

Istanor - The eye of the needle

AMTL robot-engine army



Paladin Household 200 + 200 + 200 = [600PT]

- 6 Paladin
- 1 Baron supreme commander

Knight Crusader 500pt [500PT]

- 3 Knight Crusader

Knight Errant 250pt [250PT]

- 3 Knight errant

Robot count as praetorian 300pt [300PT]

- 8 robot

Robot count as praetorian 300pt [300PT]

- 8 robot

Heavy red Robot count [450PT]

- 6 robot

Heavy Blue Robot count [450PT]

- 6 robot

Heavy robot skill
AV, speed 10cm
Armour 4+
C/c 3+ FF 2+ || extra attack +1 C/C
2x autocannon 45cm AF 5+ || AT 5+
Reinforced armour, fearless, walker

Recon Cohort AML pattern [400PT]

- 4 sentinel

Thunderbolt fighters [150PT]

- 2 thunderbolt

Marauder Destroyed AML pattern [300PT]

- 2 marauder bomber

Mobile Field Gun Cohort + 1 hydra [200 pt]

Mobile Field Gun Cohort + 1 hydra [200 pt]

Warhound Titan 250 pt [250PT]

ARM1: Light Vulcan Mega Bolter 45cm 4x AP3+ / AT5+

ARM2: Light Vulcan Mega Bolter 45cm 4x AP3+ / AT5+

Daikun 18th blitzkrieg IG avio army + Alaitoc Reinf.



+ Drop ship MT32 Buffalo 400pt | infantry slot: 23+8= 31/40

mounted in:

- infantry detachment 250 + 50 + 50 + 100 = 450 pt
- 1 commander
- 12 fanti
- 2 ogryns 50pt
- 4 supporti di fuoco 100 pt
- 2 snipers 50pt

Sentinel 100 pt

- 4 sentinel

+ Drop ship MT32 Buffalo 400pt | infantry slot: 37/40

mounted in:

- infantry detachment 250 + 50 + 100 + 100 = 500 pt
- 1 commander
- 12 fanti
- 6 fanti 100pt
- 4 supporti di fuoco 100 pt
- 2 snipers 50pt

Lancers imperiali 150 pt

- 6 lanceri imperiali

+ Drop ship MT33 Trident 400pt | infantry slot: 37/40

mounted in:

- infantry detachment 250 + 50 + 50 = 350 pt
- 1 commander
- 12 fanti
- 2 snipers 50pt
- 2 ogryns 50pt

+ Drop ship Class "Devourer" 1050pt | infantry slot: 20/30 - tank slot: 56/60

mounted in:

- HQ Mechanized infantry detachment 400 + 50 + 150 = 600 pt
- 1 supreme commander
- 12 fanti
- 7 chimera
- 1 hydra 50pt
- 3 hellhound 150pt

Fanti scelti su valkyrie 350 pt

- 8 fanti scelti
- 4 valkyrie

Leman russ battle company 650+50 = 700 pt

- 1 vanquisher
- 9 leman russ
- 1 hydra 50pt

1 banshee super heavy tank 200 pt

1 shadowword super heavy tank 200 pt

* 2 thunderbolt fighters 150pt

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* AVATAR (as rulebook)

Eldar Guardian Warhost 150+200 = 350 pt (attack force)

- 1 farseer
- 7 guardian
- 4 wave serpent

Windriders bike warhost 200pt (attack force)

- 5 bike
- 1 vyper

Aspect warrior warhost shining spear 350 pt

- 2 shining spear + esarch
- 6 shining spear

Falcon grav tank 250pt (attack force)

- 4 falcon
- 1 flak

Fire prison 250pt (attack force)

- 3 fireprison

Aspect warriors 600 pt (attack force) [BREAK THE SPIRIT]

- 1 dire avenger + esarch supreme commander
- 1 fire dragon + esarch
- 3 dire avengers
- 3 fire dragons
- 4 wave serpent

Night Spinner 175pt (attack/defense force)

- 3 night spinner

Fighters 300 pt (attack force)

- 3 nightwing fighter

war walker troupe 200pt (attack force, outside - webway portal)

- 6 warwalker

1 COBRA engine of Vaul 250pt

ranger troupe 100pt

- 4 ranger

LATD AND ENGINE ARMY



* Khorne Daemon assault engine 300 pt (KHORNE)

4 khorne Daemon assault engine: 300 pt (KHORNE)

