many obvious mutations. Baring a few glaring examples they have been spared tentacles, third eyes and other such mutations and they see them as a sign of weakness. The champions that display mutations often have to prove themselves, by violence and bloodshed, that they can still lead. In terms of symbols they favors the icon of Khorne and the eight-pointed star of chaos.

Since they lack proper supply lines and a way to replenish supply they turn to what the inhabitation of Asthyr once did, looting. To resupply they loot and scavenge equipment from fallen enemies and they are seen to mix old patterns of power armours with new. They also use discarded weapons and have remade imperial guard weaponry to be able to use against mechanized foes. Without access to proper equipment they make due with what they can take from others, both loyalists and other warbands alike.

5.Geneseed

Created from the Blood Angels geneseed during the cursed founding, it’s widely believed that the geneseed has been altered by the imperium prior to this founding. The Descendants of Sanguinius has also shown several types of corruption from their geneseed, most primarily the share the curse of the Flesh Tearer and several other successor chapters of the Blood Angels with an increase of marines succumbing to the black rage. In accordance with this they have also shown a lack of mercy and ferociousness in combat that drew the attention of the

Inquisition even before the fall to chaos. Several encounters show that they had deployed tactics to increase the number of casualties and turned battles into slaughters to make sure that their enemies never will retaliate.

6. Combat doctrine

Descendants of Sanguinius has been a dedicated assault force even before the fall to chaos, afterward their blood lust has only increased. Volatile, unpredictable and blood thirsty were a few of the unkind things that they were called before the fall and these days they more than ever live up to the expectations. Making an extensive use out of Rhinos and armoured vehicles to bring them into close combat they prefer to make meet the enemies head on. They have access to predators, land raiders to bring support and the bulk of their force is mechanized.

Since the fall they have used underhanded tactics several times to increase casualties and they have in cases acted with a subtlety rare for those dedicated to Khorne. Occasionally they have posed as loyalist only to gain access to Imperial fortifications and turning on the defenders when the time is right. Several times this has happen in the middle of a xenos-attack, the imperial forces have welcomed their "saviours" only to realize that the battle is now being fought on another front.

They do not care to be viewed as cowards or manipulative as long as Khorne get his share of skulls and blood flows freely, a thing that does not make them well-liked amongst others dedicated to the same god either.

7. Organisation

Adhering to parts of the Codex Astartes before the fall to chaos, the Descendants of Sanguinius eschewed most of them when they fell to chaos. Their armour is sandcoloured with red markings on shoulders and other details while they have other parts of the armour clad in gold. Veterans have red helmets with a gold mark to make them out as being veterans while sergeants have red helmets. Before the fall they displayed their chapter symbol on their left shoulder guard, but after the fall they have changed it to the right. After the fall they stopped displaying squad markings all-together to make it more confusing for enemies to distinguish how large of a force they were up against. Also to use the right shoulder guard to decorate their armour with symbols to Khorne, skulls or the eight-pointed star of chaos. Since the fall they have also removed company markings, due to in fact that their number had dwindled down to a mere five companies before the fall. The first, second, sixth, eight and ninth were left before the fall. Most of the brothers were already dedicated to close combat as their tactics involved close quarter fighting. A few of the former devastators and tank-crew members have remained loyal to their previous tasks but most have given into the lure of Khorne and close combat. These marines are lead by the chief librarian and the chapter's true belief is to view Sanguinius as a god.

They never had more than a few librarians, but after the fall only the chief librarian has been kept alive by the daemon prince, suspected to be used a summoning link for the servants of the blood god.

Since the fall the Death company number has increased and the rage is fueled by Khorne. Only the most ferocious of the chapters fighters may don the black ceramics of the Death company. But the increasing number of Death company marines is attributed to their dedication to the blood god.

8. Battle cry

"We are the true sons of Sanguinius!"

Chaos space marines - *Descendants of Sanguinius*

HQ

Daemon Prince – *Sanguinius Reborn* 265p
Mark of Khorne, Power armour, Wings, Aura of Dark Glory, Burning Brand of Skalanthrax

Elites

Helbrute – *Dreadnought Julius* 135p
Missile Launcher, Twin-linked Lascannon

8 Khorne Berzerkers – *Death Company* 258p
Chain axes, Icon of wrath,
Berzerker Champion w/ Power weapon, bolt pistol, boltgun, Melta bombs
Rhino with Dozer blades

Troops

10 Chaos Space Marines – *Squad Ferus* 273p
Boltgun, bolt pistol, CCW, Mark of Khorne, Icon of Wrath, MeltagunX2
Aspiring champion with Power Axe, bolt pistol, boltgun
Rhino with Dozer blades

10 Chaos Space Marines – *Squad Rabies* 273p
Boltgun, bolt pistol, CCW, Mark of Khorne, Icon of Wrath, FlamerX2
Aspiring champion with Power Fist, bolt pistol, boltgun
Rhino with Dozer blades









