

TEAM: Queensland

Player 1: Danny "Big unit" Whitehead

LARGE DETACHEMENT: Combined arms detachment Space Marines

SMALL DETACHEMENT: Inquisitorial detachment

LARGE DETACHEMENT(primary):

HQ1: Marneus Calgar(275)- Armour of Antilochus(10) [285pts]

HQ2: Chief Librarian Tigurius [165pts]

TROOP1: 10 Tactical Marines(140)- meltagun(10), Sergeant with combi melta(10) [160pts] in transport 1

TROOP2: 10 Tactical Marines(140)- meltagun(10), Sergeant with combi melta(10) [160pts] in transport 2

TROOP3: 10 Tactical Marines(140)- meltagun(10), Sergeant with combi melta(10) [160pts] in transport 3

TROOP4: 10 Tactical Marines(140)- meltagun(10), Sergeant with combi melta(10) [160pts] in transport 4

HEAVY SUPPORT 1: 4 Devastator Centurions(240)- 4 Grav cannons with grav amps(80), sergent with omniscopes(10) [330pts]

HEAVY SUPPORT 2: Thunderfire cannon [100pts]

TRANSPORT 1: Drop pod [35pts]

TRANSPORT 2: Drop pod [35pts]

TRANSPORT 3: Drop pod [35pts]

TRANSPORT 4: Drop pod [35pts]

FORTIFICATION: Wall of martyrs Imperial Bunker(55)- Escape Hatch(25) [80pts]

Large detachment total=1740pts.

SMALL DETACHEMENT:

Hq1: Inquisitor Coteaz [100pts]

Small detachment total=100pts.

ARMY TOTAL=1840pts.

PLAYER 2: Erik "The baby gorilla" Lathouras

LARGE DETACHEMENT: Necrons Combined arms detachment

SMALL DETACHEMENT: Canoptek harvest formation

LARGE DETACHEMENT(primary):

HQ1: Destroyer Lord(110)- Shroud armour(35), warscythe(20) [165pts]

HQ2: Orikan the diviner [120]

TROOP 1: 5 Immortals- gauss blasters [85]

TROOP 2: 5 Immortals- gauss blasters [85]

FAST ATTACK 1: 5 Wraiths [200pts]

FAST ATTACK 2: 5 Wraiths [200pts]

FAST ATTACK 3: 5 Wraiths [200pts]

HEAVY SUPPORT 1: 3 Tomb Spydery [150pts]

HEAVY SUPPORT 2: 2 Tomb Spydery [100pts]

HEAVY SUPPORT 3: 2 Tomb Spydery [100pts]

DETACHEMENT TOTAL=1405pts.

CANOPTK HARVEST FORMATION:

HEAVY SUPPORT: 1 Tomb spyder(50)- Gloom Prism(10) [60]

FAST ATTACK: 5 Wraiths [200pts]

FAST ATTACK: 9 Scarabs [180pts]

DETACHEMENT TOTAL= 440pts.

ARMY TOTAL=1845pts.

PLAYER 3: Eddi "I just rolled invisibility" Macmichael

LARGE DETACHEMENT: Eldar Combined arms detachment

SMALL DETACHEMENT: Seer Council

HQ1- (Warlord) Farseer (100): Eldar jetbike (15) 115

HQ2- Baharroth 170

Troop 1- 3x Windrider Guardians 51

Troop 2- 3x Windrider Guardians 51

Troop3- 3 Windrider Guardians 51

Elite 1- 5x Fire Dragons (110): Fire Dragon Exarch (10) 120 inside transport 1

Elite 2- 5x Fire Dragons (110): Fire Dragon Exarch (10) 120 inside transport 2

Lord of War 1: Wraithknight (295), 2 heavy wraithcannons (0) 295

Transport 1: Wave Serpent (110): shuriken cannon (10) 120

Transport 2: Wave Serpent (110): shuriken cannon (10) 120

Detachment total=1213pts.