1 Lord of battle: 400 pt (KHORNE)

1 Lord of battle: 400 pt (KHORNE)

4 Defilers: 400 pt (unvideid)

Stigmatus Covenant Coven: (200+25+150+50+75) 500 pt - summon (4d3+2) (NURGLE)

- 1 Demagogue *supreme commander*
- Chaos altar 150pt (augmenting summoning+2)
- 6 beastman
- 4 cultisti
- 3 chaos spawn 75
- 1 cultista + icon bearer 50pt (Daemon Focus)
- Daemon pact 25pt

Daemon Pool:

- 12 Lesser Daemon 240 pt
- 1 Greater Daemon 100 pt

Khorne Juggernaut: (250+200+25) 475 pt - (KHORNE)

- 1 juggernauts + lord + daemon focus
- 8 juggernauts
- Daemon pact

6 Lesser Daemon 120 pt

World Eater Juggernauts

- LV, speed 20cm

- Amour 3+

- C/c 4+ FF 6+ Juggernaut Bulk Base Contact MW, Extra attack (+1)

- Fearless, Infiltrator, Invulnerable Save, Walker

1 Nurgle Plague Power engine: 325 pt (NURGLE)

mounted in

Stigmatus Covenant Coven: (200) 200 pt - summon (4d3) (NURGLE)

- 1 Demagogue
- 6 beastman
- 5 cultisti

1 tzeentch firelord 150pt

- 3 doomwing 100pt

BLACK LEGION INCOMING ON CLASS LUNA + TRAITOR IG



SPACE SHIP CLASS LUNA 2.000pt

INFANTRY SLOT (MAXIMUM 40): 40

TANK SLOT (MAXIMUM 30): 28

AIRCRAFT SLOT (MAXIMUM 9 fighter and 6 bomber): 3 fighter + 2 hell talion

This entire army is mounted inside the space ship class LUNA

Swiftdeath Interceptor 200 pt (unvideid) - (3 fighters class slot)

- 3 Swiftdeath Interceptor

Hell talion bomber 300 pt (unvideid) - (2 bomber class slot class slot)

- 2 hell talion bomber

Terminator company 260+300+25 = 660 pt (Khorne) - (8 infantry slot, 3 tank slot)

- 2 chaos marine terminator
- 1 chaos marine terminator + icon bearer (daemon focus) 50pt
- 1 chaos marine terminator + champion (+2d3 summoning) 50pt
- 4 land rider 300pt
- daemonic pact 25

3 lesser daemon 80 pt

1 Greater Daemon

Forlorn Hope Retinue 125 + 20 = 150pt (unvideid) - (4 infantry slot, 4 tank slot)

- 4 chaos marine
- 2 rhino 20pt

1 Decimator: 225 pt (unvideid) - 4 tank slot occupied

Black Legion bike company 300+25 = 325 pt (unvideid) - (8 infantry slot)

- 7 chaos marine bike
- 1 chaos marine bike + Lord
- daemonic pact 25

4 lesser daemon 80 pt

Black Legion raptor cult 280+25 = 305 pt (unvideid) - (8 infantry slot)

- 7 chaos marine assault raptor
- 1 chaos marine assault raptor + Lord
- daemonic pact 25

4 lesser daemon 80 pt

Black Legion Retinue 275 + 150+60+25 = 510 pt (unvideid) - (12 infantry slot, 12 tank slot)

- 7 chaos marine
- 1 chaos marine + lord
- 4 havoc (devastator) 150pt
- 6 rhino 60pt
- daemonic pact 25

4 lesser daemon 80 pt

GROUND READY DEPLOYED

1 Death Wheel 275 pt (unvideid)

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Black Legion tank company 600 pt (unvideid)

- 6 land rider
- 3 predator

Black Legion tank company 575 pt (unvideid)

- 5 land rider
- 4 predator

* Mechanized Infantry detachment 500+50+150+100 = 800 pt

- 1 supreme commander
- 12 fanti
- 7 chimera
- 3 hellhound
- 3 griffin
- 1 hydra

Support

Sentinel Detachment 100 pt (defence/attack force)

- 4 sentinel

1 banshee 200pt

* Mechanized Infantry detachment 400+50 = 450 pt

- 1 supreme commander
- 12 fanti
- 7 chimera
- 1 hydra

Support

1 banshee 200pt

* Marauder Bomber 300 pt (attack force)