

Abeldar - LOKASENNA Act II

EPIC
ARMAGEDDON
TOTAL WAR

GENERAL ARISTOTELES DAIKUN ARMY



Tunners:

Steel legion mech. infantry det. Start the game just mounted on tunnellers, and positioned at the exact center of the battlefield. 475 pt

- 1 commander
 - 12 infantry
 - 2 ogryns 50
- ready embarked on boring machine. Not deploy the tank models.

Steel legion HQ mech. infantry det. 550 pt

- 1 supreme commander – Aristotele Daikun
- 12 infantry
- 7 chimera
- 1 hydra

Stormtrooper on valkyrie 350pt

Sentinel 100pt

Vulture squadron 300 pt

*** Tank company 450 + 50 = 500 pt**

- 1 vanquisher
- 6 leman russ
- 1 hydra

*** Artillery company 400 + 50 = 450 pt**

- 6 basilisk
- 1 hydra

Rough Rider Platoon 150pt

Imperial assault on jump pack count as Rough Rider Platoon 150pt

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TRAITOR AND BLACK LEGION ARMY



FIRST ARMY

Steel legion mech. infantry det. 400 pt

- 1 commander
- 12 infantry
- 7 chimera

Stormtrooper on valkyrie 350pt

Sentinel 100pt

Steel legion. infantry det. 400 pt

- 1 commander
- 12 infantry
- 3 hellhound

Manticore artillery detachment 250pt

Leviathan Supreme Commander 200pt

Steel legion Super heavy tank platoon 500pt

- 3 baneblade

Steel legion heavy tank platoon 700pt

- 1 vanquisher
- 9 leman russ
- 1 hydra

Black Legion bike company 300 pt (undevied)

- 7 choas marine bike
- 1 chaos marine bike + Lord

Black Legion raptor cult 280 pt (undevied)

- 7 choas marine assault raptor
- 1 chaos marine assault raptor + Lord

SECOND ARMY

Steel legion Super heavy tank platoon 500pt

- 3 baneblade

Steel legion heavy tank platoon 700pt

- 1 vanquisher
- 9 leman russ
- 1 hydra

Steel legion. infantry det. 400 pt

- 1 commander
- 12 infantry
- 3 hellhound

Sentinel 100pt

Rough Rider Platoon 150pt

Manticore artillery detachment 250pt

Steel legion mech. infantry det. 400 pt

- 1 commander
- 12 infantry
- 7 chimera

Black Legion Retinue 275 + 150 + 60 = 485 pt (SLANESH)

- 7 choas marine
- 1 choas marine + Lord (supreme commander)
- 4 cult marines (nurgle) 150pt
- 6 rhino 60

Vulture squadron 300 pt

2 MARAUDER BOMBER 300pt



SPACE WOLF ARMY

ELDAR ALAITOC ARMY



whirlwind det. 300

~~Land raider detachment 400pt~~

Tactical detachment 300 pt

Tactical detachment + supreme commander 450pt
 - 2 razorback (AT)
 - 2 rhino

~~Assaltatori 175~~

Devastator detachment 250pt

predator det. 300pt

vindicator det. 300pt

~~Terminator detachment 325pt~~

Land speeder 200 pt

* AVATAR (as rulebook)

Eldar Guardian Warhost 150+150+50+175 = 525 pt

- 1 farseer
- 4 guardian
- 3 cannon
- 3 heavy cannon
- 3 wraithguard
- 3 WraithLord

Falcon grav tank 250pt

- 5 falcon

~~Night Spinner 175pt~~

- 3 night spinner

Windriders bike warhost 200pt

- 5 bike
- 1 vyper

aspect warriors 600 pt

- 1 dire avengers + AUTARCH supreme commander
- 1 fire dragon + exarch
- 3 dire avengers
- 3 fire dragons
- 4 wave serpent

~~8 ranger troupe 200pt~~

Dark reaper aspect warrior 50 pt

- 2 dark reaper + exarch
- 6 dark reaper

Mixed aspect warriors warhost 350pt

- 2 dire avengers + 2 exarch
- 3 striking scorpions
- 3 howling banshees

~~war walker troupe 200pt~~

~~Eldar Guardian Warhost 150pt~~

- 1 farseer
- 4 guardian
- 3 cannon