

CLASH OF SWORDS 2014

OPEN ARMY LISTS – BY RACE

*Names coloured red are interesting/fun lists to check out

BEASTMEN

LUKE TRANTER

TOM LOYN

BRETONNIANS

ADAM BASSETT

JAK SPEDDING

CHAOS DWARFS

ANNIE NORMAN

CHRIS APPLEFORD

KIERAN SHOWELL

MIKE NEWMAN

ROB PERRIN

DAEMONS

DAVE NAPIER

JOHN WALTERS

LES MARTIN

DARK ELVES

AMIT HINDOCHA

CHRIS TOMLIN

IAN SCOVELL

MARCUS LAKE

TOM COWLIN

DWARFS

ANDREW LEWIS

GARY REED

KRIS ROBERTSON

MATTHEW PERRISS

EMPIRE

DOM PEMBERTON

ED MORRISS

IAN CARSE

RICHARD BURDETT

SAM FREESTONE

HIGH ELVES

CHRIS LEGG

GARETH STONEHAM

JAKE BUCKNALL

JON JONES

MARK SAUNDERS

MARK WILDMAN

MATTHEW SEWELL

LIZARDMEN

ADAM DALY

MATT HINTON

OGRE KINGDOMS

ADAM JONES

BEN DIESEL

CHRIS LOYN

CRAIG GRANT

DONAL TAYLOR

PAUL BULPIN

ORCS & GOBLINS

DAVE SWEETING

IAN GILMORE

MARC WILSON

SKAVEN

STEVE SMITH

WAYNE KEMP

TOMB KINGS

JOEL SMITH

NAV HUSSAIN

VAMPIRE COUNTS

ANDY POTTER

DAN BROXHOLME

DAN HEELAN

MATT YEO

RAFF HARBINSON

WARRIORS

DAN FORD

DOM HOOK

JOSH STYLIANOU

RUSS VEAL

WOOD ELVES

JAY HOPKINSON

JON WARMINGTON

NICK HOEN

PATRICK O'SULLIVAN

RICHARD CIERESZKO

SCOTT LINES

SHAHRUL AZ

CLASH OF SWORDS 2014

OPEN ARMY LISTS – BY NAME

*Names coloured red are interesting/fun lists to check out

ADAM BASSETT	DAN BROXHOLME	IAN SCOVELL	MARC WILSON	RAFF HARBINSON
ADAM DALY	DAN FORD	JAK SPEDDING	MARCUS LAKE	RICHARD BURDETT
ADAM JONES	DAN HEELAN	JAKE BUCKNALL	MARK SAUNDERS	RICHARD CIERESZKO
AMIT HINDOCHA	DAVE NAPIER	JAY HOPKINSON	MARK WILDMAN	ROB PERRIN
ANDREW LEWIS	DAVE SWEETING	JOEL SMITH	MATT HINTON	RUSS VEAL
ANDY POTTER	DOM HOOK	JOHN WALTERS	MATT YEO	SAM FREESTONE
ANNIE NORMAN	DOM PEMBERTON	JON JONES	MATTHEW PERRISS	SCOTT LINES
BEN DIESEL	DONAL TAYLOR	JON WARMINGTON	MATTHEW SEWELL	SHAHRUL AZ
CHRIS APPLEFORD	ED MORRISS	JOSH STYLIANOU	MIKE NEWMAN	STEVE SMITH
CHRIS LEGG	GARETH STONEHAM	KIERAN SHOWELL	NAV HUSSAIN	TOM COWLIN
CHRIS LOYN	GARY REED	KRIS ROBERTSON	NICK HOEN	TOM LOYN
CHRIS TOMLIN	IAN CARSE	LES MARTIN	PATRICK O'SULLIVAN	WAYNE KEMP
CRAIG GRANT	IAN GILMORE	LUKE TRANTER	PAUL BULPIN	

LUKE TRANTER

BEASTMEN

Beastlord (General); Wizarding Hat, Shield, Heavy Armour, 254

Bray-Shaman; Shard of the Herdstone, Lore of Shadow, 125

Bray-Shaman; Chalice of Dark Rain, Lore of Shadow, 115

Bray-Shaman; Dispel Scroll, Lore of Shadow, 100

Wargor; Battle Standard, Standard of Discipline, Gnarled Hide, Heavy Armour, Shield, 146

Tuskgor Chariot, 80

Tuskgor Chariot, 80

Tuskgor Chariot, 80

Tuskgor Chariot, 80

Tuskgor Chariot, 80

Tuskgor Chariot, 80

20 Ungor Herd, 100

15 Ungor Herd, 75

7 Razorgor Herd, 385

7 Razorgor Herd, 385

Razorgor Chariot, 145

Razorgor Chariot, 145

Razorgor Chariot, 145

TOTAL DROPS: 14
ARMY TOTAL : 2,600

TOM LOYN

BEASTMEN

Great Bray Shaman (general); Level 4, Fencer's Blades, Talisman of Preservation, Jagged Dagger, Potion of Foolhardiness, Lore of Death, 330

Wargor; Battle Standard, Heavy Armour, Shield, Gnarled Hide, The Beast Banner, 206

Bray Shaman; Level 2, Additional Hand Weapon, Shard of the Herdstone, Lore of Beasts, 162

Bray Shaman; Level 2, Additional Hand Weapon, Lore of Beasts, 112

Bray Shaman; Level 2, Additional Hand weapon, Lore of Beasts, 112

59 Gors; Additional Hand Weapons, Full Command, 497

22 Gors; Additional Hand Weapons, Full command, 201

37 Bestigor; Full Command, Banner of Swiftness, 489

28 Bestigors; Full Command, Standard of Discipline, 381

5 Harpies; 55

5 Harpies; 55

TOTAL DROPS: 7
ARMY TOTAL : 2,600

RAFF HARBINSON COMMENTARY (BM)

Luke is a pseudo Warhammer god. Not one of those omnipotent types, but one that answers prayers cast into the night in the hope for fun lists. I like that he has gone all out for the shadow magic rather than the normal Beasts. Razorgor hit hard – in the right matchups this army could actually do shockingly well. It will need to be played with finesse (and yes, by that I mean shoved forward and hope to survive any shooting and the like on the way), but I have a good feeling about this.

Former Clash Champion Tom “Choir Boy” Loyn is rocking his yawnfest of effective combat goodness. Not much to say – lots of infantry, lots of magic, and a reliable reliance on his stupidly lucky dice to save him time and again. It ‘should’ not do well – there is so much avoidance out there. But the Loyn magic will come to play, and he will probably face 5 players with similarly push forward armies, and do well. That is... if he can paint an entire army in less than two weeks....

Think Luke will win Best in Race. I think Mo would set fire to the venue before letting Loyn win this (Mo – I think my kind prefer explosions but yeah pretty much)... seriously, check out the YouTube Video (Mo – [YouTube Video](#))

**PREDICTION FOR BEST IN RACE:
LUKE TRANTER**

MIKE NEWMAN COMMENTARY (BM)

Luke Luke Luke Luke Luke (Mo – I am your father...)

As I said in my midlands build up. I love the list, love the idea, think it can be really strong Especially in the elf lead meta we have these days.

But for me the list needs Beasts magic not shadow, the razorgor just don't pack enough of a punch in some match ups alone.

Take toms character set up (or even a flying doom bull) in Luke's list and I think you are on to a real winner

As it is tom is just going to plonk down 4 sizeable blocks, roll up some buffs and push it forward

His downfall is going to be he could really do with some of the chaff from Luke's army!

**PREDICTION FOR BEST IN RACE:
TOM LOYN**

JAKE CORTEEN COMMENTARY (BM)

Sort of a war of the conventional versus the unconventional, much in the same way as the two Tomb Kings lists.

Luke has to be onto something with the Razorgor list given he has had decent results with it and keeps on using it. That many chariots is hugely intimidating, even if panic is in practice a limiting factor. If you can shrug off chariots, though, threatening the characters is very possible, and will likely cause the list to collapse.

Tom's army by comparison seems to be built (Mo – as of this moment it isn't built) as a huge points denial exercise, with none of the usual cheap units you find in Beastmen lists other than 2 units of harpies, hardly enough to get a solid win with. The idea I suppose is to draw the opponent in, but I do worry that a lone Death Lv4 just won't be enough to reach out and force the opponent to engage – they can pick their time and place, and I suspect the army will hence prove rather vulnerable in the end to anything that can punch through at least one of the blocks. As an aside, I can see a variant on this with all the magic missiles and the hagtrees being quite solid in the modern metagame.

Hard, hard call here. I'm going with Luke, actually – partly because I want to believe, but partly because I think that many chariots are going to give surprisingly many people issues.

(And hey, I went for him at Midlands too, and he didn't let me down.)

**PREDICTION FOR BEST IN RACE:
LUKE TRANTER**

ADAM BASSETT

BRETONNIANS

Lord (General); Barded Warhorse, Lance, Shield, Dawnstone, Dragonhelm, Sword of Swift Slaying, Virtue of Heroism (240pts)

Prophetess of the Lady; Warhorse, Crown of Command, Dispel Scroll, Dragonbane Gem, Level 4 - Heavens (305pts)

Paladin (BSB); Barded Warhorse, Lance, Morning Star, Shield, Gromril Great Helm, Mantle of Damsel Elena (132pts)

Paladin; Barded Warhorse, Lance, Sword of Anti-Heroes, Enchanted Shield, Luckstone (123pts)

Paladin; Barded Warhorse, Lance, Morning Star, Charmed Shield (85pts)

Paladin; Barded Warhorse, Lance, Morning Star, Shield (82pts)

Paladin; Barded Warhorse, Lance, Morning Star, Shield (82pts)

13 Knights Errant; Full Command - Standard of Discipline (296pts)

12 Knights of the Realm; Full Command - Banner of Eternal Flame (322pts)

5 Knights of the Realm; Gallant, Musician (128pts)

5 Knights of the Realm; Gallant, Musician (128pts)

5 Knights of the Realm; Gallant, Musician (128pts)

3 Pegasus Knights; Gallant (165pts)

Field Trebuchet; (90pts)

Field Trebuchet; (90pts)

TOTAL DROPS: 8

ARMY TOTAL : 2,396

JAK SPEDDING

BRETONNIANS

Bretonnian Lord - Royal Pegasus, Shield, Tress of Isoulde, Dragonhelm, Dawnstone, Virtue of Herosim, 258

Prophetess - Level 4, Heavens, Falcon Horn of Fredmund, Dispel Scroll, Warhorse, 310

Paladin - Royal Pegasus, Enchanted Shield, Dragonbane Gem, Lance, 129

Paladin - Royal Pegasus, Charmed Shield, Wyrmlance, 135

Paladin (BSB) - Gromril Great Helm, Shield, Lance, Warhorse, 110

12 Knights of the Realm - FC, Standard of Discipline, 327

12 Knights of the Realm - FC, Warbanner, 337

14 Peasant Bowmen - Musician, 89

3 Peg Knights - Champ, Muso, 175

3 Peg Knights - Champ, Muso, 175

3 Peg Knights - Champ, Muso, 175

Trebuchet, 90

Trebuchet, 90

TOTAL DROPS: 8

ARMY TOTAL : 2,400

RAFF HARBINSON COMMENTARY (BRETS)

Mr Lizzie is running a million paladins. So there. That's always good. Surprised he isn't rocking beasts with this list, but love heavens. Think the list may struggle against some of the mobile shooty or smashy elven lists. But it's solid. And he's lovely (Mo – He's a married man now Raff, you've got no chance). So there.