Seercouncil Formation:

Farseer (100): Eldar jetbike (15) 115

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8 Warlocks (280): 8x Eldar jetbike (120) 400

Detachment total=630pts

1,843 points

PLAYER 4: (Simon, "The FAQ'er", Gojkovic)

LARGE DETACHMENT DESCRIPTION : (Hive fleet Leviathan detachment) : (Tyranids)

SMALL DETACHMENT DESCRIPTION : (Hyper toxin node formation) : (Tyranids)

LARGE DETACHMENT : (SECONDARY DETACHMENT)

HQ1 : Hive Tyrant 165 – Wings 35, Electroshock grubs 10, 2x TL devourers 2x15 [240]

HQ2 : Hive Tyrant 165 – Wings 35, Electroshock grubs 10, 2x TL devourers 2x15 [240]

HQ3 : Hive Tyrant 165 – Wings 35, Electroshock grubs 10, 2x TL devourers 2x15 [240]

Elite1 : Lictor [50]

Elite2 : Lictor [50]

Elite3 : Lictor [50]

Troop 1 : Mucolid spore [15]

Troop 2 : Mucolid spore [15]

Troop 3 : Mucolid spore [15]

HS1: Mawloc [140]

HS2: Mawloc [140]

HS3: Tyrannocyte [75]

LARGE DETACHMENT TOTAL [1270pts]

SMALL DETACHMENT : (PRIMARY DETACHMENT)

HQ : Hive Tyrant 165 – Wings 35, Electroshock grubs 10, 2x TL devourers 2x15, toxin sacs 10 fighter ace [285] (Warlord)

Elite: Venomthrope [45]

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Elite: Venomthrope [45]

HS: Toxicrene [160]

SMALL DETACHMENT TOTAL [580pts]

ARMY TOTAL [1850pts]

PLAYER 5: Hayden "Manskie" Manskie

LARGE DETACHEMENT: Dark eldar Combined arms detachment

HQ1: Lhamaean(warlord)(10) / venom(70)(2xsplinter cannon, enhanced aethersails) - 80pts

HQ2: Lhamaean(10) / venom(65)2xsplinter cannon) -75pts

Troops1: 5x warrior(1xblaster)(55) / venom(2x splinter cannon)(65) - 120pts

Troops2: 5x warrior(1xblaster)(55) / venom(2x splinter cannon)(65) - 120pts

Troops3: 5x warrior(1xblaster)(55) / venom(2x splinter cannon)(65) - 120pts

Troops4: 5x warrior(1xblaster)(55) / venom(2x splinter cannon)(65) - 120pts

Troops5: 5x warrior(40) / venom(2x splinter cannon)(65) - 105pts

Troops6: 5x warrior(40) / venom(2x splinter cannon)(65) - 105pts

Elites1: 5x Trueborn (2x dark lance(95)) / raider(1x dark lance)(60) - 155pts

Elites2: 5x Trueborn (2x dark lance(95)) / raider(1x dark lance)(60) - 155pts

Elites3: 5x Trueborn (2x dark lance(95)) / raider(1x dark lance)(60) - 155pts

Fast1: 1x raider - 55pts

Fast2: 1x raider - 55pts

Fast3: 1x raider - 55pts

Heavy1: 1x Ravager (3x dark lance) - 125pts

Heavy2: 1x Ravager (3x dark lance) - 125pts

Heavy3: 1x Ravager (3x dark lance) - 125pts

ARMY TOTAL=1850pts

PLAYER 6: Joshua "Mcgumbie" McGowan

LARGE DETACHEMENT: Imperial knights Adamantium Lance formation

MEDIUM DETACHEMENT: Allied Space wolf detachment

LARGE DETACHEMENT:

Knight 1: Knight Paladin(Warlord) [375pts]

Knight 2: Knight Errant [370pts]

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DETACHEMENT TOTAL= 1115pts.

SMALL DETACHEMENT:

HQ1: Wolf guard battle leader(50)- runic armour(25), storm shield(15), powerfist(25), helm of durfast(20), digital weapons(10), thunderwolf mount(50) [195]

ELITES1: Iron priest(55)-thunderwolf mount(50), digital weapons(10) [115pts]

TROOPS1: 5 grey hunters [70pts]

FAST ATTACK 1: 6 thunderwolf cavalry(240)- 6x stormshields(90), 1x power fist(25) [355pts]

DETACHEMENT TOTAL= 735pts

ARMY TOTAL=1850pts.

