

Abeldar - LOKASENNA Act II

EPIC
ARMAGEDDON
TOTAL WAR

GENERAL ARISTOTELES DAIKUN ARMY



Tunnellers:

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

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 (undivided)

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

Black Legion raptor cult 280 pt (undivided)

- 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



Abeldar - LOKASENNA Act I

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 p~~

* 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 200p~~

- ~~- 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 250 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~~