I really like Jak's list. So much flying goodness with heavens support is probably what bretonnians have to do in the current meta. Would have liked to see the challenge kit on one of the pegs, but regardless, a very solid list. Despite it being probably as good as brets can be, I think it will struggle in the current meta and all its repeater bolt throwers.

**PREDICTION FOR BEST IN RACE:
JAK SPEDDING**

MIKE NEWMAN COMMENTARY (BRETS)

I really like Adams list.

I spoke during the midlands build up about how I didn't think the 2 large buses Brett armies worked in the current meta, too easy to avoid and take the cheap points. Too large targets for heavy shooting armies.

And Adam has really taken that to heart; yes he has the 2 big lances, but also enough other small threats to worry people.

The top four characters are really strong choices, and all serve different purposes that really add to the army. Heavens especially on the lvl 4 is always a good choice (and probably a more sensible one than the lore of beasts that that the little kid in me really wanted to see in this character heavy list)

The three cheap paladins are also inspired, they can really add to both the survivability and punch of the army as well as being cheap enough to throw away as chaff or run in their own to increase the multiple threat options.

However I have to sit in a car with Jak for like 5 hours on the way there, spend the whole weekend in a hotel with him, and then another 5 hours back.

**PREDICTION FOR BEST IN RACE:
JAK SPEDDING**

JAKE CORTEEN COMMENTARY (BRETS)

Not so many armies to comment on here. Essentially we have a competition between the two classic bretonnian competitive builds: dual character-stacked lance and Pegasus knight royal air force.

I'm actually not sure which one is better in the modern metagame. The presence of Wood Elves has to be a significant worry for the Bret players, and the peg knights seem more capable at playing that particular matchup. The Falcon Horn is rather nice against a number of other popular armies.

Equally, hard to argue with the sheer crunchy combat potential of the dual lances against some of the less subtle opposition. The more I think about it, the more I prefer the flexibility of the pegasi – given the amount of elves out there, against whom that build seems more capable of competing.

I'll watch this one with interest – going to be draw dependent I think, with each army optimised for a different set of opposition. On the numbers of each army present, I reckon Jak has it. (Mo – But he doesn't care as long as he can run fast)

**PREDICTION FOR BEST IN RACE:
JAK SPEDDING**

ANNIE NORMAN

CHAOS DWARFS

Sorcerer Prophet (general), Lvl4 death, Bale Taurus, Charmed Sheild, talisman of preservation = 575

Daemonsmith Sorcerer, Lore of Fire, Dispel Scroll =120

Infernal Castellan, BSB, Luckstone, enchanted shield = 140

Bull Centaur Taur'ruk, Blackshard Armour, Great Weapon, Dragonhelm, Dawnstone, Other Tricksters Shard = 235

Hobgoblin Khan, Giant Wolf, Light Armour = 54

24 Infernal Guard, Full Command, Great Weapons = 392

20 Hobgoblin Cutthroats, Musician, Bows = 104

20 Hobgoblin Cutthroats, Musician, Bows = 104

3 Bull Centaur Renders, Musician, Banner, Shields = 150

Deathshreiker = 100

Deathshreiker = 100

K'Daai Destroyer = 325

TOTAL DROPS: 7
ARMY TOTAL : 2,399

CHRIS APPLEFORD

CHAOS DWARFS

Sorcerer-Prophet: Charmed Shield; Talisman of Preservation; Earthing Rod; Level 4 Wizard; Lore of Death; Bale Taurus 600

Daemonsmith Sorcerer: Scroll of Shielding; Lore of Death 110

Daemonsmith Sorcerer: Lore of Fire 95

24 Chaos Dwarf Infernal Guard: Gleaming Pennant; great weapons; Deathmask; musician; standard bearer 397

20 Hobgoblin Cutthroats: bows; musician 104

20 Hobgoblin Cutthroats: bows; musician 104

Iron Daemon War Engine 285

Iron Daemon War Engine 285

Hellcannon 210

Hellcannon 210

TOTAL DROPS: 8
ARMY TOTAL : 2,400

KIERAN SHOWELL

CHAOS DWARFS

Sorcerer Prophet (General); Level 4, blood of hashut, enchanted shield, talisman of preservation, earthing rod, potion of foolhardiness, lore of death 400

Dark Castellan; battle standard, shield, black hammer of hashut, dragonhelm, talisman of endurance 207

Daemonsmith Sorcerer; dispel scroll, ruby ring of ruin, lore of metal 145

Hobgoblin Kahn; giant wolf, spear, light armour, charmed shield, dragonbane gem, potion of speed 73

27 Infernal Guard; full command, razor banner 401

20 Hobgoblin Cutthroats; musician, bows, shields 114

20 Hobgoblin Cutthroats; musician, bows, shields 114

Deathshreiker 100

Iron Daemon; hellbound 310

Hellcannon 210

K'daai Destroyer 325

TOTAL DROPS: 8
ARMY TOTAL : 2,399

MIKE NEWMAN

CHAOS DWARFS

Sorcerer Prophet: Lvl4, Lore of Death, Chalice of blood and darkness, obsidian amulet(mr2), charmed shield 385

Infernal Castellan: BSB, enchanted shield, 135

Daemonsmith: Lvl 1, Lore Of Death, Dispel Scroll, 120

Bull Centaur Tau'ruk: Blackshard Armour, Great Weapon, Dawnstone, Other Tricksters Shard, Dragonhelm, 235

Hobgoblin Khan: Wolf, 52

Hobgoblin Khan: Wolf, 52

27 Infernal Guard: Standard, Musician, Champion, Great Weapons, Flaming Banner 447

31 Hobgoblins: Musician, Champion, Extra Hand Weapons, 153.5

3 Bull Centaurs: Musician, 125

Death-Shrieker Rocket: 100

Hellcannon: 210

K'daai Destroyer: 325

5 Hobgoblin Wolf Riders: 60

TOTAL DROPS: 8
ARMY TOTAL : 2,399.5

ROB PERRIN

CHAOS DWARFS

Sorceror Prophet (General); Lvl 4 - Death, Earthing Rod, Talisman of Preservation, Charmed Shield, 375

Daemonsmith Sorceror; Lvl 1 - Metal, Dispel Scroll, 120

Daemonsmith Sorceror; Lvl 1 - Fire, Chalice of Blood & Darkness, 145

Hobgoblin Khan; Giant Wolf; Spear, Light Armour, 58

Hobgoblin Khan; Giant Wolf; Spear, Light Armour, 58

34 Hobgoblins; Musician, Standard, Bows, 182

27 Infernal Guard; Full Command, Great Weapons, Gleaming Pennant, 442

Magma Cannon; 145

Magma Cannon; 145

Iron Daemon; Hellbound, 310

Hellcannon; 210

Hellcannon; 210

TOTAL DROPS: 7
ARMY TOTAL : 2,400

RAFF HARBINSON

COMMENTARY (CD)

#notarearmy

Annie's farm outing is as solid as ever. I like the mobile death and fire wizard set up. Nice solid combat threats with a smattering of artillery (which I for one could not come close to explaining how it works). (Mo – You're not supposed to ask, just nod and take off your models)

Chris, as well all know, is a terrible man (Mo – With dodgy pink dice, I should probably ban them). Death magic + double Hellcannon is going to give people nightmares (and is likely to simply win at least one game come the event). There is a brutal simplicity to this list, with iron daemons threatening forward threats (despite their limitations). Very scary list

Kieran is running a 'classic' list, going for a broad range of rare choices- which as we all know is all that there is to actually differentiate at lists. Personally think lack of tauruk is a big loss.

Mikey is the godfather of competitive chaos dwarf play. Without reading it I know the list will be excellent. And yes. Death magic, combat threats, chaff, core that hangs around staying alive. Interesting he has gone for another death wizard over a fire one (would have gone for fire). Unspectacular, but I expect big things

Rob has, to my mind, a potentially brilliant list. Magma cannons must surely terrify elves, and death + double Hellcannon is always a potential game winner. I think the lack of tauruk and kdaii destroyer means he will struggle to stop some armies rushing him.

PREDICTION FOR BEST IN RACE:
MIKE NEWMAN

MIKE NEWMAN

COMMENTARY (CD)

5 Chaos Dwarf Players
3 kdaais
6 hellcannons
4 iron daemons
2 bale taurus

That's a lot of big Monsters

All 5 are also running lvl4 death wizards

Chris And Rob go without a bsb - a risky move as not only no rerolls (especially on hellcannons) but no stubborn infernal guard unit either

For me Iron Daemons are too easy to manage as they can only charge/shoot in a straight line forward, plus unless they charge are crap vs anything they can't stomp - not good in the fast cav elf led meta, even 5 elyrion reavers will hold them up all game.

I haven't played Chaos Dwarfs in over a year (indeed clash last year was my first event with dark elves) and my list hasn't changed - it's just a copy and paste from back then! I'm really looking forward to getting them out again, and seeing if they can compete against the seven new army books that have been released during that time.

Oh. And my list has no weaknesses. You might as well concede now....

My only weakness was playing Mo. He always used to batter my Chaos Dwarfs. He always outplayed me and was the better man. What a guy. I love him.
(Mo - I definitely didn't add that last paragraph)

PREDICTION FOR BEST IN RACE:
MIKE NEWMAN

JAKE CORTEEN

COMMENTARY (CD)

Actually quite a few here! (I'd say "in before Raff's #notarearmy", but he's got the column left of me, damn him.) (Mo – Getting predictable Raff!)

Part of what I tend to rate Chaos Dwarf armies on is their ability to push, to adapt to a changing game state. The army that sets the bar here, therefore, has to be Mikey's – the list has been around for some time now, but it still seems valid. The army can actually fight, and doesn't give up points or get pinned down as easily as the other lists.

