

CLASH OF SWORDS 2015

OPEN ARMY LISTS – BY RACE

BEASTMEN

MATT FLYNN
SCOTT LINES
TOM LOYN

BRETONNIANS

ADAM BASSETT
MICHAEL PRITCHARD
MING LEE

DAEMONS

ANDREW LEWIS
CHRIS APPLEFORD
CHRIS TOMLIN
DAN FORD
JAMES BOOTS
JOE PURCELL
JONATHAN WALKER
TERRY PIKE

DARK ELVES

AMIT HINDOCHA
IAN SCOVELL
MARK WILDMAN
RICHARD CIERESZKO

EMPIRE

DOM PEMBERTON
KIERON SHOWELL
LUKE MCHUGH
LUKE TRANTER
WILL GOODWIN

HIGH ELVES

JAKE BUKNALL
JAMIE PAYNE
MARK SAUNDERS
ROLAND YOUNG

LIZARDMEN

ADAM DALY
CRAIG JOHNSON
DAN HEELAN
JON WARMINGTON
NICK HOEN
SEB GROSE-HODGE
WILLIAM MORRISS

OGRE KINGDOMS

ADAM JONES
BEN DIESEL
DAVE NAPIER
GREG DANN
JAMES PERRIN
JOE MCGOUGH
PATRICK O'SULLIVAN
STEPHEN SMITH

ORCS & GOBLINS

ANDI AVERY
DECLAN WATERS
JON JONES
MATT HINTON
ZACK MARTIN

SKAVEN

BEN JOHNSON
DOM HOOK
SHAHRUL AZ
WAYNE KEMP

TOMB KINGS

DAVE SWEETING

VAMPIRE COUNTS

DAN BROXHOLME
MATT YEO
ROB PERRIN

WARRIORS

KRIS ROBERTSON
MITCH EDWARDS
RAFF HARBINSON
RICKY MEE
RUFIO SYMES
RUSS VEAL

WOOD ELVES

JAY HOPKINSON
MIKEY ANDREWS
STEVE WREN

CLASH OF SWORDS 2015

OPEN ARMY LISTS – BY NAME

ADAM BASSETT	DAN HEELAN	JOE MCGOUGH	MATT YEO	RUSS VEAL
ADAM DALY	DAVE NAPIER	JOE PURCELL	MICHAEL PRITCHARD	SCOTT LINES
ADAM JONES	DAVE SWEETING	JON JONES	MIKEY ANDREWS	SEB GROSE-HODGE
AMIT HINDOCHA	DECLAN WATERS	JON WARMINGTON	MING LEE	SHAHRUL AZ
ANDI AVERY	DOM HOOK	JONATHAN WALKER	MITCH EDWARDS	STEPHEN SMITH
ANDREW LEWIS	DOM PEMBERTON	KIERON SHOWELL	NICK HOEN	STEVE WREN
BEN DIESEL	GREG DANN	KRIS ROBERTSON	PATRICK O'SULLIVAN	TERRY PIKE
BEN JOHNSON	IAN SCOVELL	LUKE MCHUGH	RAFF HARBINSON	TOM LOYN
CHRIS APPLEFORD	JAKE BUKNALL	LUKE TRANTER	RICHARD CIERESZKO	WAYNE KEMP
CHRIS TOMLIN	JAMES BOOTS	MARK SAUNDERS	RICKY MEE	WILL GOODWIN
CRAIG JOHNSON	JAMES PERRIN	MARK WILDMAN	ROB PERRIN	WILLIAM MORRISS
DAN BROXHOLME	JAMIE PAYNE	MATT FLYNN	ROLAND YOUNG	ZACK MARTIN
DAN FORD	JAY HOPKINSON	MATT HINTON	RUFIO SYMES	

MATT FLYNN

BEASTMEN

Beastlord with man-ripper axe and bray shield - 1
Doombull with axe and shield - 1.5
2x Great bray shaman - 2
Wargor battle standard - 1
50 Gor with two Gor blades and Full Command - 3
30 Bestigor with Full command - 4.5
10 Ungor with short spears and half shields - 1
9 Minotaur with great axes and full command - 6
3x Tuskgor Chariot - 3
10 chaos war hounds - 2
Giant - 3

Total Pools = 30

SCOTT LINES

BEASTMEN

Doombull - 1.5
Malagor – 1
Great Bray Shaman – 1
Beast Lord – 1
30 Gor - 3
20 Bestigor - 3
5 Centigor - 1
9 Razorgor - 3
12 Minotaur - 8
Jabberslyth - 3
Ghorgon - 3.5
5 Harpies -1

Total Pools = 30

TOM LOYN

BEASTMEN

Kazrak the One Eye – 1
Beastlord – 1
Wargor Standard Bearer – 1
4x Great Bray-Shaman - 4
50 Gor, 2 Gor Blades, Full Command – 5
20 Gor, Gor Blade, Beast Shield, Full Command – 2
30 Bestigor, Full Command - 4.5
20 Ungor Raiders, Full Command – 2
10 Harpies – 2
3 Razorgor – 1
3x Tuskgor Chariot - 3
Jabberslythe – 3
Spawn - 0.5

Total Pools = 30

CRAIG'S THOUGHTS

BEASTMEN

The end is nigh! No one is more relieved than me, even if you have read through all of it. And where better to finish than Gormen! I mean Beastmen. But seriously, what do Gor do?!? Do they have an inbuilt Wildform/Mindrazor?

Basically, it's Gor and Great Bray Shamans, with assorted other cows and animals in tow. It's like a warped version of Old McDonald had a farm. With a minotaur here and a Jabberslythe there, here a chariot, there a razorgor, everywhere a bestigor.

I'm really looking forward to seeing hordes of Beastmen on the table in skirmish though, it's going to look pretty good, especially with all of the players bringing some of the big beasts and a whole host of other funky toys.

As for the players, well, Tom Loyn is a definite no, as he has no idea what he's doing. Matt Flynn missed the Razorgor memo which just leaves Scott Lines.

Scott supports the correct football team, and has a Ghorgon and a Jabberslythe, which pretty much secures my vote for him.