PLAYER 7: Patrick "Minion" Carter

LARGE DETACHEMENT: Daemons Combined arms detachment

HQ1: Kairos Fateweaver [300pts]

HQ2: Herald of Tzeentch(45)- Mastery lv 3(50), disc of tzeentch(25), exalted reward(30) [150pts]

HQ3: Herald of Tzeentch(45)- Mastery lv 3(50), disc of tzeentch(25), exalted reward(30) [150pts]

HQ4: Herald of Tzeentch(45)- Mastery lv 3(50), disc of tzeentch(25), exalted locus of conjuration(25) [145pts]

HQ5: Herald of Tzeentch(45)- Mastery lv 3(50), disc of tzeentch(25) [120pts]

TROOP 1: 11 Pink horrors [99pts]

TROOP 2: 11 Pink horrors (99)- icon of chaos(10) [109pts]

TROOP 3: 11 Pink horrors [99pts]

FAST ATTACK 1: 9 Screammers of Tzeentch[225pts]

FAST ATTACK 2: 9 Screammers of Tzeentch[225pts]

FAST ATTACK 3: 9 Screammers of Tzeentch[225pts]

ARMY TOTAL=1847pts.

PLAYER 8: (Hayden, "Duck", Walduck)

LARGE DETACHMENT DESCRIPTION : (Combined arms detachment) : (Farsight Enclaves)

SMALL DETACHMENT DESCRIPTION : (Firebase support cadre formation) : (Tau)

LARGE DETACHMENT : (Primary DETACHMENT)

HQ1 : Commander, Missile pod, Missile pod, Target lock, The mirrorcodex, Crisis battlesuit (170)

HQ 1A Bodyguard team,

Bodyguard 1- Missile pod, Missile pod, Target lock, Marker drone, Marker drone, Crisis battlesuit (93)

Bodyguard 2- Xv-02 crisis 'iridium' battlesuit, Multi spectrum sensor suit, puretide engram neurochip, Command and control node, Onager gauntlet, Neuroweb system jammer, Stimulant injector, Marker drone, Marker drone (160)

HQ2 : Commander, Missile pod, Missile pod, Target lock, Drone controller, Crisis battlesuit (128)(Warlord)

Troop 1 : XV8 crisis team Suit A (22)- Missile pod (15), Twin linked missile pod (20), bonding knife ritual (1) (58)

Suit B (22)- Missile pod (15), Twin linked missile pod (20), bonding knife ritual (1) (58)

Suit C (22)- Missile pod (15), twin linked missile pod (20), boning knife ritual(1)(58)

Total squad – (174)

Troop 2 : XV8 crisis team Suit A (22)- Missile pod (15), Twin linked missile pod (20), bonding knife ritual (1) (58)

Suit B (22)- Missile pod (15), Twin linked missile pod (20), bonding knife ritual (1) (58)

Suit C (22)- Missile pod (15), twin linked missile pod (20), boning knife ritual(1)(58)

Total squad – (174)

Troop 3 : XV8 crisis team Suit A (22)- Missile pod (15), Twin linked missile pod (20), bonding knife ritual (1) (58)

Suit B (22)- Missile pod (15), Twin linked missile pod (20), bonding knife ritual (1) (58)

Suit C (22)- Missile pod (15), missile pod (15), boning knife ritual(1)(53)

Total squad – (169)

Fort 1: Void shield generator (50) 2x additional projected void shields (50)

LARGE DETACHMENT TOTAL [1168pts]

SMALL DETACHMENT : (Firebase support Cadre)

Elite: Xv104 Riptide (180) Early warning override(5), Ion accelerator(5)Smart missile system (0) Total (190)

HS1 : XV88 broadside team

Suit A (65)- High yield missile pod (0), Early warning override (5), Missile drone (12), missile drone (12) [94] Suit B (65) – High yield missile pod (0), Early warning override (5), missile drone (12), [82] Suit C (65)- High yield missile pod (0), Early warning override(5), [70] Squad total – 246

HS2 : XV88 broadside team

Suit A (65)- High yield missile pod (0), Early warning override (5), Missile drone (12), missile drone (12) [94] Suit B (65) – High yield missile pod (0), Early warning override (5), missile drone (12), [82] Suit C (65)- High yield missile pod (0), Early warning override(5), [70] Squad total – 246
SMALL DETACHMENT TOTAL [682pts]

ARMY TOTAL [1850pts]