Of the rest, Chris' army is hugely compact, but I don't personally rate the Iron Daemons much at all – too vulnerable to being pinned (or Purple Sunned). Rob's list has huge amounts of firepower, but really can't push and will lose points fast if an opponent gets into it. Kieran is missing the key Tauruk, and the Iron Daemon just isn't a suitable replacement. Annie has most of the tools, but the switch to a Taurus and down from hellcannon to deathshrieker makes it just that little bit more vulnerable, more liable to give up points.

Chaos Dwarfs are in some ways an odd army – you can build an army very easily that will at times destroy people when it all works, and do nasty things to new players, but then take it to a tournament and lose hard to the people at the top. It takes a subtler, more flexible build to do consistently well – of which the proven example is Mike's, and as the person who developed it he ought to know how to handle it. Easy call for best in race, really.

PREDICTION FOR BEST IN RACE:
MIKE NEWMAN

DAVE NAPIER

DAEMONS OF CHAOS

Lord of Change, General, Tzeentch, Level 4, 2 Lesser Gifts 520

Herald of Khorne, BSB, Locus of Wrath, Banner of Swiftmess 215

27 Bloodletters, Full Command, Banner of discipline 423

10 Horrors, Musician 140

10 Horrors, Musician 140

5 Furies, 60

3 BloodCrushers, Musician 205

6 Beasts of Nurgle, 360

Skullcannon 135

TOTAL DROPS: 8
ARMY TOTAL: 2,198

JOHN WALTERS

DAEMONS OF CHAOS

Great Unclean One (General); Roll On The Exhalted Table, Roll On The Lesser Table, Lore of Nurgle 475

Epidemius, 200

Herald of Nurgle; Roll On The Greater Table, Battle Standard 165

19 Plaguebearers of Nurgle; Standard of Discipline, Plagueridden, Musician, Standard Bearer 292

21 Plaguebearers of Nurgle; Plagueridden, Musician, Standard Bearer 303

1 Beast Of Nurgle, 60

1 Beast Of Nurgle 60

5 Chaos Furies; Mark Of Nurgle 70

5 Chaos Furies; Mark Of Nurgle 70

3 Plague Drones; Gleaming Pennant, Musician, Standard Bearer 190

Soul Grinder; Daemon of Nurgle, Daemonbane Claw, Phlegm Bombardment 315

TOTAL DROPS: 9
ARMY TOTAL: 2,200

LES MARTIN

DAEMONS OF CHAOS

Herald of Tzeentch (General) : Level 2 Wizard; Lore of Metal; Disc of Tzeentch, 145

Herald of Nurgle: Greater Gift; Palanquin of Nurgle, 190

Herald of Nurgle: Razor Standard; Battle Standard; Greater Locus of Fecundity, 205

25 Plaguebearers of Nurgle: Standard of Discipline; Plagueridden; musician; standard bearer, 370

10 Pink Horrors of Tzeentch, 130

10 Pink Horrors of Tzeentch,130

5 Chaos Furies: Daemon of Tzeentch, 70

5 Beasts of Nurgle, 300

3 Screammers of Tzeentch, 120

3 Plague Drones of Nurgle: Rot Flies (Plague Proboscis); musician; standard bearer ,200

3 Plague Drones of Nurgle: Gleaming Pennant; Rot Flies (Plague Proboscis); musician; standard bearer, 205

Skullcannon of Khorne,135

TOTAL DROPS: 10
ARMY TOTAL: 2,200

RAFF HARBINSON COMMENTARY (DoC)

Dave misses 2011. I don't blame him, it was a decent year. Bloodletters were everywhere, and killing all before them. They even used to bring a Greater Chicken to help them out. The concession to the New Age of Nurgle is a significant one however – 6 Beasts skills up a hell of a lot of Warhammer. Bloodcrushers are a cool, and underrated little unit as well. Add in a skillcannon and a horror unit throwing out Gateway every turn and you have a list that can threaten a lot of people. Unspectacular, but good.

Mr John Walters has a lot of friends. This is clear. As such he has no need to make new ones at this event. Going for a *fluffy* Nurgle-themed list with none other than Epidemus is quite the concession. The reduction in Death magic on the scene is only going to help this out. I would say this list was exceptional, but I worry if it can get to grips with the plague of elves we are experiencing. With the right matchups John could be on for a very successful weekend (sorry for the jinx!). Nope. John is not on twitter. Don't bother looking.

Les is rocking the summer fashion in daemon lists – plaguebearers, multiple heralds, and stuff. Would have liked to see another herald in there, but this is one strong list. You have the block of doom, beasts and multiple drones. In short, all good. Not sure about the disc herald personally, but have seen it used around the place. This list basically has answers to everything... bloody daemons and their *goodness*. Despite it not being a fan of the exact set up of some of the characters, this list should be able to push forward and take some people off – fun for all the family.

PREDICTION FOR BEST IN RACE:
LES MARTIN

MIKE NEWMAN COMMENTARY (DoC)

Daves list is a bit of a mixed bag. Lord of change, 6 beasts, Skill cannon, couple of horror units - all good.

Bloodletter horder, blood crushers not so much.

Johns nurgle list can really be effective if he can get the tally up early, however with small units and only single beasts he's going to be relying a lot on the Soul grinder early on to get that tally up before he hits combat. Has to be target number one for all his opponents

Les has gone for more the standard daemon lists, nurgle block is hard to shift, multiple threats from flies and beasts. Plus a skill cannon.

Its tried and tested for a reason IMO

PREDICTION FOR BEST IN RACE:
LES MARTIN

JAKE CORTEEN COMMENTARY (DoC)

Good to see some bloodletters and bloodcrushers from Dave Napier, but it must be said they're not usually seen for a reason. The list has its strong elements - a nasty magic phase, a cannon, and then beasts and the lord of change as scary mobile combat threats – but it just feels too vulnerable. Pin the Beasts, shoot the Chicken, and the rest will fall apart.

John Walters gets points for Nurgle theme. This actually is quite solid, Epidemus adds a lot to the list, and it fights hard and isn't that easy to get points out of. Unlike your typical Daemon list it lacks flexibility and reach though, which I suspect makes a big difference – it should be possible to engage it on one's own terms and score enough points to beat it before avoiding the rest. Also, whatever you do, don't follow him on Twitter.

Les Martin has the strongest list here, and my vote for best in race. Those of you who haven't seen what multi-herald Plaguebearer blocks can do, I hope you never have to find out first hand. I might have built a little differently – different banner, no disc on the general, maybe try to fit a 3rd nurgle herald in (going down to 1*5 drones would help there), but overall this is pretty horrifying nonetheless.

PREDICTION FOR BEST IN RACE:
LES MARTIN

AMIT HINDOCHA

DARK ELVES

Dreadlord (General), Great Weapon, Heavy Armour, Sea Dragon Cloak, Dragon, Cloak of Twilight, Dawnstone, Dragonhelm: 545

Master, BSB, Repeater Crossbow, Dark Steed, Heavy Armour, Sea Dragon Cloak, Other Trickster's Shard, Charmed Shield, Dragonbane Gem, Warrior Bane: 150

Sorceress (Dark), Level 2, Dark Steed, Tome of Furion: 150

9 Dark Riders, Crossbows, Shields, Musician, Champion: 200

13 Darkshards, Musician: 166

14 Witch Elves, Musician, Standard, Banner of Eternal Flame: 184

War Hydra, Flaming Breath: 180

War Hydra, Flaming Breath: 180

Kharibdyss: 160

Kharibdyss: 160

5 Warlocks: 125

TOTAL DROPS: 9
ARMY TOTAL : 2,200

CHRIS TOMLIN

DARK ELVES

Supreme Sorceress (General); Level 4, Dark Pegasus, Cloak of Twilight, Obsidian Trinket, Dispel Scroll, Lore of Death, 360

Master; Battle Standard Bearer, Sword of Might, Enchanted Shield, Dawnstone, Heavy Armour, Sea Dragon Cloak, 155

Master; Manticore (Iron Hard Skin), Ogre Blade, Charmed Shield, Dragonbane Gem, Heavy Armour, Sea Dragon Cloak, 300

5 Dark Riders; Musician, Standard Bearer, Shields, Repeater Crossbows, 120

5 Dark Riders; Musician, Standard Bearer, Shields, Repeater Crossbows, 120

25 Black Ark Corsairs; Full Command, Standard of Discipline, Additional Hand Weapons, 320

31 Har Ganeth Executioners; Full Command, Razor Standard, 447

5 Shades; 80

Kharibdyss; 160

5 Doomfire Warlocks; 125

TOTAL DROPS: 7
ARMY TOTAL : 2,187

IAN SCOVELL

DARK ELVES

Supreme Sorceress; Level 4, Dark magic, Ring of Hotek, Dispel Scroll 295

Death Hag; BSB, Cauldron of Blood 300

Master; Dark Pegasus, Heavy Armour, Sea Dragon Cloak, Lance, Shield, Cloak of Twilight, Handbow 193

20 RXB Warriors; Shields, Musician, Champ, Standard of Discipline 305

12 RXB Warriors; Shields, Musician 166

5 Dark Riders; Shields 85

29 Executioners; Full Command, Banner of Swiftmess 393

Repeater Bolt Thrower, 70

Repeater Bolt Thrower, 70

Repeater Bolt Thrower, 70

5 Doomfire Warlocks 125

5 Doomfire Warlocks 125

TOTAL DROPS: 8
ARMY TOTAL : 2,197

MARCUS LAKE

DARK ELVES

Dreadlord. General. Dark steed, Sea dragon cloak, Shield, Armour of destiny, Ogre blade, Luckstone-266

Supreme Sorceress: Death. Level 4, Dispel scroll 245

Master: Dark Pegasus, Heavy Armour, Sea dragon cloak, Lance, Charmed shield, Talisman of preservation - 186

Master: Dark Pegasus, heavy armour, sea dragon cloak, shield, lance, Cloak of twilight – 188

Master: Battle standard, Dark steed, Heavy armour, Sea dragon cloak, Halberd, Dragon helm, Dawn stone – 152

10 Darkshards: Banner, Banner of eternal flame 140

11 Darkshards: Musician – 142

8 Dark riders: Repeater crossbows, Shields - 160

10 Witch elves – 110

5 Shades - 80

Reaper Bolt Thrower – 70

Reaper Bolt Thrower – 70

Reaper Bolt Thrower – 70

Reaper Bolt Thrower – 70

5 Doomfire warlocks - 125

5 Doomfire warlocks - 125

TOTAL DROPS: 8
ARMY TOTAL : 2,199

TOM COWLIN

DARK ELVES

Dreadlord: Cloak of Twilight; Ogre Blade; Dragonbane Gem; Enchanted Shield; Sea Dragon cloak; Dark Steed 268

Supreme Sorceress: Sceptre Of Stability; Level 4 Wizard; Lore of Life; Dark Steed 255

Sorceress: Dispel Scroll; Ruby Ring Of Ruin; Level 2 Wizard; Lore of Heavens 165

Master: Dragonhelm; The Other Trickster's Shard; Luckstone; heavy armour; great weapon; Sea Dragon cloak; Dark Steed; Battle Standard 149

Master: Charmed Shield; Obsidian Amulet; heavy armour; lance; Sea Dragon cloak; Dark Steed 131

8 Dark Riders: shields; repeater crossbows; musician 170

5 Dark Riders: shields; repeater crossbows 100

29 Black Ark Corsairs: Gleaming Pennant; Reaver; musician; standard bearer, additional Hand Weapons 354

7 Cold One Knights: Banner Of Eternal Flame; musician; standard bearer 240

Reaper Bolt Thrower 70

Reaper Bolt Thrower 70

9 Doomfire Warlocks 225

TOTAL DROPS: 7
ARMY TOTAL : 2,197

RAFF HARBINSON COMMENTARY (DE)

Amit is running a list similar to the one I was going to take (ok, mine was cooler – I had two peg masters), before the glorious TO got involved (Mo – suggested...) I love this list. Sure, its not at *good* as some of the others out there, but the sheer threat here is sexy. Amit will be running wild – mechanical bull riders everywhere should be wary.