CRAIG'S PREDICTION: SCOTT LINES

MO'S PREDICTION: TOM LOYN

RAFF'S PREDICTION: SCOTT LINES

RANDOM DICE PREDICTION: TOM LOYN

ADAM BASSETT

BRETONNIANS

King Louen Leoncour – 4

The Fay Enchantress -- 1.5

2x Paladin -- 2

3x Trebuchet -- 6

30 Peasant Bowmen - Stakes, Relic Bearer, Braziers,
Horn, Villein -- 3

15 Grail Knights - Musician, Banner -- 4.5

6 Pegasus Knights - Gallant, Musician, Banner -- 3

10 Questing Knights - Paragon, Musician, Banner -- 3

15 Knights of the Realm - Gallant, Musician, Banner
-- 3

Total Pools = 30

MIKE PRITCHARD

BRETONNIANS

2x Bretonnian lord - 2
Warhorse 1

Bretonnian lord
Warhorse 1

Paladin standard bearer 1

Damsel of the lady
Purebreed warhorse 1

Damsel of the lady
Purebreed warhorse 1

30 peasant long bowmen
Full commands, relic bearers 3

45 knights of the realm
Full commands 9

6 Pegasus knights
Full commands 3

5 mounted yeomen
Full command 1

10 Grail knights
Full command 3

3 trebuchet 6

Total Pools = 30

MING LEE

BRETONNIANS

King Louen – 4

The Green Knight – 2

Paladin – 1

2x Damsel, Horse - 1

20 Knights of the Realm, Full Command – 4

10 Knights Errant, Full Command – 2

3 Pegasus Knights, Full Command - 1.5

5 Grail Knights, Full Command - 1.5

30 Peasant Bowmen, Full Command (Trumpeter &
Relic Bearer), Stakes & Braziers – 3

30 Men-at-Arms, Full Command (Trumpeter & Relic
Bearer) – 3

3 Trebuchets - 6

Total Pools = 29

CRAIG'S THOUGHTS

BRETONNIANS

3 Trebs? Check. 3 Trebs? Check. 3 Trebs? Check.

So Trebs are good?

I can't wait to see some of these armies on the table, and even more so when/if they get put on round bases, as Bret armies will look amazing. I've heard on the grape vine that Brets are broken, it's just a shame that 3 chumps have rocked up with them as they were so rubbish last edition...

Luckily for the 3 chumpeteers, two of them were clever enough to grudge each other round 1, and as such I predict that between the 3 Bretonninan players, they'll finish with 20 points between them.

With the grudge between Adam and Ming seeing the 2 King Louen Leoncour's facing off, the winner of this duel will be the true king at the event. Either that, or they'll both die in game, and Mike will win easily.

Adam hasn't really tried with his list, so isn't allowed to win my vote, leaving Ming and Mike up for it. I think in the battle of the horsi-horsis, Ming's horse-fu will see him smash Adam 13-7, leaving the stable door wide open for Ming to be the main man and take the reins in being the first past the post.

CRAIG'S PREDICTION: MING LEE
MO'S PREDICTION: ADAM BASSETT
RAFF'S PREDICTION: ADAM BASSETT
RANDOM DICE PREDICTION: ADAM BASSETT

ANDREW LEWIS

DAEMONS OF CHAOS

Bloodthirster of Insensate Rage - 4.5
Herald of Khorne on Juggernaut - 1.5
Herald of Khorne – 1
2 Heralds of Tzeentch – 2
20 Bloodletters with Full Command – 2
30 Horrors of Tzeentch - Full Command - 4.5
6 Fiends of Slaanesh – 2
6 Flamers of Tzeentch – 4
10 Furies – 1
5 Seekers of Slaanesh – 1
10 Flesh Hounds of Khorne – 2
3 Nurglings – 1
6 Screammers of Tzeentch - 3

Total Pools = 29.5

CHRIS APPLEFORD

DAEMONS OF CHAOS

Herald of Khorne - 1
30 Bloodletters, FC, Gore-Drenched Icon - 3
5 Flesh Hounds - 1
Herald of Slaanesh - 1
30 Daemonettes, FC - 3
3 Seeker Chariots - 4.5
Herald of Tzeentch - 1
30 Horrors, FC - 4.5
6 Screammers - 3
Herald of Nurgle - 1
30 Plaguebearers, FC - 3
4 Beasts - 4

Total Pools = 30

CHRIS TOMLIN

DAEMONS OF CHAOS

Great Unclean One - 3.5
2 Heralds of Nurgle - 2
50 Plaguebearers of Nurgle, Full Command – 5
6 Plague Drones of Nurgle, Full Command - 4
2 Beasts of Nurgle 2
20 Pink Horrors of Tzeentch, Full Command - 3
6 Flamers of Tzeentch - 4
Exalted Flamer - 2
Soul Grinder, Daemonbone Talon - 4.5

Total Pools = 30

DAN FORD

DAEMONS OF CHAOS

1 x Lord of change – 4
2 x Herald of tzeentch – 2
2 x Heralds of tzeentch on Disc – 2
1 x Skulltaker -1
1x the Changeling – 1
30 x Horrors of tzeentch FC - 4.5
3 x Screammers of tzeentch - 1.5
30 x Flesh hounds – 6
2 x Skull cannons – 4
2 x Plague drones - 4

Total Pools = 30

JAMES BOOTS

DAEMONS OF CHAOS

Keeper of Secrets – 4
Herald of Slaanesh on Exalted Seeker Chariot – 2
Herald of Slaanesh on Seeker Chariot - 1.5
Herald of Slaanesh on foot – 1
The Masque of Slaanesh – 1
60 Daemonettes of Slaanesh, Full Command – 6
15 Seekers of Slaanesh, Full Command – 3
2 Fiends of Slaanesh – 2
2 Soulgrinders, Daemonbone Talons, Slaanesh - 9

Total Pools = 29.5

JOE PURCELL

DAEMONS OF CHAOS

1 Lord of Change – 4
2 Herald on Disc - 2
40 Horrors, Full Command – 6
15 Screammers - 7.5
2 Exalted Flamers – 4
9 Flamers, Pyrocaster - 6

Total Pools = 29.5

JONATHAN WALKER

DAEMONS OF CHAOS

1 herald of nurgle – 1
1 tzeentch herald – 1
Blue scibes – 1
40 horrors – 6
20 Plaguebearers – 2
9 plague drones – 6
7 beasts of Nurgle – 7
10 furies – 1
10 daemonettes – 1

Total Pools = 26

TERRY PIKE

DAEMONS OF CHAOS

Kairos Fateweaver - 3
Lord of Change - 4
Epidemus - 1.5
30 Plague Bearers, Full Command - 3
20 Pink Horrors, Full Command - 3
6 Flamers - 4
5 Flesh Hounds - 1
3 Bloodcrushers, Full Command - 1.5
5 Seekers, Full Command - 1
6 Plague Drones, Full Command - 4
2 Skull Cannons - 4

Total Pools = 30

CRAIG'S THOUGHTS

DAEMONS OF CHAOS

This category sees a real mix of personalities, from the crowd favourites of Tomlin and Appleford, through to the villain that is Terry Pike. There's also an Aussie in this category, but as discovered at ETC, we know they're utterly rubbish at any sort of hobby.