Fast attack

6 Bikers – *Squad Festinatio* 187p
Mark of Khorne, Icon of Wrath
Aspiring champion with Power Fist and bolt pistol

Heavy support

Chaos predator – *Blood Flow* 95p
Autocannon, Heavy bolter sponsons

8 Havocs – *Squad Credo* 214p
4 Missile launchers, 4 Flak Missiles
Aspiring Champion with bolt pistol, CCW

Role	##	Unit	Options	Points
		Captain Pellas Mir'san <i>Winter Blade,</i> <i>Defender of Nocturne</i>	Warlord, artificier armour, Cinder Edge , close combat weapon, combi-flamer	150
		Command squad	<ul style="list-style-type: none"> • Apothecary: chainsword, bolt pistol • Veteran: company banner, chainsword, bolt pistol • Veteran: thunder hammer • Veteran: power axe, bolt pistol • Veteran: chainsword, bolt pistol 	175
		Razorback	Twin-linked heavy bolter	55
		Epistolary Hain Har'rak <i>Pyromancer</i>	Force staff , bolt pistol	90
	5	Sternguard	Heavy flamer, combi-flamer, sgt: chainsword , bolter	140
		Razorback	Twin-linked heavy flamer, extra armour	65
	7	Legion of the damned	Multi-melta, meltagun, sgt: power fist, storm bolter	225
	10	Tactical squad	Plasma cannon, plasma gun, vet sgt: plasma pistol , chainsword	195
	10	Tactical squad	Multi-melta, flamer, vet sgt: combi-melta , melta bombs	180
		Razorback	Twin-linked lascannon	75
		Predator Annihilator	Twin-linked lascannon	100
	10	Devastator squad	4x Missile launcher (+flakk), sgt: combi-grav	250
				1700

Nummer 16. **Anders Ågerfalk**

KOMP

Tyrannids 1700p
Invasion Phase 2
The Tyrannid Swarm

[HQ]
The Swarmlord 285p (Warlord)

3xTyrant Guard 150p

[Elite]
Zoanthrope 50p
Zoanthrope 50p

[Troops]
5x Genestealer, Broodlord 130p
Ripper Swarm 45p (deepstrike)

[Heavy Support]
Carnifex 120p (talons, talons)
Carnifex 120p (talons, talons)
Carnifex 120p (talons, talons)

[Formation: Endless Swarm] 630p

3xWarriors (devourers, talons)

20x Termagaunts
20x Termagaunts
20x Termagaunts

20x Hormagaunts
20x Hormagaunts
20x Hormagaunts

Nummer 17. Tobias Löfbom

Eldar 1700p

The Lost Maiden World of Tal'an'eth

HQ

Priestess of Ynnead 70p - Spear of Teuthlas 15p -Guardian Helm 15p 100p

WraithSeer 185p D-Cannon 40p

Troops

5 WraithGuards 160p

5 WraithGuards 160p D-Scythes 50p Wave Serpent 115p Bright Lances 5p Spirit stones 10p 340p

5 WraithBlades (Swords) 160p

5 WraithBlades (Axes) 160p

Heavy

Wraithlord 120p Ghost Glaive 5p 2 Shuriken Cannons 30p 155p

Wraithlord 120p 2 BrightLances 40p 160p

Wraithknight 240p 1700p

18. Mattias Englund

KOMP

HQ (290pts)

Mad Dok Grotznik, Da Painboss (160pts) - Warlord

Warboss (125pts)

-Attack Squig (15pts)

-Power Klaw (25pts)

-Warbike (25pts)

Elites (485pts)

Meganobz x5+1 (250pts)

-Boss Meganob

--Bosspole (5pts)

-Kombi-Skorcha (5pts)

Battlewagon (140pts)

-Big Shoota (5pts)

-Boarding Plank (15pts)

-Extra Armour (10pts)

Tankbustas (100pts)

- Tankhammer x2 (30pts)

-Bomb Squig (5pts)

Troops (390pts)

Boyz x24+1 (290pts)

-'Eavy Armour 100pts

-Boss Nob (10pts)

--Bosspole (5pts)

--Power Klaw (25pts)

Boyz x10 (65pts)

-Rokkit Launcha (5pts)

Gretchin x10+1 (35pts)

Fast Attack (210pts)

Deffkoptas x2 (85pts) -Buzzsaw (25pts),

Warbuggies x5 (125pts)

-Twin-linked Rokkit Launcha x5

Heavy Support (325pts)

Deff Dread (80pts)-2x Big Shoota-2x Power Klaw

Gorkanaut (245pts)

Total: 1700pts

19. John Barouta

Komp

2 x Warlocks, 70 p

HQ:

1 x Farseer, shard of anaris, 140 p

1 x Spiritseer, 70 p - warlord

Troops:

20 x Guardian defenders, 160 p

2 x platform with bright lance

20 x Guardian defenders, 160 p

2 x platform with bright lance

Elite:

Wraithguard x 5, 160 p

5 x wraithcannons

Wraithguard x 5, 160 p

5 x wraithcannons

Fast Attack

2 x Vyper squadron, 160 p

2 x shuriken cannon (1 per vyper)

2 x scatter laser (1 per vyper)

Ghostwalk matrix

Heavy Support

2 x War Walker Squadron, 140 p

2 x Scatter laser

1 x Wraith Knight, 240 p

2 x heavy wraithcannons

1 x Wraithlord, 120

20.. Adam Du Rietz

Komp

No force org. Slot:

Honor guard squad 250p
7 honor guards
1 chapter champion
Thunder hammer

Hq:

Pedro Kantor 175p

Captain "Cortez" 135p
Artificer armor
Power Fist
Bolt pistol

Elites:

Sternguard veteran squad 235p
10 veterans
Rhino

Sternguard veteran squad 235p
10 veterans
Rhino

Troops:

Tactical Squad 175p
10 marines
Rhino

Tactical Squad 175p
10 marines
Rhino

Heavy support:

Land Raider Crusader 250p