Chris is rocking his beautiful manticore, instead of his flock of micro pigeons. For that we are all thankful! It's a beautiful model, really. You should check it out. Oh, he also has an army to go with it... its decent. Not a fan of the infantry DE lists, but in more matchups than we give credit for executioners are very very good.

Ian is not messing around. ALL the shots. Two warlock units (because why not), some further dark magic for flavour, and executioners to wreck anything that survives. Cauldron of Blood adds cool points and makes executioners hit even harder than the ton of bricks they normally are. Good list.

Despite being normally associated with flying ogres and 'imaginatively' enacted yhetee conversions, Marcus actually has a quiet side line in ruining people with Dark Elves. This is a beautiful list. Hard hitting fast combat characters, death magic (because lets never forget how good that is), four RBTs to do their thing, and the double warlock units the book demands. Beautifully deadly.

The Fist of Fury is going to Dweller some noobs. So there. Rocking a nicely mobile list, this list answers a lot of problems. I would go into more detail, but I hate elves. He has Dwellers, what else do you want?

**PREDICTION FOR BEST IN RACE:
MARCUS LAKE**

MIKE NEWMAN COMMENTARY (DE)

5 seasoned tournament dark elf players

Amit's list is pure fun. A dragon, double hydra, double turkey. Going to be great to play with and against. Too late to grudge him? Mo? (Mo – I thought you didn't do grudges?)

Tomlin is going to get drunk, smash some stuff and fail to show up for game one. So I didn't bother to read his list.

Any dark elf lists that read;

Lvl4
Double warlocks
Multiple RBT
Peg cloak of twilight

Are always going to be strong. Ian and Marcus both have this covered.

Marcus' greater flexibility with 2nd peg and steed lord and bsb gives him the edge in tournament play at the moment over Ian's more static/less manoeuvrable cauldron/executioner block imo

Punchy goes triple bus with life level 4. Something myself, Craig Johnson and Ben curry have run and done well with at tournaments - it's a strong base for any list.

Interestingly I don't think I have seen any corsairs since the latest dark elf book came out. And there are 54 here in Cardiff!!

**PREDICTION FOR BEST IN RACE:
TOM COWLIN**

JAKE CORTEEN COMMENTARY (DE)

Some stiff competition here. Amit's build has a lot of threats on the table, and they do hit very hard. No scroll and no real redirectors will be a pain though. I still think this will place well.

ChrisT's army has a lot of variety. Manticore is always nice to see, for sure. It does lack a bit of reach though, and has a few too many fragile elements for me to call it top-tier – but if the alcohol stays under control I'm sure he'll get some results with it anyway.

Ian Scovell's army has that one scary central block, but then otherwise the darkshards just seem like soft points. Just not sure it quite has what it takes to reach the top.

Marcus Lake will be in his element with that list, having scary magic, lots of pegasi to threaten with, and still a boatload of shooting. I'd be a bit worried about the Lv4 being vulnerable, but then I realise it probably makes excellent bait (sorry Marcus!) Short on real units to back the characters up, but that really shouldn't be the end of the world.

Tom Cowlin has a lot of scariness there, but... I dunno, maybe I'm missing something (Mo – He uses intimidation tactics to win), but it feels like there are just a few too many vulnerable points about, and not quite enough to reach out and do damage. Don't get me wrong, still very strong indeed, one of the stronger here. I'm just picky.

Calling it for Marcus, given recent form and a strong list to back it up.

**PREDICTION FOR BEST IN RACE:
MARCUS LAKE**

ANDREW LEWIS

DWARFS

Lord (General); Shieldbearers, 2 x Rune of Might (+1 Str and D3 wounds), Rune of Stone (+1 Arm), 3 x Rune of Warding (4+ Ward), 295

Thane; BSB, Great Weapon, Master Rune of Gromil (1+ Armour), 126

Runesmith; Shield, Great Weapon, Rune of Stone, 2 x Rune of Spellbreaking (Destroy Scroll), 119

Runesmith; Shield, Great Weapon, Rune of Stone (+1 Arm), 2 x Rune of Spellbreaking (Destroy Scroll), Rune of Furnace (2+ ward vs flame), 124

20 Warriors; Full Command, 190

12 Thunderers; Shields, Full Command, 186

12 Thunderers; Shields, Full Command, 186

10 Quarrellers; Shields, 130

20 Ironbreakers; Full Command, Rune of Stoicism (Stubborn), 345

10 Miners, 100

10 Miners, 100

Bolt Thrower; Rune of Burning (Flaming), 60

Bolt Thrower, 55

Gyrocopter, 80

Organ Gun; Rune of Accuracy (+1 to Hit), 145

Organ Gun; Rune of Accuracy (+1 to hit), Rune of Burning (flaming), 150

TOTAL DROPS: 7

ARMY TOTAL : 2,391

GARY REED

DWARFS

Runesmith, General, shield, runic armour stone (+1 Arm), runic tal spellbreak x2 (Destroy Scroll), Rune of furnace (2+ ward vs flame), 118pts

Runesmith, shield, runic weapon speed (+1 Initiative), runic tal spellbreak x2 (Destroy Scroll), 113pts

Master Engineer, rune of impact (Impact Hits 1), rune of stone (+1 Arm), great weapon, 91pts

Master Engineer, dwarf pistol, 76pts

Thane, BSB, shield, runic standard MR of Grungni (5+ ward save for units within 6" from ranged), 153pts

42 Dwarf Warriors, Greatweapons, 420pts

18 quarrellers, shields, 234pts

25 Hammerers, champion, standard bearer, runic standard MR of Groth One-Eye (all dwarf units with 12" stubborn), 445pts

Gyrocopter, 80pts

Gyrocopter, 80pts

Cannon, rune of forging, rune of burning, 150pts

Cannon, rune of forging, 145pts

Organ Gun, rune of accuracy (+1 to hit), rune of burning (flaming), 150pts

Organ Gun, rune of accuracy (+1 to hit), 145 pts

TOTAL DROPS: 7

ARMY TOTAL : 2,400

KRIS ROBERTSON

DWARFS

Thane (general), shield, rune of shielding (2+ Ward vs Shooting), rune of stone (+1 Arm), 98

Runesmith, shield, rune of stone (+1 Arm), rune of spellbreaking x2 (Destroy Scroll), 113

Runesmith, shield, rune of spellbreaking x2 (Destroy Scroll), rune of furnace (2+ Ward vs flame), 113

10 thunderers, musician, standard, shields, 150

10 thunderers, musician, standard, shields, 150

10 thunderers, musician, standard, shields, 150

10 thunderers, musician, standard, shield, 150

Cannon, rune of forging, rune of burning, 150

Cannon, rune of forging, 145

Grudge thrower, rune of forging (reroll misfires), rune of burning (flaming), rune of accuracy (reroll scatter), 135

Grudge thrower, rune of forging (reroll misfires), rune of accuracy (reroll scatter), 130

Gyrocopter 80

Gyrocopter 80

Gyrocopter 80

Gyrocopter 80

Gyrocopter, vanguard, 100

Gyrocopter, vanguard, 100

Gyrobomber 125

Gyrobomber 125

5 rangers 70

5 rangers 70

TOTAL DROPS: 14

ARMY TOTAL : 2,394

MATT PERRISS

DWARFS

Lord (general), GW, Shield Bearers, 2 x Rune of Iron (+1 Tough & Wounds), 1 x Rune of Fortitude (+1 Tough), 3 x Rune of Warding (4+ Ward) = 316

Thane (bsb), GW, Strollaz Rune (Vanguard), Rune of Stoicism (stubborn) = 166

Rune Smith, Shield, 2 x Spellbreakers (Destroy Scroll), Rune of Stone (+1 Arm) = 113

Dragon Slayer = 70

Dragon Slayer = 70

30 Longbeards FC GW = 450

12 Quarrellers, Musician = 154

22 Hammerers, FC, Strollaz Rune (Vanguard) = 373

Cannon = 120

Bolt Thrower = 55

Gyrocopter = 80

Gyrocopter = 80

23 Rangers FC = 352

TOTAL DROPS: 7
ARMY TOTAL : 2,399

RAFF HARBINSON COMMENTARY (DW)

Why people? Think of all the fun you could be having playing warhammer! (Mo – They literally could be doing anything else and having more fun)

Andrew: Uberish Lord, 2 Destroy Scrolls, 2 Organ Guns. Yawn.... Wait. Ironbreakers. No cannons. No vanguarding. Some MSUy shooting and bolt throwers... One Gyro. This list seems to lack something for me. Once you get past the very bloody nose that Organ guns are going to give you I am not sure the rest holds up well enough. Oh, I hate dispel scrolls.

Gary: 2 Destroy Scrolls, 2 Engineers, 2 Organ Guns, 2 Cannons, 2 Gyros. Big Warrior block. Big Hammerer unit. What is there to say? Its a quintessential Dwarf army. No Vanguards again - maybe that was just internet madness? I would rather see a Dwarf Lord in the list - think a character than can solo a Daemon Prince or Vampire Lord adds a certain amount of passive threat to a list. Solid.