Terry seems to think he's still playing 8th edition, with a great 8th edition netlist in tow, whilst the entire field seem to be happy keeping Tzeentch and a bit of Nurgle in ascendency for this new edition, as opposed to sexy god or fighty god (apart from his shooting....still...!)

I can see the best in race for this going three ways. Either Terry will bring his bent dice and use his usual luck to blag his way to somewhere near the top, Tomlin will actually stay half coherent, play down his chances but smash everything in his path, or someone I don't know is actually half good and has actually played AoS and will walk it.

So three options to go with, and out of the lists from the rest I wish I knew what anything did. I'm going to go with the people's champion to prevail, as no one wants Terry to win...

CRAIG'S PREDICTION: CHRIS TOMLIN
MO'S PREDICTION: DAN FORD
RAFF'S PREDICTION: TERRY PIKE
RANDOM DICE PREDICTION: CHRIS APPLEFORD

AMIT HINDOCHA

DARK ELVES

Cauldron of blood - 3

30 Witch elves - Full command - 3

10 executioners - Full command - 1.5

20 Black guard - Full command - 3

20 Shades - 4

Hydra - 4

2 Bolt Throwers - 5

Sorceress on cold one - 1

Malekith - 5.5

Total Pools = 30

IAN SCOVELL

DARK ELVES

Cauldron of blood – 3

Sorceress – 1

20 Dark Shards – 3

30 Executioners – 4.5

3 Repeater Bolt Throwers – 7.5

10 Doomfire Warlocks – 3

5 Dark Riders - 1

Total Pools = 23

MARK WILDMAN

DARK ELVES

Malekith - 5.5

Morathi -1.5

Cauldron of blood with Hellebron – 3

10 warlocks – 3

30 Executioners - 4.5

10 cold ones - 2

12 witch elves - 1.5

10 Dark riders - 2

15 Shades – 3

Hydra – 4

Total Pools = 30

RICHARD CIERESZKO

DARK ELVES

Morathi – 1.5

15 Doomfire Warlocks – 4.5

40 Har Ganeth Executioners – 6

20 Sisters of Slaughter – 4

Dreadlord – 1

5 Shades – 1

10 Dark Riders – 2

Lord on Black Dragon – 5

2x Reaper Bolt Thrower – 5

Total Pools = 30

CRAIG'S THOUGHTS

DARK ELVES

4 Filth players, likely rocking filthy lists. Mark seems to have brought an End Times filth list, Richard has brought an 8th Ed Filth list, Ian has brought an ETC list and left half his options at home and Amit is doing whatever he feels like.

I'm going to put a prediction out there that Malkeith is filth. So Mark or Amit are my top 2. Add onto this that Richard and Ian haven't even bothered to bring a full 30 pool, which means that they can't really be bothered, or they know exactly what they're doing and it's definitely between Mark and Amit.

Amit has played for #FatCraig in the past, and he's a top dark elf general. I have no idea what any of the list does but Amit has probably actually read the rules.

Mark on the other hand, I'm aware has actually played Age of Sigmar, and has had a ton of free time to literally just read the rules, so he probably knows what he's doing. If I don't go with Mark, I'm scared of the repercussions, so I feel I have to go with him...sorry Amit!

CRAIG'S PREDICTION: MARK WILDMAN

MO'S PREDICTION: MARK WILDMAN

RAFF'S PREDICTION: AMIT HINDOCHA

RANDOM DICE PREDICTION: RICHARD CIERESZKO

DOM PEMBERTON

EMPIRE

Empire General, Sigmarite Weapon, Imperial Shield and Stately War banner – 1

Markus Wulfhart – 1

Master Engineer with Hockland long rifle and Pigeon Bomb – 1

Empire Battle Wizard, Horse - 1

The War Altar of Sigmar, Volkmar the Grim – 3.5

40 Empire State Troops, Halberds, Shields, FC – 4

5 Empire Knights, Lances, Swords & shields, FC - 1

30 Archers, FC – 3

9 Demigryph Knights, Halberds, FC – 4.5

Empire Cannon -2

Empire Cannon -2

5 Empire Pistoliers, Repeater Pistol on the Outrider, FC – 1.5

Steam Tank – 4.5

Total Pools = 30

KIERAN SHOWELL

EMPIRE

War Altar, Volkmar the Grim - 3.5

2 Celestial Hurricanums, Celestial Wizard – 6

Master engineer, Hochland Long Rifle, Pigeon Bomb - 1

Steam Tank - 4.5

Cannon – 2

Cannon – 2

20 Archers – 2

5 Empire Knights, Lance and Sword - 1

15 Demigryph Knights, Lance and Sword, Full Command – 7.5

Total Pools = 29.5

LUKE MCHUGH

EMPIRE

Grand master – 1

30 empire Knights - 6

9 demigryph Knights – 4.5

Celestial hurricanum – 3

Great cannon – 2

Steam tank – 4.5

Luther Huss – 1

Master engineer – 1

2 Hellblaster volley gun – 4

2 Jade battle wizard on Warhorse – 2

Bright battle wizard on Warhorse – 1

Total Pools = 30

LUKE TRANTER

EMPIRE

Empire General, Sigmarite Weapon, Imperial Shield, Stately War Banner – 1

Grand Master, Heirloom Weapons, Imperial Shield – 1

Battle Wizard, Amber – 1

Battle Wizard, Amber, Horse – 1

25 Empire Knights, Cavalry Hammers, Full Command – 5

Steam Tank, Hochland Long Rifle - 4.5

2 x Empire Cannon, 3 crew – 4

30 Empire Greatswords, Full Command - 4.5

30 Crossbowmen, Full Command - 4.5

30 Empire State Troops, Swords and Shields, Full Command - 3

Total Pools = 29.5

WILL GOODWIN

EMPIRE

Empire General – 1

3 x Wizard on wild form - 3

Empire Knights: FC - 1

30 Handgunners: FC – 4.5

10 Greatswords: FC - 1.5

12 Demi-griff Knights: FC - 6

Hurricanum - 3

Total Pools = 20

CRAIG'S THOUGHTS

EMPIRE

Empire lists actually have infantry!! From my very limited experience of Age of Sigmar (1 game, vs Empire...), war machine are great, especially when you can tie the enemy up with hard to kill wounds, and that seems to be the principle of many Empire lists, with the buffs meaning the state troops and cavalry stick around for a long time.