Kris: 2 Destroy Scrolls, 2 Cannons, 2 Grudge Throwers, yaw.... wait. 8 Gyrocopters?! Now we're sucking diesel! From the book's release I have said that I think the Dwarf Airforce is a bigger threat than people seem to give credit for - and this list has not sacrificed on the big hitting artillery to get it in. Given the uber MSU nature of this list, this could be a complete headache to play against. Cool.

Matt: Uberish Lord, Destroy Scroll, Longbeard block, Hammerer block with vanguard, Vanguard BSB... Only one cannon though. And a nice big block of Rangers. An aggressive combat dwarf list! I remain convinced that the concept is epically flawed alas, though he is bringing a couple of Dragon Slayers. So there. Hope it does well, but save against the very luckiest of matchups, I dont see how. Cool though.

**PREDICTION FOR BEST IN RACE:
KRIS ROBERTSON**

MIKE NEWMAN COMMENTARY (DW)

I'm glad these runes are explained, I would have no clue otherwise.

Andrews list is a bit of a strange one. There's certainly a lot in it! But nothing seems all that big - and no cannons! This, coupled with flaming on both one organ gun and a boltthrower could prove to be his undoing vs hard hitting fast moving flaming ward characters

Gary goes more standard, big GW warrior block, hammerers block, double cannon, double organ gun. It sits there, shoots you on the way in, and then hits you when you get there.

Kris brings all 8 gyrocopters. It's an interesting lists I've had a few discussions with people about recently. And if his opponents play it well, baselining and concentrating on killing the copters with magic and shooting then I think he could be up against it. But if he gets the chance to bring all the steam gluns to bear he could seriously damage units for very little loss.

Interesting that all three have gone for double destroy scroll. Could be tasty. Remeber to throw all 6 dice at the purple sun so they don't get chance.

Matt's list is the most aggressive of the three, with one scouting and two vanguarding blocks. I like the idea, but think it's missing a few cannons - as is he's only bringing a plan A and no fall back plan B if he's facing something he can't push at.

**PREDICTION FOR BEST IN RACE:
GARY REED**

JAKE CORTEEN COMMENTARY (DW)

There seem to be some MMU or even MSU approaches to dwarfs here. Andrew Lewis has a scary shieldbearers lord, but no unit above 20 strong to go in (though 20 stubborn ironbreakers is still pretty solid). No cannons at all, but two organ guns and a decent bit of BS-based shooting gives him reach. I still don't think it is entirely competitive – there doesn't quite seem to be enough to stop an opponent getting into soft points, and quite a few of them about.

Kris Robertson has the soft points, but at least a bunch of gyrocopters to harass as the opponent closes in, and cannons and grudge throwers to score points. Even so, there's nothing at all that stands up in combat, and I'm not convinced even that much shooting is sufficient to stop a dedicated combat army that is trying hard to get in.

Matt Perriss seems to have gone for triple scouting/vanguarding blocks, with a properly hard lord, but the support blocks are quite character light. A little bit of artillery and gyro support gives some ranged options, but he'll have to be careful to avoid an opponent picking a softer block and taking it out for points, leaving him behind.

Gary Reed has perhaps the most conventional approach – four artillery pieces, two gyrocopters for redirecting, and some solid dwarf combat units. Not much in the way of character power to really get them to hit though – lots of points spent on those organ guns. I reckon it is the strongest list anyway, can at least sort of do both of shooting and fighting.

**PREDICTION FOR BEST IN RACE:
GARY REED**

DOM PEMBERTON

EMPIRE

Archlector, Great Weapon, Armour of Meteoric Iron, Dawnstone, Other Tricksters Shard - Total 195

Level 4 Battle Wizard Lord (Lore of Life) - Dispel Scroll, Ring of Volans, Talisman of Endurance - Total 285

Captain, BSB, Barded Steed, Lance, Plate Armour, Charmed Shield, Luckstone, Potion of Foolhardiness - Total 129

Witch Hunter - 50

Battle Wizard (Lore of Fire), Power stone - total 85

Captain, Pegasus, Lance, Plate Armour, Shield, Van Horsmann's Speculum, Dragon Helm - total 170

9 Knights Inner Circle Full Command, Lichbone Pennant - total 270

37 Halberdiers, Full Command - Total 252
Detachment of 7 Archers total 49
Detachment of 5 Archers total 35

4 Demigryph Knights - Musician and Standard, Banner of Swiftmess - Total 267

Great Cannon 120
Great Cannon 120

Steam Tank 250

Luminark 120

TOTAL DROPS: 7
ARMY TOTAL : 2,397

ED MORRIS

EMPIRE

Karl Franz, the Emperor (General); Ghal Maraz, Deathclaw, 585

Ludwig Schwartzhelm, the Emperor's Champion (BSB), 185

Luthor Huss, Prophet of Sigmar, 155

9 Inner Circle Knights; Full Command, Standard of Discipline, 270

10 Empire Knights, Musician, 230

5 Empire Knights, 110

5 Demigryph Knights; Musician, Standard, Steel Standard, 345

4 Demigryph Knights; Musician, Standard, Banner of Swiftmess, 267

Steam Tank, 250

TOTAL DROPS: 7
ARMY TOTAL : 2,397

IAN CARSE

EMPIRE

Arch Lector, Talisman Of Preservation, Charmed Shield, Fencers Blades, The War Altar of Sigmar, Heavy Armour, 339

Wizard Lord, Level 4 Wizard, Dispell Scroll, Lore of Heavens, 225

Captain of the Empire, Enchanted Shield, Luckstone, Ironcurse Icon, Imperial Pegasus, Full Plate Armour, Lance, Battle Standard, 158

Witch Hunter, Brace of Pistols, 55
Battle Wizard, Ruby Ring Of Ruin, Lore of Death, 90

5 Knightly Orders, Full Command, 140

18 Swordsmen, Full Command, 156
Detachment: 5 Archers, 35
Detachment: 5 Archers, 35

30 Halberdiers, Full Command, 210

Detachment: 5 Archers, 35
Detachment: 5 Archers, 35

Great Cannon, 120
5 Pistoliers, Outrider, Brace of Pistols Including Repeater Pistol, Musician, 120
6 Demigryph Knights, FC, Gleaming Pennant, 383

Steam Tank, 250

TOTAL DROPS: 8
ARMY TOTAL : 2,386

RICHARD BURDETT

EMPIRE

1 Arch Lector (General); Talisman of Preservation, Charmed Shield, Heavy Armour, War Alter, 304

1 Battle Wizard; Level 4 Upgrade, Scroll, Lore of Light, 225

1 Captain of the Empire; Full Plate Armour, BSB, Enchanted Shield, Dawnstone, Longbow, 126

1 Battle Wizard; Lore of Light, 65

1 Witchhunter; Brace of Pistols, 55

1 Engineer, 65

40 Halberdiers; Musician, Standard Bearer, Champion, 270

10 Archers, 70

6 Knights; Musician, 142

6 Knights; Musician, 142

1 Cannon, 120

5 Demigryphs Knights; Banner, Musician, Gleaming Pendant, 315

1 Steam Tank, 250

1 Hurricanum, 130

1 Hellblaster, 120

TOTAL DROPS: 9
ARMY TOTAL : 2,399

SAM FREESTONE

EMPIRE

Grandmaster (General), lance, Dawnstone, 187

Wizard lord, level 4 LIGHT, Obsidian Lodestone, Scroll of Shielding, Crown of command, Warhorse, 313

Master Engineer, 65

Battle Wizard LIGHT, warhorse, Dispell Scroll, 102

Warrior Priest Barded warhorse, Enchanted Shield, 86

Captain of the Empire, Battle standard, Great Weapon, Barded Warhorse, Full plate armour, 113

15 Knights, innercircle, Full Command, Steel Standard, 440

5 Knights, Musician, 120

5 Knights, Musician, 120

4x Demigryph Knights, musician, 242

Great Cannon, 120

Great Cannon, 120

Helblaster Volley Gun, 120

Steam tank, 250

TOTAL DROPS: 7
ARMY TOTAL : 2,398

RAFF HARBINSON COMMENTARY (EMP)

Dom's list is stolid. And solid, though somehow does not feel like it has enough 'stuff' to be a real army. But he has Life, a Steam Tank and two cannons, so who am I to argue? A bit of fire magic to fry elves is always fun too. Overall, too many magic items on the characters for my tastes, but the ring of Volans is cool.

Evil Ed lives up to his name. What starts off looking very cool is soon revealed to be a flat out 1+ save wall. The flavour he has brought is spicy though - Big Karl on flying kitty, his personal battle standard and Luthor "grumpy face" Huss are all very cool. Extra cuddly points for lacking in magic.

Ian has confused me. Altar with no other light wizards, lots of infantry, pistoliers... Thankfully the Tank, Demis and cannon brings some normality back into the fray. Nicely balances list with lots of chaff, though I think it lacks something against people who can handle a tank.

A light council? Yay, at last! Richard has gone old skool. Even has a good ol' Hellblaster and Engineer to worry all those elves running around. If he can force a decisive engagement this list could do very well.

Wow... Now this is a cav bus!!! Subtle? As a comb over. It takes a lot to kill that much 1+ armour - seeing on the table very different to reading it on paper. Would have gone with another magic lore to threaten more from range, but hard to argue with light. And, of course, he has a tank. They all do.

**PREDICTION FOR BEST IN RACE:
ED MORRIS**

MIKE NEWMAN COMMENTARY (EMP)

Dom has gone for a fairly standard Empire list. Three cannons and some good synergies with the life magic.

2 cannons and a stank is always going to pick up points. And the peg hero is an important choice I feel, and something the other lists really miss. VHS on him could also be an inspired choice in some matchups

Frank, schwatzhelm, Huss and one of the eight steam tanks in the empire all in one army is not something you see every day. However with such a small army unit wise, I feel ed may struggle against good player who will isolate and pick off the easier points.

And with no real wizards, the magic phases are going to be tough.

Ian's big demigryph unit backed up with heavens buffs will pack some punch, however there's very little else in the army to scare most people. And the bsb on peg with no charmed shield is going to be easy points for some people.

Richards's list is very strong, even capped at strength 5 and 6 the two banishments will do some damage. Likewise the big Demi unit, cannon, stank and hellblaster. The list is strong throughout with the core including another combat block, a backup bunker and 2 knight units big enough to push/support when needed.

Sam's list is a little split, and if not careful it's lack of ability to support itself may prove his undoing.

**PREDICTION FOR BEST IN RACE:
RICHARD BURDETT**

JAKE CORTEEN COMMENTARY (EMP)

Ed Morris has, true to form, gone for something interesting. It's a very compact army, with lots of fighty elements but not much around the edges to back them up. I suspect it is too fragile to really compete at the top end, but people do underestimate Empire combat troops so it might do alright.