The players in this category have all been around a while, apart from Kieran who according to Twitter only appears for Clash once a year. What is more fun than playing against Will, Luke or Dom and being shot off by cannons, hellblasters and hurricanums whilst nursing a hangover? I imagine that's what a lot of people will encounter!

On the basis of the lists and being the only race I've actually played against, I think Will is lacking artillery, McHugh and Kieran are lacking the state troops, leaving it a straight up fight between Tranter and Dom.

Dom is experienced with Empire in 8th, not that that means a great deal, but his list looks like something he took to the masters. Meanwhile, Tranter is rocking a severe lack of razorgor, and doesn't have the demis of the other players.

I think Dom has a solid list with a ton of options, and having played against pistoliers and Wulfhart, I can see both of those options catching people out. Unless everyone reads up on them, which I would advise doing, rather than read the rest of this dribble.

CRAIG'S PREDICTION: DOM PEMBERTON

MO'S PREDICTION: LUKE MCHUGH

RAFF'S PREDICTION: DOM PEMBERTON

RANDOM DICE PREDICTION: LUKE TRANTER

JAKE BUCKNALL

HIGH ELVES

60 Swordmasters, Full Command - 6pts
Prince on Dragon, Dragon Blade, Shield - 4.5pts
30 Archers, Full Command - 4.5pts
20 Reavers - 4pts
Frostheart Phoenix, Ridden by Caradryan - 4pts
20 Phoenix Guard, Full Command - 3pts
Teclis - 2pts
Lothorn Sea Helm, Sea Drake Pennant - 1pt
Alarielle the Radiant - 1pt

Total Pools = 30

JAMIE PAYNE

HIGH ELVES

Imrik – 5
Teclis – 2
Mage – 1
Prince – 1
10 Reavers – 2
2 RBT – 5
10 Archers – 1
10 Silver Helms – 2
20 Swordmasters – 2
Frosty – 4
20 Phoenixes – 3
10 Lions – 2

Total Pools = 30

MARK SAUNDERS

HIGH ELVES

Prince on Dragon- Dragon lance - 4.5
Mage- Elven steed- 1
Prince- Elven steed- Star Lance- Phoenix Banner - 1
Caradryan- 1
15 Silver Helms Full command- 3
10 Ellyrian Reavers- Harbinger- 2
20 Phoenix guard- Full Command- 3
20 Swordmasters- Full Command- 2
10 White lions- Full Command- 2
Bolt Thrower- 2.5
Frostheart Phoenix- 4
Flamespyre Phoenix- 4

Total Pools = 30

ROLAND YOUNG

HIGH ELVES

High Elf Prince on Dragon, Dragon Lance, Enchanted Shield - 4.5

Alarielle the Radiant – 1

Loremaster of Hoeth – 1

10 Ellyrian Reavers, Champion – 2

10 Lothorn Sea Guard, Full Command - 1.5

7 Silver Helms, Full Command – 2

30 High Elf Swordmasters of Hoeth, Full Command – 3

2 Great Eagles – 2

5 Sisters of Avelorn - 1.5

Flamespyre Phoenix – 4

3x High Elf Repeater Bolt Thrower – 7.5

Total Pools = 30

CRAIG'S THOUGHTS

HIGH ELVES

I've only read one Warscroll for High Elves which was an Anointed on a Flamespyre. And no one has brought any. Which is a relief, as they're horrific!!

Everyone has a phoenix in some form or another, backed up by phoenix guard, except Roland who missed the memo on how good they are, so Roland is out of the running for this.

Jamie is going to be using the same list more or less every round with such a small pool, probably due to flying in from Aus, but is going to get smashed by the Diesel game 1, so the Payne-train is out.

That just leaves Mark or Jake, and Mark has brought one of each flying creature (Flamey, Frostie and Dragon), so I can see Mark running over the top of a few people, as the elf flying stuff is probably really good.

He even has a Pheonix banner (no idea what it does...), and phoenixes, and phoenix guard. Phoenixes ftw.

CRAIG'S PREDICTION: MARK SAUNDERS
MO'S PREDICTION: JAKE BUCKNALL
RAFF'S PREDICTION: JAMIE PAYNE
RANDOM DICE PREDICTION: JAMIE PAYNE

ADAM DALY

LIZARDMEN

1x Slann Mage-Priest: 2
1x Tetto'Eko: 1
1x Scar-Veteran with Battle Standard: 1
30x Temple Guard: 6
30x Skinks: 3
6x Skink Handlers: 1
2x Salamanders: 2
2x Engine of the Gods: 7
1x Chakax: 1.5
1x Bastiladon: 4
1x Gor-rok: 1.5

Total Pools = 30

CRAIG JOHNSON

LIZARDMEN

Bastiladon with solar engine – 4
9 Rippers – 6
6 Terradons – 3
Skink Priest – 1
20 Temple Guard – 4
Tetto – 1
Chakkax – 1.5
10 Camos – 3
Engine – 3.5
Slann – 2
10 Skinks with Boltspitter and Moonstone club – 1

Total Pools = 30

DAN HEELAN

LIZARDMEN

2 Skink Priests, trappings – 2
6 Terradons, Bolas - 3
20 Skinks, Meteoric Javelins, Star-bucklers – 2
10 Skinks, Boltspitters, Moonstrike clubs, Alpha - 1
10 Chameleon Skinks - 3
15 Temple Guard – 3
6 Kroxigor, Drakebite Mauls – 4
2 Salamanders - 2
3 Ripperdactyl Riders, Alpha – 2
10 Saurus Warriors – 1
5 Saurus Cavalry, - 1.5
Engine of the Gods - 3.5

Total Pools = 29

JON WARMINGTON

LIZARDMEN

Kroq-Gar on Carnosaur – 4

Chakax, The Eternity Warden - 1.5

3x Skink Priest, Cloak of Feathers - 3

20 Temple Guard, Full Command – 4

30 Saurus Warriors, Celestite Club - 3

10 Skinks, Alpha, Boltspitters – 1

5 Chameleon Skinks - 1.5

3 Terradon Riders, Alpha, Sunleech Bolas - 1.5

6 Ripperdactl Riders, Alpha - 4

3 Kroxigor, Drakebite Maul - 2

1 Jungle Swarm - 0.5

1 Bastiladon, Solar Engine - 4

Total Pools = 30

NICK HOEN

LIZARDMEN

Slann Mage Priest – 2

Kroq-Gar on Carnosaur – 4

Chakax the Eternity Warden - 1.5

Tetto'Ekko – 1

Saurus Battle Standard Bearer – 1

25 Temple Guard, Full Command – 5

6 Kroxigor, 2x Moon Hammer – 4

6 Ripperdactyl Riders – 4

Bastiladon, Solar Engine – 4

Engine of the Gods - 3.5

Total Pools = 30

SEB GROSE-HODGE

LIZARDMEN

Kroak - 2.5

Bastiladon - Ark of Sotek - 4

Engine of the Gods - 3.5

6 Kroxigor 2- Moon hammers - 4

3 Ripperdactyl Riders - Alpha - 2

Skink Priest- Priestly Garbs - 1

30 Skinks - Javelins and sheilds, Full Command - 3

Total Pools = 20

WILLIAM MORRISS

LIZARDMEN

Saurus Oldblood, Celestite Warblade - 1

Scar-Veteran with Battle Standard – 1

50 Saurus Warriors, Celestite Spears, Full Command
(x3) – 6

10 Saurus Cavalry, Celestite Blades, Full Command
(x1) – 3

Skink Priest, Priestly Trappings – 1

Bastiladon, Solar Engine – 4

Bastiladon, Solar Engine – 4

Total: 20 Pools

Total Pools = 20

CRAIG'S THOUGHTS

LIZARDMEN

LMCs! LMCs everywhere! This category includes some of the best players that England has to offer, in myself, as well as the player that lost the Aussie the ashes, Mr. Hoen. It also includes an LMC wannabe in Daly, a washed up old-man in Heelan, and a plethora of other skink and saurus totting wannabes.

To get one thing clear and in the open early, I did say all last year how good bastiladons and rippers were, and look at all the bandwagoners!! I've also heard *a lot* about how good lizards are in AoS, and having read a lot about them and a bit into other races, I'm not quite sure that I agree they are the powerhouse they have been flaunted as.

Me, Nick and Adam are probably all still nursing ETC hangovers and I certainly didn't have the time to read much prior to list submission, and mainly copied Mr. Hoen.

In terms of the lists there are some huge similarities across a lot of the lists, with a lot of people hoping to get free turns from Engines of the Gods, Bastiladons shooting people off the board, Rippers chasing their delicious toads and Tetto trying to outwit the opponent.

All in all I think the most experienced AoS player from what I know will prevail as a few of us have no idea what we're doing, whereas one person has been bribed by GW to actually play and like the game.

CRAIG'S PREDICTION: DAN HEELAN
MO'S PREDICTION: JON WARMINGTON
RAFF'S PREDICTION: DAN HEELAN
RANDOM DICE PREDICTION: NICK HOEN

ADAM JONES

OGRE KINGDOMS

18 Ironguts, Full Command - 12

20 Maneaters – 10

Butcher – 2

Firebelly – 1.5

Firebelly – 1.5

Greasus Goldtooth - 3

Total Pools = 30

BEN DIESEL

OGRE KINGDOMS

14 maneaters - 7

1 Thunder tusk - 5

1 stonehorn - 4.5

8 mournfang - 8

6 iron guts - 4

Bruiser standard bsb - 1.5

Total Pools = 30

DAVE NAPIER

OGRE KINGDOMS

Tyrant – 2

Bruiser Standard Bearer - 1.5

Butcher – 2

Firebelly - 1.5

6 Ironguts, command – 4

9 Bulls – 4.5

3 Leadbelchers - 1.5

5 Mournfang - 6

Stonehorn - 4.5

Ironblaster – 2

Total Pools = 29.5

GREG DANN

OGRE KINGDOMS

Golgfag Maneater – 1.5
Butcher – 2
Butcher – 2
Hunter, Hunter's Crossbow – 1.5
6 Maneaters, Pistols, Full Command - 3
9 Ironguts, Rune Maw Bearers, full command -6
6 Leadbelchers, full command – 3
1 Stonehorn, Blood Vulture – 4.5
3 Yhetees – 1
20 Gnoblar, groinbiter - 1
2 Ironblasters – 4
Gorger – 0.5

Total Pools = 30

JAMES PERRIN

OGRE KINGDOMS

Bragg the Gutsman - 1.5
Butcher - 2
Firebelly - 1.5
Gorger - 0.5
9 Ironguts full command - 6
6 Leadbelchers - 3
6 Mournfang Cavalry full command - 6
Stonehorn - 4.5
Thundertusk - 5

Total Pools = 30

JOE MCGOUGH

OGRE KINGDOMS

Tyrant 2 Hand Weapons, Brace of Pistols – 2
6 maneaters – 3
Golgfag - 1.5
12 ironguts – 8
Thundertusk, blood Vulture, Harpoon launcher - 5
Stonehorn, Hunting Spear – 4.5
Butcher - 1.5
6 leadbelchers – 3
2 gorgers - 1

Total Pools = 29.5

PATRICK O'SULLIVAN

OGRE KINGDOMS

Tyrant, Club, basher or slicer - 2

15 Ogres - 7.5

9 Ironguts, Rune maw banner - 6

8 Mournefang cavalry, iron fists - 8

2 Ironblasters - 4

3 Yetees - 1

2 x sabretusks - 1

1 Gorger - 0.5

Total Pools = 30

STEPHEN SMITH

OGRE KINGDOMS

1 tyrant - 2

1 butcher -2

12 ironguts - 8

9 ogres - 4.5

Thundertusk- 5

4 mournfang cavalry-4

Stonehorn 4.5

Total Pools = 30

CRAIG'S THOUGHTS

OGRE KINGDOMS

So many Ogres! All I know about Ogres this edition is what Thundertusks and Stonehorns do, as well as reading Brian's (@ubertechie74 on Twitter) excellent blog with some of his musings on ogres.

Brian essentially sums up Ogres as a faction that doesn't rely on buffs and synergies much like the other races, but one simply that can go unit by unit with each unit doing its own thing, usually to devastating effect.

If I had to go out on a limb, I'd say that Ogres are going to be serious podium contenders this year, as I can see them running over the top of quite a few armies before turning round and catching some objectives with a measly two ogres.

The 'Run and smash' playstyle obviously suits a certain member of the 'Gut-Club', and I genuinely believe Diesel will slam down the first 20 points of his pool within reach, shove it forward and the fastest possible speed and get at least 3 big wins during the weekend, providing he actually remembers we're doing scenarios, rather than just taking people off the board in about 3 turns.