The rest all look quite similar, to be honest. Each basically follows the same formula. Nobody has more than one demigryph unit, though the size varies from six with a peg bsb down to a mere four. I'm never sure one unit is enough fighting power in Empire, really, however large.

Dom Pemberton probably has the best selection of threats, with knight and halberd units that can both sort of fight if it comes to it, and the luminark and fire wizard adding a bit of extra reach in the magic phase.

Ian Carse's infantry units seem a bit small, and waraltar without light support seems an odd choice, but the big demi unit can fight fairly well.

Richard Burdett has a nice magic phase and the incredibly useful hurricanum, but a hellblaster in place of the extra cannon. Sam Freestone seems to be putting faith in a huge, character stacked knight unit.

None of them stand out as exceptional to be honest. I'm going to pick Dom Pemberton as possibly the most flexible of the competitive lists.

**PREDICTION FOR BEST IN RACE:
DOM PEMBERTON**

CHRIS LEGG

HIGH ELVES

Prince: The Other Trickster's Shard; Sword Of Might; Golden Crown of Atrazar; Charmed Shield ; Dragon armour; Star Dragon 600

Mage: High Magic, Scroll Of Shielding; Level 2 Wizard; Elven Steed 145

Mage: High Magic, Dispel Scroll; Level 2 Wizard; Elven Steed 155

Noble: Sword Of Anti-heroes; Dragonhelm; Luckstone; Dragon armour; shield; Battle Standard; Elven Steed (Ithilmar barding) 167

Noble: Star Lance; Ironcurse Icon; Enchanted Shield; heavy armour; Elven Steed (Ithilmar barding) 129

17 Silver Helms: shields; High Helm; musician; standard bearer 421

5 Ellyrian Reavers: spears; bows; standard bearer 105

5 Ellyrian Reavers: spears; bows 95

Frostheart Phoenix 240

Frostheart Phoenix 240

1 Great Eagle 50

1 Great Eagle 50

TOTAL DROPS: 8
ARMY TOTAL: 2,397

GARETH STONEHAM

HIGH ELVES

Archmage, lvl 4, high magic, Talisman of preservation, sceptre of stability, 280pts

Loremaster of hoeth, Talisman of endurance, ironcurse icon, 265pts

Noble, Bsb, Dragon armour, great weapon, khaines ring of fury, golden crown of Atrazar, 144pts

5 ellyrian reavers, 80pts

5 ellyrian reavers, 80pts

5 ellyrian reavers, 80pts

10 silver helms, shields, musician, standard, 250pts

10 silver helms, shields, musician, standard, 250pts

5 shadow warriors, 70pts

5 shadow warriors, 70pts

23 Swordmasters, full command, banner of the world dragon, 379 pts

Bolt thrower, 70pts

Bolt thrower, 70pts

Bolt thrower, 70pts

Frostheart phoenix, 240 pts

TOTAL DROPS: 9 + 2 Scouts
ARMY TOTAL: 2,398

JAKE BUCKNALL

HIGH ELVES

Loremaster; book of hoeth; talisman of preservation =330pts

Noble; bsb; reaver bow; potion of strength; dragon armour; shield =152pts

14 Archers ; musician =150pts

14 Archers; musician; hawkkeye; =160pts

5 Reavers, musician; harbinger; bows, spears = 115pts

5 Reavers, musician; harbinger; bows, spears = 115pts

5 Reavers, musician; harbinger; bows, spears = 115pts

24 White lions; full command; gleaming pennant =347pts

21 Phoenix guard; full command; razor standard =390pts

Bolt thrower 70pts

Bolt thrower 70pts

Bolt thrower 70pts

Bolt thrower 70pts

Eagle 50pts

Eagle 50pts

5 Sisters of avelorn =70pts

5 Sisters of avelorn =70pts

TOTAL DROPS: 13
ARMY TOTAL: 2,394

JON JONES

HIGH ELVES

Prince: Giants Blade; Dawnstone; Dragonhelm; heavy armour; shield; elven steed (ithilmar barding) 271

Archmage: Lore of High Magic; Power Stone; Fencers Blades; Talisman Of Preservation; Level 4, 320

Noble: Banner Of The World Dragon; lance; dragon armour; shield; elven steed (ithilmar barding); battle standard bearer 178

Noble: The Shield Of The Merwyrm; Obsidian Trinket; heavy armour 104

13 Silver Helms: shield; musician; standard bearer; high helm 329

5 Ellyrian Reavers: bows with spears 95
5 Ellyrian Reavers: bows with spears 95
5 Ellyrian Reavers: bows with spears 95

21 Pheonix Guard: Razor Standard; musician; standard bearer; keeper of the flame 390

Frostheart Pheonix 240

Eagle Claw Bolt Thrower 70
Eagle Claw Bolt Thrower 70
Eagle Claw Bolt Thrower 70
Eagle Claw Bolt Thrower 70

TOTAL DROPS: 8
ARMY TOTAL: 2,397

MARK SAUNDERS

HIGH ELVES

Prince, Dragonhelm, Dawnstone, The Other Trickster's Shard, lance, heavy armour, shield, Star Dragon, 596

Mage, Dispel Scroll, Level 2 Wizard, Lore of Life, 145

Noble, Enchanted Shield, Talisman Of Preservation, lance, Dragon armour, Battle Standard, Great Eagle, 211

5 Ellyrian Reavers, spears; bows, Harbinger, musician, 115

5 Ellyrian Reavers, spears; bows, 95

40 Spearmen, full command, 390

26 White Lions of Chrace, full command, 368

Frostheart Phoenix, 240

Frostheart Phoenix, 240

TOTAL DROPS: 7
ARMY TOTAL: 2,400

MARK WILDMAN

HIGH ELVES

Archmage: Level 4 Wizard; Lore of Shadow 220

General: Archmage: Level 4 Wizard High magic 220

Noble: halberd; Battle Standard 97

19 Spearmen: Sentinel; musician; standard bearer (Standard of Discipline) 216

5 Silver Helms: shields 115

5 Silver Helms: shields 115

5 Ellyrian Reavers 80

5 Ellyrian Reavers 80

24 Phoenix Guard: musician; standard bearer (Razor Standard) 425

24 White Lions of Chrace: musician; standard bearer (Banner of the World Dragon) 382

Eagle Claw Bolt Thrower 70

Eagle Claw Bolt Thrower 70

Eagle Claw Bolt Thrower 70

Frostheart Phoenix 240

TOTAL DROPS: 10
ARMY TOTAL: 2,400

MATTHEW J. SEWELL

HIGH ELVES

Teclis (Fulminating Flame Cage, Savage Beasts of Horros, Enchanted Blades, Speed of Light, Curse of the midnight wind, Okkam's Mindrazor, Purple sun, The Dwellers Below), 450

Noble, Battle Standard, Halberd, Dragon Armour, Banner of the World Dragon, 157

Noble, Halberd, Dragon Armour, The Reaver Bow, Potion of Strength, 127

Noble, Sword of Anti Heroes, Heavy Armour, Shield, 111

30 Archers, Full Command Group, 330

5 Ellyrian Reavers, 80

5 Ellyrian Reavers, 80

5 Silver Helm, Shields, 115

30 Swordmasters of Hoeth, Full Command Group, Scarecrow Banner, 425

5 Shadow Warriors, 70

Eagle Claw Bolt throwers, 70

Eagle Claw Bolt throwers, 70

Eagle Claw Bolt throwers, 70

Frost Phoenix, 240

TOTAL DROPS: 8 + 1 Scout
ARMY TOTAL: 2,395

RAFF HARBINSON COMMENTARY (HE)

Chris is subtle in all he does. Dragon, BIG bus that builds up a ward save quickly. Two pigeons and some *stuff* to get in the way. What's not to love?

Cheery Gareth is bringing a beautifully balanced list. Couple of heavy cavalry units, some fast cavalry, some scouts, a solid combat unit, the ever-present bolt throwers and a monster for flavour. Plenty of magic to make the Sword Masters a solid hitty anvil.

Jake Bucknall has brought a good ol' gunline, anchored by two infantry blocks. A good list if the shooting can reduce enemy units before the engagement begins – the Loremaster and his personalised copy of that singular High Elf bestselling paper back just adds to the shooting fun. Will come unstuck if opponents can get to him quickly though.

Jon has gone for the "classic" CavHammer list. A hard hitting cav unit backed by an infantry block and frozen poultry. Oh, and *obviously* four bolt throwers. I don't really get the lv4 on High, or the foot noble, or choosing Phoenix Guard over Lions, but definitely *solid*.

Dragon are cool, we all know that. BSB on eagle to eat challenges? Sure. Two of those clearly not *actually* rare phoneixes (?) for an overwhelming airborne threat? Sweet. Well done Mark. The rest of the list is solid.

I'll be honest... I love Mr Wildman's list (and am not just sucking up because he is lending me an army...). Shadow magic is simply so very good with elves – people forget the good old days of MINDWAZZOR!

There is always one. And that one is always the poster child of the FPP, hobby hero Sewell himself. Teclis has come to play. The ugly bitter twin (Teclis, no idea if Matt has any siblings) has brought an interesting range of spells. A lack of Magic Missiles is noteworthy, but I like the spells he has.

**PREDICTION FOR BEST IN RACE:
MARK WILDMAN**

MIKE NEWMAN COMMENTARY (HE)

Leggys gone for a strong list, it's very aggressive, very fast. And like all the best list, copied off Tom Mawdsley. Personally I would have liked to see four RBT instead off the 2nd Phoenix as that brings the list another dimension if someone can deal with the monsters. But hey ho

Gareths choice of a relatively small Swordmasters bunker with a lot of points in may cause him some issues vs armies with lots of shooting/fast combat threat

Jacks double bunker is a tried and tested Furion idea, but the lack of lv4,scroll or BoTWD if going to result in some damaging enemy magic phases

Jons list is solid with 3++ward Phoenix guard and BoTWD helms plus plenty of shooting

For me Marks S list is a poorer versions of Leggys and Mark W list is a better version of Jons

Mr Sewells lists is very strong, teclis is always going to provide great options and can win games by himself, for me he would be better served with a more survival bunker. Phoenix guard would have been my go to.

Think it will be tight between the three ETC players at the top, leggy, mark and Mr Sewell

**PREDICTION FOR BEST IN RACE
CHRIS LEGG**

JAKE CORTEEN COMMENTARY (HE)

Oh my, but Chris Legg's list is intimidating. I'm a big fan of all-out combat lists anyway, having been running one for a while, so I'm probably biased – but that list is going to be a scary experience to face. Big bus, dragon *and* two frosthearts? I like a lot. Brave move to sacrifice the shooting, but to my view entirely the right call.