I think it'll be hotly contested though, but the playstyle of Ogres has gone back to what it used to be a couple years ago, when Diesel was in ascendency, and I can see him doing very little in terms of tactics, but getting a lot in terms of points.

CRAIG'S PREDICTION: BEN DIESEL
MO'S PREDICTION: ADAM JONES
RAFF'S PREDICTION: BEN DIESEL
RANDOM DICE PREDICTION: ADAM JONES

ANDI AVERY

ORCS & GOBLINS

1 goblin big boss on gigantic spider (1.5)
1 goblin great shaman on arachnarok (3)
1 orc bully (0.5)
2 x arachnaroks (6)
20 spider riders (4)
3 spear chukkas (4.5)
3 cave squigs (0.5)

Total Pools = 30

DECLAN WATERS

ORCS & GOBLINS

Orc Warboss - Choppa & Shield – 1
Orc Warboss - Choppa & Shield, Battle Standard – 1
2 Orc Great Shaman – 2
Black Orc Big Boss - Choppa & Shield – 1
Night Goblin Shaman - 1
18 Orc Arrer Boys – 3
35 Black Orcs - Full Command - Orc Banner & Totem available – 7
20 Forest Goblin Spider Riders – 4
8 Snotlings - 2
3x Goblin Spear Chukka - 3
Giant – 3
Mangler Squig - 2

Total Pools = 30

JON JONES

ORCS & GOBLINS

Grimgore Ironhide - 2
Orc Warboss: boar, shield - 1
3x Savagage Orc Shaman: war boar - 3
Orc Bully - 0.5
Black Orc Big Boss, chopper and tusker shield – 1
30 Black Orcs – 6
8 Snotlings - 2
3x Goblin Spear Chukka - 3
2x Mangler Squig - 4
15 River Trolls - 7.5

Total Pools = 30

MATT HINTON

ORCS & GOBLINS

30 Savage Orcs - One full command set, 2 Big Stabbas, two hand weapons - 6

15 Black Orcs - One Full Command set - 3

5 Savage orc boar boys - Full Command, Additional hand weapon - 1.5

2x Giant - 3

Savage orc warboss on Boar - Stone Cleaver - 1

Savage orc shaman on Boar - 1

Black orc big boss - Deff choppa and tusker shield. 1

Fanatic - 0.5

Total Pools = 20

ZACK MARTIN

ORCS & GOBLINS

Goblin Big Boss on Gigantic Spider-1

Orc Bully- 0.5

Savage Orc Shaman, War Boar- 1

20 Forest Goblin Spider Riders, FCG- 4

12 Trolls- 6

30 Night Goblins- FCG, Night Bow, Slittas, Goblin Flag, 9 Netters- 3

3 Fanatics- 1.5

Arachnarok Spider, Catchweb Spidershrine, Forest Goblins, Forest Goblin Shaman- 3.5

Arachnarok Spider, Forest Goblins, Flinger- 3.5

2x Doom Diver Catapult- 2

2x Goblin Spear Chukka- 2

Mangler Squig- 2

Total Pools = 30

CRAIG'S THOUGHTS

ORCS & GOBLINS

Everyone misses the green gunline already right? Trolls, Savages, Doom Divers, Rock Lobbas, Manglers, Fanatics and Magic. Such a fun and random list, really befitting the fluff of the greenskins.

I don't think I've ever been happier to see a netlist disappear off the face of the old-world so quickly, and I was looking forward to seeing what replaced it. What we have is a real mix of Giants, Manglers, Trolls, Arachnaroks, Snotlings, Savages, Night Gobbos, Black Orcs, Boar boys and a smattering of war machines and characters. Ace.

There is however a massive influx in spider riders, so anyone that held onto their battle for skull pass spiders has likely accidentally inherited a decent orc and goblin army!

The players in this category range from Orc and Goblin veterans through to Khalida-Morghast netlisters without their toys. Matt and Declan still had half a point left so they clearly don't have a clue, and Zack and Andi will be confused by all the changes in Age of Sigmar without their 1000 poison shots each and people shaking on 10-10s at ETC.

That only leaves one Orc in the race but I have no idea what the list does. So might as well go with it. Grimgor ftw.

CRAIG'S PREDICTION: JON JONES
MO'S PREDICTION: ZACK MARTIN
RAFF'S PREDICTION: ANDI AVERY
RANDOM DICE PREDICTION: ANDI AVERY

BEN JOHNSON

SKAVEN

Verminlord Warpseer 4
2 Plague Priest 2
2 Warlock Enginer 2
Plague Furnace 3.5
20 Stormvermin 3
30 Clanrats 3
30 Plague Monks, Icon of Pestilence 3
15 Plague Censer Bearers 3
1 Plagueclaw 2.5
3 Stormfiends, Ratling Gun, Wind mortar and Warfire thrower 4

Total Pools = 30

DOM HOOK

SKAVEN

1 Lord Skreech Verminking – 4
1 Skaven chieftain with Battle standard- 1
1 Hell pit Abomination – 3
1 Warp lightning Cannon - 2.5
30 stormvermin (full command and clan shields) - 4.5
2 rat swarms – 1
40 skavenslaves (Slings, rusty blades, Pawleader and Bell Chimeras) – 3
1 doomwheel - 2.5
1 plagueclaw catapult - 2.5
30 clanrats (rusty blades and Full Command – 3
1 Ikit Claw – 1
20 plague monks (pair of Foetid Blades, full command, plague scroll, Doom Gong, Icon of Pestilence) - 2

Total Pools = 30

SHAHRUL AZ

SKAVEN

1 Verminlord Deceiver - 4
1 Grey Seer - 1
1 Warp-Grinder - 1
3 Storm Fiends with Ratling Guns - 4
20 Plague Monks with FC, Plague Scroll, Icon of Pestilence, Doom Gong - 2
1 Lord Skrolk - 1
1 Battle Standard Bearer - 1
1 Plague Priest - 1
2 Assassins - 2
5 Rat Swarm - 2.5
21 Jezzails - 7
1 Deathmaster Snikch - 1
1 Plagueclaw Catapult - 1.5

Total Pools = 29

WAYNE KEMP

SKAVEN

- 6 Warplock Jezzails – 2
- 10 Plague Monks – 1
- 10 Clanrats – 1
- 20 Stormvermin – 3
- 6 Gutter Runners – 3
- 3 Stormfiends – 4
- 6 Rat Ogres – 3
- 5 Censer Bearers – 1
- 1 Warfire Thrower Team – 1
- 1 Skaven Cheiftan with Battle Standard -1
- 1 Greey Seer – 1
- 1 Packmasters - 0.5
- 1 Thanqual and Boneripper – 7
- 10 Night Runners - 1.5

Total Pools = 30

CRAIG'S THOUGHTS

SKAVEN

Rats, I thought I'd finished! (LOLS) Seriously though, only the worst people in the world would use Skaven with all their templates, double grey seers, stormfiends and so on. Oh wait. It's not 8th. Yay rats!

So I was either going to take Skaven or Lizards, and fancied taking my Seraphon buddies, and looking at the field for the Rats I'm sort of happy I have, as I don't have to compete against my Dad.

What we got then? What do rats do nowadays? I've actually read the verminlords and I'm not surprised to see 3 of them at the event, with Wayne dragging Thanqual instead. Evidently stormfiends and stormvermin are still a staple, but doomwheels, WLC and aboms seem to have fallen out of favour, which will set a lot of people at ease after some of the old horror stories people have.

With no brass orb, no doom rocket and no storm banner, do Skaven still have the toys to break through into the mainstream? Probably. They're probably still bent.

As for the players, well, Az is a top guy, but he missed the stormvermin memo and gave them big guns instead, and brought a 7th ed list of 'All the Jezzails'. Dom is never going to get my vote (Mo Edit - lol killing blow). Which leaves battle of the old-fogey podcasts. Thanquol vs Dad. Gotta be Dad I'm afraid.

CRAIG'S PREDICTION: BEN JOHNSON
MO'S PREDICTION: DOM HOOK
RAFF'S PREDICTION: BEN JOHNSON
RANDOM DICE PREDICTION: WAYNE KEMP

DAVE SWEETING

TOMB KINGS

2X Liche Priests – 2

40 Archers – 6

6 Necro Knights – 4

Warsphinx - 4

Necrosphinx - 4

Total Pools = 20

CRAIG'S THOUGHTS

TOMB KINGS

Awful.

CRAIG'S PREDICTION: 11 YEAR OLD BOY
MO'S PREDICTION: 11 YEAR OLD BOY
RAFF'S PREDICTION: 11 YEAR OLD BOY
RANDOM DICE PREDICTION: NO.

DAN BROXHOLME

VAMPIRE COUNTS

Zombie dragon, vampire Lord, death lance, ancient shield, blood chalice -4.5

Vlad voncarstein -1

Vampire Lord, spirit possessed sword, flying horror - 1

Vampire Lord, spirit possessed sword, nightmare -1

Necromancer -1

6 vargheists, champion, -3

3 spirit hosts -1

10 blood Knights, full command -4

30 zombies, standard, noise maker -3

4 morghast archai -6

5 hexwraiths, hell wraith -1.5

Corpse cart, unholy loadstone -1

10 dire wolves, doom wolf -2

Total Pools = 30

MATT YEO

VAMPIRE COUNTS

Count Mannfred – 1

Strigoi Ghoul King – 1

Nagash – 10

9 Crypt Horrors, Crypt Haunter - 4.5

Mortis Engine, Blasphemous Tome - 3.5

Terrorgeist – 4

30 Skeleton warriors, champion, standard bearer, hornblower, Crypt Shield – 3

2 Morghast Archai - 3

Total Pools = 21.5

ROB PERRIN

VAMPIRE COUNTS

Heinrich Kemmler, The Lichemaster – 1

Strigoi Ghoul King – 1

Necromancer – 1

40 Crypt Ghouls - 4

18 Crypt Horrors - 9

Mortis Engine - 3.5

Morghast Archai - 1.5

Vargulf – 2

Terrorgeist – 4

5 Blood Knights – 2

Corpse Cart - 1

Total Pools = 30

CRAIG'S THOUGHTS

VAMPIRE COUNTS

2 Races to go and I'm struggling to give a monkeys anymore, less so when I read the VC lists and realise the innovation in VC lists is as high as it's ever been. Bar the blood knights, did any of them actually realise we'd changed edition? Rob Perrin has spammed the world and it reads like a dictionary. Dan Broxholme has gone slightly off track, but the Danish got to the zombie dragon first. Matt Yeo has gone Nagash and maintains his record of zero friends.

So Dan has the most interesting list, is the best at football, and is actually a nice guy? I'm going Dan.

That leaves a lot of blank space under the VC predictions, and I need to make it look like I've actually discussed the merits of each player and their lists, but if you're at this point you probably realise I don't actually have a clue about Age of Sigmar and you've done well reading through all this dribble.

Oh, there was whinging on Twitter about VC not being allowed to summon. What about lizards?! I want to summon bastiladons for the whole game. So screw you VC players. No summoning. Take your T-bats, Necromancers, Crypt Horrors and Morghasts and sod off.