Gareth's build is let down by the swordmasters, who I really don't rate. 2*10 silver helms in core is a cool idea, but I don't think this is top tier.

Jake's army is very shooty, but I think it has insufficient to stop it being run at, and the soft points will fold too easily. After that the lions can be taken out and the phoenix guard left alone.

Jon Jones has a nice take on the traditional bus, the PG are solid support. Solid, but not exceptional.

Mark S is trying something similar to Leggy, but it is slower and has less pressure. Could do some interesting points denial, but Leggy's is better.

I do like Mark W's dual Level 4 and dual block, but I worry that he sacrifices too much to get it in. Played well it could be very solid indeed though.

Matt Sewell's list, well, has Teclis. I don't really like Swordmasters, but with magic support the two blocks can be nasty. I'd have taken Net over Speed of Light, personally.

Of the lot, Chris Legg to take best in race, that list is just terrifying.

**PREDICTION FOR BEST IN RACE:
CHRIS LEGG**

ADAM DALY

LIZARDMEN

General (Slann Mage-Priest): Lore of Life 300

Slann Mage-Priest: Lore of Beasts 300

BSB (Skink Chief): Banner of Eternal Flame; lustrian javelin; light armour; shield; Battle Standard 81

Skink Chief: Piranha Blade; lustrian javelin; light armour; shield 96

Skink Chief: Crown of Command, lustrian javelin; light armour; shield 81

Skink Chief: Warrior Bane, lustrian javelin; light armour; shield 51

Skink Chief: lustrian javelin; light armour; shield 46

Skink Chief: lustrian javelin; light armour; shield 46

Skink Chief: lustrian javelin; light armour; shield 46

Skink Chief: lustrian javelin; light armour; shield 46

Skink Chief: lustrian javelin; light armour; shield 46

Skink Chief: lustrian javelin; light armour; shield 46

34 Skink Cohort + 4 Kroxigors: Skink Brave; Musician; Standard Bearer 400

10 Skink Skirmishers: lustrian javelin; shield 70

10 Skink Skirmishers: lustrian javelin; shield 70

10 Skink Skirmishers: lustrian javelin; shield 70

10 Skink Skirmishers: lustrian javelin; shield 70

21 Temple Guard: Revered Guardian; Musician; Standard Bearer 324

3 Terradon Riders 105

3 Terradon Riders 105

TOTAL DROPS: 9
ARMY TOTAL : 2,399

MATT HINTON

LIZARDMEN

Lord Kroak, 400

Sarus Oldblood, Glittering Scales, Great Weapon, Opal Amulet, 186

Sarus Scar-Veteran, Battle standard, Charmed Shield, Fencer's Blades, Ironcurse Icon, Pidgeon Plucker Pendant, 155

Sarus Scar-Veteran, Cold One, Dawnstone, Dragon Helm, Great Weapon, Light Armour, 145

Skink Priest, Scroll of Shielding, The Cloak of Feathers, Lore of Heavens, 115

Tetto'Eko, 185

14x Skink Skirmisher, Javelins & Shields, 98

14x Skink Skirmisher, Javelins & Shields, 98

14x Skink Skirmisher, Javelins & Shields, 98

10x Skink Skirmisher, Javelins & Shields, 70

12 Skinks, 1 Kroxigor, Musician, 120

12 Skinks, 1 Kroxigor, Musician, 120

23 Temple Guard, Full Command, Razor Standard, 397

3x Terradon Rider, 105

3x Terradon Rider, 105

TOTAL DROPS: 10
ARMY TOTAL : 2,397

RAFF HARBINSON COMMENTARY (LM)

Adam has brought the coolest list at this event. Sure, its mad. Sure, its epically one-trick pony. But man is it going to ruin someone's day. Double Slann is something I have pondered with the new book - think it's rather subpar, but has potential. Adam has brought out Dwellers AND a skink combat deathstar. This will be a nightmare to play for the more blocky armies, and nothing wants to engage that unit. In theory it has answers to absolutely everything. In practice it needs the magic to go off against mobile combat armies, and that is asking for trouble.

Seems the fun doesn't stop with Adam! Matt is bringing old boy Kroak to the party. Some other cool touches. The flying Priest for Kroak casting, glittering scales on the Old Blood and the fencers blades BSB (both combining with Kroak's natural -1), Tetto (depending on your definition of cool), skinks with solo Krox (been looking to try this). Some Terradons. All good. Some weird things - the skirmish units are a tad big (comp?), and the Temple Guard are far too small, as Jake will tell you. Tetto will do a lot of the heavy lifting, which is ok, he's good at that. The one thing this list really needed was a chameleon skink unit to block counter vanguards. As it is losing the vanguard roll off means that against far too many armies the Temple Guard will be footslogging across the table. Love the list though!

Both very cool lists. Wood Elf, Skaven and Warrior players should be ashamed.

**PREDICTION FOR BEST IN RACE:
ADAM DALY**

MIKE NEWMAN COMMENTARY (LM)

Interestingly enough there are probably more skink chiefs in this one list than have been in all the other Lizardmen armies in all the other tournaments since the book came out combined. It's certainly a novel idea. As is the return of double slann - and this time the little kid inside is glad to see one of them is toting beasts!! Life on the other means Adam has to commit though, otherwise he's going to end up wasting a lot of points in buff spells and combat blocks which are little use to winning the game.

Matt arrives late to the party lead by the late lord kroak. - He should make a mess of all those elf avoidance lists given half the chance.

The small Krox units are an interesting choice, not sure what they will achieve if anything.

But I'm glad to see terradons making a comeback, I was only saying to raff on twitter the other day how I feel a few units of these could be really strong in the current meta. Although I prefer units if 4 for the extra damage on those small fast cav units.

(Mo – Can't believe all 3 forgot to mention the best part of Adam's list! 10 Strength 7 Javelin shots when Savage Beast Boosted is cast is sure to ruin someone's day!)

**PREDICTION FOR BEST IN RACE:
ADAM DALY**

JAKE CORTEEN COMMENTARY (LM)

Well, I certainly haven't seen anything like that before. (OK, Raff was talking about skink chiefs a while back, but even his considerable insanity when it comes to armylists doesn't stretch this far.)

Dual Slann is a lovely throwback to the old book, and gives a wide flexibility of spell options. I imagine most of those chiefs are going in the front rank of the skrox, which also nicely keeps the Kroxigor safe. Just think of the Savage Beasts potential (from the models that survive after elves go first... ok, at 16, not everything actually gets ASF against them.)

It's certainly the least orthodox deathstar I've ever seen, but Lizards still fundamentally have power to them – two solid blocks backed by skirmishers and terradons, none of which give up points *that* easily at range, leaving people wondering if they can risk engaging. In the meantime, Dwellers and Amber Spear give ranged threat. I'd worry a bit, I have to say, about the lack of a Scroll given how many spells can mess that unit up...

From Matt, good to see Kroak come out. The support for it is solid, but from personal experience Kroak's magic is less good than one tends to think it is (that or I had a poor run at Bjorn, you decide) and -1 to hit is less good in an elf-dominated metagame. I'm also sad at the lack of decent-sized skink cohorts. Terradons are good support at least.

Given the theme of items making stuff hard to hit, sad to see no Featherfoe Torc not for competition reasons but just because it'd be really cool.

I hate to have to say it, but the Kroak list is stronger.

**PREDICTION FOR BEST IN RACE:
MATT HINTON**

ADAM JONES

OGRE KINGDOMS

Firebelly (general) = 120pts
Firebelly, Hellheart = 170pts

3 Ironguts = 129pts
3 Ironguts = 129pts
3 Ironguts = 129pts
3 Ironguts = 129pts
3 Ironguts = 129pts
3 Ironguts = 129pts

3 Leadbelchers = 129pts
3 Leadbelchers = 129pts
3 Leadbelchers = 129pts

3 Maneaters, 3 AHWs, Scout, ITP = 156pts

3 Maneaters, 3 AHWs, Stubborn, Poison = 156pts

3 Maneaters, 3 AHWs, Vanguard, Swiftstride = 156pts

2 Mournfang Cavalry, Heavy Armour, Ironfists = 140pts

Ironblaster = 170pts
Ironblaster = 170pts

TOTAL DROPS: 15 + 1 Scout
ARMY TOTAL : 2,399

BEN DIESEL

OGRE KINGDOMS

Slaughter master, general, extra level, lore of maw, earthing rod, talisman of preservation, sword of anti heroes, 385

Firebelly, hellheart, addition hand weapon, 172

Bruiser, bsb, heavy armour, enchanted shield, crown of command, biting blade, 184

12 gnoblars, trappers, 55
12 gnoblars, trappers, 55

11 gnoblars, 27.5
11 gnoblars, 27.5

9 iron guts, full command, lookout gnomblar, banner of discipline, 437

sabertusk, 21
sabertusk, 21

7 maneaters, musician, standard, gleaming pendant, 4 great weapons, 3 addition hand weapons, stubborn, swiftstride, 425

5 mournfang cavalry, heavy armour, ironfist, standard, musician, dragon hide banner, 420

Ironblaster, 170

TOTAL DROPS: 11
ARMY TOTAL : 2,400

CHRIS LOYN

OGRE KINGDOMS

Slaughtermaster (general); level 4, Great Weapon, Armour of Destiny, Dragon Bane Gem, Crown of Command, Lore of Heavens, 385

Bruiser; Battle Standard, Great Weapon, Heavy Armour, Talisman of Preservation, 190

Butcher; Additional Hand Weapon, Hellheart, Lore of Maw, 152

8 Ironguts; Full Command, Lookout Gnomblar, Standard of Discipline, 394

6 Ogre Bulls; Full Command, Lookout Gnomblar, 215

6 Maneaters; 6x Brace of Ogre Pistols, Full Command, Lookout Gnomblar, Poison, Sniper, 407

4 Mournfang; Heavy Armour, Ironfists, Standard, Musician, Gleaming Pennant, 305

2 Mournfang; Heavy Armour, Ironfists, 140

Sabretusk; 21

Sabretusk; 21

Ironblaster; 170

TOTAL DROPS: 9
ARMY TOTAL : 2,400

CRAIG GRANT

OGRE KINGDOMS

Slaughter master (general) lvl 4, Heavens, Great weapon, Armor of Destiny, Iron Curse Icon (350)

Butcher, lvl 2, GW, gut magic, hell heart (194)

Bruiser, bsb, look out gnoblar, Heavy Armour, GW, Rune maw banner (210)