CRAIG'S PREDICTION: DAN BROXHOLME

MO'S PREDICTION: DAN BROXHOLME

RAFF'S PREDICTION: MATT YEO

RANDOM DICE PREDICTION: ROB PERRIN

KRIS ROBERTSON

WARRIORS OF CHAOS

Hell cannon - 4.5

15 marauder horsemen, marauder javelin, full command - 3

Daemon prince, daemonic axe - 2

10 Warriors of chaos, chaos hand weapon, full command - 2

6 skullcrushers of khorne, bloodglaive, full command - 4

6 Chaos trolls - 4

6 chaos ogres, full command - 2

Nurgle lord on daemonic mount - 1.5

Chaos sorcerer lord, chaos steed - 1

Chaos sorcerer lord, chaos steed - 1

Chaos sorcerer lord, chaos steed - 1

10 chaos knights, chaos glaive, full command - 3

10 chaos familiars - 1

Total Pools = 30

MITCH EDWARDS

WARRIORS OF CHAOS

Sigvald – 1.5

Archaon – 5

Chaos Sorcerer – 1

Chaos Lord on Daemonic Mount – 1.5

20 Chaos Warriors – 4

10 Chaos Warhounds – 2

10 Chaos Knights – 3

6 Chaos Trolls – 6

Dragon Ogre Shaggoth – 3

3 Skullcrushers of Khorne - 2

Total Pools = 29

RAFF HARBINSON

WARRIORS OF CHAOS

Archeon – 5

Chaos Lord on Manticore – Nurgle – 3.5

Khorne Lord on Juggernaut – 2

3 Dragon Ogres – 2

6 Trolls – 4

5 Chaos Knights, full command, ensorcelled weapons – 1.5

10 Warriors of Chaos, full command, Hand Weapon & Shield – 2

10 Warriors of Chaos, full command, Chaos Greatblades – 2

3 Skullcrushers – 2

2x Chimera – 6

Total Pools = 30

RICKY MEE

WARRIORS OF CHAOS

2x Nurgle Chaos Lord on Daemonic Mount - 3

Tzeentch Chaos Lord on Disc of Tzeentch - 2.0

Chaos Sorcerer Lord - 1.0

20 Warriors of Chaos (Nurgle), Halberds, Full Command - 4.0

5 Putrid Blightkings, Full Command - 2.0

5 Marauder Horsemen, Marauder Javelins, Full Command - 1.0

6 Skullcrushers of Khorne, Full Command - 4.0

2x Chimera - 6.0

Daemon Prince of Nurgle, Fly, Axe, Sword - 2.0

Hellcannon - 4.5

Spawn - 0.5

Total Pools = 30

RUFIO SYMES

WARRIORS OF CHAOS

2x Hellcannon = 9 points

Skarr Bloodwarth = 1 Point

3x Chaos Sorcerer lords = 3 points

4x Wrathmongers = 4 points

10 Chaos Knights with full command = 3

Chimera = 3 points

10 Chosen with full command = 3

6 Skullcrushers with full command = 4

Total Pools = 30

RUSS VEAL

WARRIORS OF CHAOS

Chaos Lord on Daemonic Mount - 1.5

2x Chaos Sorcerer Lord, Chaos Steed - 2

Bloodseccator - 1

Bloodstoker - 0.5

20 Warriors of Chaos, chaos hand weapon and Runeshields - 4

15 Chaos Knights, Ensorcelled Weapons - 4.5

10 Chosen - 3

6 Skull Crushers, Ensorcelled axes - 4

5 Wrathmongers - 1

5 Skullreapers, Demonblades, spinecleaver - 1.5

Hellcannon - 4.5

3 Dragon Ogres - 2

1 Chaos Spawn - 0.5

Total Pools = 30

CRAIG'S THOUGHTS

WARRIORS OF CHAOS

I'm not actually sure that any of these have ever played Warhammer in any form? Raff just writes blogs and agrees 10-10s at the ETC. Mitch just gets water for an ashes-losing Aussie team. Russ just whinges on a podcast and gets 20-0s somehow. Ricky plays football and pretends to be part of TBS. Kris might play?

Raff is a definite no-no, as he literally doesn't know what he's doing. He'll admit that. Based on the lists what do we actually reckon is good?

Hellcannons. Skullcrushers. Chaos Lords. Nailed it.

Russ will be confident and well-rehearsed in the list he's using. So I'm going to go with not Russ.

That just leaves TBS vs Aus vs Kris. I mean, Archaon is the lord of the end times, and the end times have been and gone, so Mitch has no chance. Kris has bought chaos familiars, and they can't be a real thing, so he's obviously cheating. Ricky has brought a very good 8th edition list, which means it's probably rubbish this edition.

Essentially, none of them have a chance. If in doubt, back the face.

CRAIG'S PREDICTION: RUSS VEAL
MO'S PREDICTION: RUSS VEAL
RAFF'S PREDICTION: RUSS VEAL
RANDOM DICE PREDICTION: RAFF HARBINSON

JAMES HOPKINSON

WOOD ELVES

4 x Glade Lords - 4

20 x Waywatchers - 4 Pool

70 x Wildwood Rangers - 7

10 Dryads - 1

30 x Eternal Guard - 3

Sylvaneth Wild Wood - 1

2X Treeman - 7

2x Great Eagle - 2

Total Pools = 29

MIKEY ANDREWS

WOOD ELVES

20 Wild Riders, Full Command - 6

Sisters of Twilight on Forest Dragon – 5

30 Glade Guard, Full Command - 4.5

Treeman Ancient – 4

Treeman – 3.5

15 Dryads – 1.5

Shadowdancer – 1

Spellweaver, Heartwood Staff – 1

Sylvaneth Wyldwood – 1

Glade Lord, Bow of Loren, Hail of Doom Arrow – 1

10 Wildwood Rangers, Full Command – 1

Total Pools = 29.5

STEVE WREN

WOOD ELVES

25 Dryads - 2.5

Durthu - 4.5

30 Glade Guard - 4.5

Glade Lord on Forest Dragon - 4.5

5 Glade Riders – 1

2 Great Eagles – 2

Sylvaneth Wyldwood – 1

6 Tree Kin – 3

10 Waywatchers – 2

5 Wild Riders - 1.5

1 Treeman - 3.5

Total Pools = 30

CRAIG'S THOUGHTS

WOOD ELVES

You can buy a wood? What on earth is this game? They've all bought a wyldwood, so they must be utter filth. There's also a ton of treemen running round, along with a resurgence of treekin and dryads, the likes of which haven't been seen in years. The days of trueflight are dead. The day of getting wood on a morning is here!

The effort put into the pools is evident, with Steve actually bothering to bring his full 30, whilst the other 2 clearly don't care. Former best wood elf general in the world Jay Hopkinson is clearly going to be rubbish with wood elves this edition, and Mikey doesn't stand a chance against the prowess that is Steve Wren.

I did struggle to pick my vote in this race however, and decided to offload my best in race prediction for wood elves, to the most fair and impartial person I could find.

Steve Wren votes for...

CRAIG'S PREDICTION: STEVE WREN
MO'S PREDICTION: JAY HOPKINSON
RAFF'S PREDICTION: JAY HOPKINSON
RANDOM DICE PREDICTION: STEVE WREN

CRAIG'S THOUGHTS

OVERALL

So there we have it, thanks for reading along. I obviously know very little about Age of Sigmar, so most of my musings are pure guess work.

I guess all that's left to do is guess my podium, and from my exceptionally limited knowledge of Age of Sigmar, I can see those players with early experience of the game getting a head start and having a real chance, along with a few key races that I know very little by, therefore my top 3 predictions are:

CRAIG'S PREDICTION FOR 3RD:

Mark Wildman

My bae. He's played quite a bit of Age of Sigmar and he's bringing everyone's favourite 8th ed toy in Malekith.

CRAIG'S PREDICTION FOR 2ND:

Dan Heelan

Dan has been bribed by GW, or at least that's what the kiwis keep saying. Dan again has valuable experience, and with everyone saying that lizards are a 'very good' army under Age of Sigmar, if it's true, I expect Dan to finish well. The alternative is 'Seraphon' turn out to be rubbish and all us LMCs finish near the bottom.

CRAIG'S PREDICTION FOR 1ST:

Ben Diesel

Ogres smash. Diesel smash.