8 Iron guts, Full command, look out Gnoblar, standard if discipline (394)

6 Iron guts, std, Mu (278)

5 Maneaters, Full command, heavy armor on all, banner of swiftness, all have brace of ogre pistols, Poison, Sniper (375)

4 Mornfang, HA, Iron fist, Full command, Dragon hide banner (360)

saber (21)

saber (21)

saber (21)

Iron blaster (170)

TOTAL DROPS: 9
ARMY TOTAL : 2,394

DONAL TAYLOR

OGRE KINGDOMS

Slaughtermaster: Fencer's Blades; Glittering Scales; Level 4 Wizard; Lore of Beasts. 345

Bruiser: Rune Maw; great weapon; battle standard. 201

Butcher: Dispel Scroll; Level 2 Wizard. Gut Magic 160

Firebelly: Power Stone; Potion of Speed. 145

8 Ironguts: Gutlord; Bellow; standard bearer; Look-out Gnoblar. 379

6 Ogres: Crusher; Bellow; standard bearer; ironfists. Look-out Gnoblar 227

1 Sabretusk 21

1 Sabretusk 21

7 Maneaters: Maneater Captain; Bellow; standard bearer; Look-out Gnoblar; Standard of Discipline; additional hand weapon; great weapon; all have heavy armour; Immune to Psychology; Stubborn. 441

4 Mournfang Cavalry: Bellow; heavy armour; ironfists. 290

Ironblaster 170

TOTAL DROPS: 8
ARMY TOTAL : 2,399

PAUL BULPIN

OGRE KINGDOMS

Slaughtermaster; (General); Level 4 (Gut Magic); fencer's blades ;Glittering scales; Greedy Fist; 385

1 Bruiser (Battle Standard Bearer); ironfist; heavy armour; Gold Sigil Sword; Crown of Command 188

Firebelly Level 2; dispel scroll; potion of speed 185

6 Ogres; standard bearer, bellow; ironfist; 212

6 Ogres; standard bearer, bellow; ironfist; 212

7 Ironguts; Full command; Standard of Discipline; 346

1 Sabertusks; 21

1 Sabertusks; 21

3 Mournfang Cavalry ; Full command; Ironfist; Heavy armour; banner of eternal flame 250

6 Maneaters (Scout, Swiftstride); Bellow; Standard Bearer; Heavy armour; 6x Extra Hand Weapon;Dragonhide Banner 406

1 Ironblaster; 170

TOTAL DROPS: 8
ARMY TOTAL : 2,396

RAFF HARBINSON COMMENTARY (OK)

Mr Jones I love you! MSU to the max! If you feel Leadership, BSBs, Musicians and ranks are simply sissy when compared to lots of fat guys running around with big clubs, this is the list for you. 50% genius, 50% liability, 100% awesome.

The original hashtag is back to his roots. Don't really like kit on slaughter master, but a nice list- as subtle as you would expect. And I would expect lots of double 6 charges. The gnoblar.... Confuse me. In the current meta, in this list, I think they are like a fine Boudreaux in this vodka jelly list.

Baby Loyn (**Mo – He's the cooler one though**) is running a lovely 'standard' ogre list- I rate heavens magic extremely highly with the fat boys- especially with mourn fang. This of course assuming old Loyn can find an army for him to use... Chris is meant to be lovely, but yet another hell heart?!

Craig Is running a very good list. Plenty of threats to pressure the wussy elves all over the place, heavens magic to put pressure at range and increase compact effectiveness massively. Snipers to scare wizards the world over. O and hell heart. Of course.

Donal is not running a Hellheart. Proving he is lovely (yes, I have a complex). Another classic list- highlighting the narrowness of the book really. Prefer heavens to beasts personally, but a good list, good player.

Paul is rocking lvl4 Maw, which I like- makes the slaughter master a real tank. The dragon hide banner on the man eaters is a very interesting touch. Once again plenty of combat threats- this list could go places.

**PREDICTION FOR BEST IN RACE:
CRAIG GRANT**

MIKE NEWMAN COMMENTARY (OK)

There's MSU army lists, and there's Adams ogres. With double the drops of a couple of the other ogre armies he has taken in to another level.

Its certainly a bold strategy, and while he can certainly put the pressure on, I think it's going to take a lot of skill to prevent some armies killing the small units and causing major problems for a low leadership no bsb army.

All the other armies follow the tried and testing ogre formula of couple of big ogre blocks, mournfang, ironblaster. Does what it says on the tin.

Diesel lives up to his big reputation with the biggest gut star, maneaters and mournfang units. And for me it's hard to see past the big man taking this out.

Craig and Donal are both without Crown of Command, which from experience is a mistake that could back to bite them in the ass.

They both hitch have rune maw standard in their favour though - one of best banners in the game IMO

Good to see Chris and Craig running heavens though - for me, the lore of choice for ogres. Offers great synergies, plus comet to force people out towards you.

**PREDICTION FOR BEST IN RACE:
BEN DIESEL**

JAKE CORTEEN COMMENTARY (OK)

Good to see the Ogres on a resurgence of late. Adam Jones' list is worth talking about just for being so different to the rest. It is easy to underestimate, but he appears to have significant success with it, so I would counsel against assuming it'll be a walkover. Lots of units on the table give it a lot of flexibility and decent resilience, so long as the leadership holds out. Dual Ironblaster is always going to hurt, there's a Hellheart, and non-awful reach and shooting as well as all the combat threats. One to watch.

Of the rest, it's all a variation on gutstar + support. Some have gone for big combat maneater bricks, others for smaller shooting units, and the precise character, item and core setups vary.

Much as I like sniper maneaters, I think you need a decent sized unit or they're just too fragile and don't do damage fast enough. 5 just isn't enough, even 6 isn't that great. The scouting unit of 6 is also a bit fragile for my taste, given it may end up outside reach of support – I tend to view such as free points, even if they are good at applying pressure.

That leaves the armies with big stubborn blocks of 7, acting as a second combat block (mournfang providing a third threat). I prefer ITP over Swiftstride, but Diesel has the Crown for two Stubborn blocks, and a harder mournfang unit. Better Slaughtermaster setup too, much as I like the Runemaw. The two lists are very close – going to give it to Diesel over Donal as he's bound to pull off something ridiculous like usual.

**PREDICTION FOR BEST IN RACE:
BEN DIESEL**

DAVE SWEETING

ORCS & GOBLINS

Black Orc Warboss (General); Dragonhelm, Luckstone, Shield 178

Orc Warboss; Wyvern; charmed shield, sword of striking, opal amulet, Ironcurse Icon 315

Orc Shaman; Level 2, Ruby Ring of Ruin, Dispel scroll 150

Black Orc ; Battle Standard, Shield 117

Goblin Big Boss; Gigantic spider; spear, light armour, enchanted shield, dragonbane gem 89

Goblin Big Boss; Gigantic spider; shield, spear, light armour 81

40 Night Goblins; Full command, Nets, Hand Weapon, Shields 195

40 Night Goblins; Musician, Banner, Nets, Hand Weapon, Shields 185

20 Night Goblins; Musician, bows, 2 fanatics (hidden) 120

5 Wolf Riders; Spears 55

5 Wolf Riders; Spears 55

Squig Herd; 30 Squigs, 10 night goblins 270

Boar Chariot, 85

Spear chukka, 35

Spear chukka, 35

Doom diver, 80

Mangler Squig, 65

Arachnarok, 290

TOTAL DROPS: 11

ARMY TOTAL : 2,400

IAN GILMORE

ORCS & GOBLINS

Skarsnik (general) 275

Night Goblin Warboss; great cave squig, light armour, 98

Night Goblin Warboss; great cave squig, light armour, sword of might 118

Night Goblin Big Boss; Battle Standard Bearer, Standard of Discipline 70

Night Goblin Big Boss; Crown of Command 65

Night Goblin Shaman; Level 2, dispel scroll 110

Night Goblin Shaman; Level 2, feedback scroll 135

Night Goblin Shaman; Level 2, scroll of shielding, obsidian amulet, iron curse icon 135

51 Night Goblins Spearmen; full command, netters, 2 fanatics 278

20 Night Goblins Archers; full command, netters, 2 fanatics 185

20 Night Goblins Archers; full command, netters, 2 fanatics 185

Squig herd (13 squigs:7 herders) 125

Squig herd (13 squigs:7 herders) 125

Mangler Squig 65

Mangler Squig 65

6 Stone Trolls 270

Goblin Rock Lobber; orc bully 95

TOTAL DROPS: 10

ARMY TOTAL : 2,399

MARC WILSON

ORCS & GOBLINS

Orc Warboss (General); Wyvern, Light Armour, Shield, Dragonhelm, Ironcurse Icon, Pigeon Plucker 298

Orc Warboss; Wyvern, Light Armour, Charmed Shield, Sword of Striking, Dragonbane Gem, 300

Goblin Big Boss; BSB 60

Goblin Big Boss; Giant Wolf, Spear, Light Armour, Enchanted Shield, Potion of Foolhardiness, 61

Goblin Big Boss; Giant Wolf, Spear, Light Armour, Shield, Luckstone, Potion of Speed, 63

Orc Shaman; Level 2, Dispel Scroll 125

Orc Shaman; Level 2 100

34 Savage Orc Boyz; Big Uns, Additional Hand Weapons, Boss, Musician, Standard Bearer, 409

25 Goblins; Shields, Standard Bearer, Nasty Skulkers x 3, 127.5

5 Goblin Wolf Riders; Short Bows, Spears, Shields 65

7 Trolls, 245

Spear Chukka, 35

Spear Chukka, 35

Goblin Wolf Chariot, 50

Goblin Wolf Chariot, 50

Doom Diver, 80

Doom Diver, 80

Rock Lobba, 85

Mangler Squig, 65

Mangler Squig, 65

TOTAL DROPS: 10

ARMY TOTAL : 2,398.5

RAFF HARBINSON COMMENTARY (OnG)

O&G have lived up to the fun and brought the fun!

David continues to bring his bizarre (though undeniably beautiful) assortment of greenskins to the party. Other than the monster fun of Wyvern and Arachnarok he brings his patented Squig horde as his one combat unit. I note with some sadness only two of his Gigantic Spider Big Bosses have come to this party. I like these guys (no, did not say they were good). Loading the MC characters into a Night Goblin unit could actually make them very useful – combine Net goodness and mass ranks, and they could provide some real upsets, tagging things in place before the heavy hitters come to play. No rock lobbers and only one Doom Diver adds to the feel-good factor.

Ian is bringing Skarsnik – I love that guy! Not only that, but no less than two Warbosses on Great Cave Squigs. Not great... but awesome! The rest of the list is a tad meh, a general clobbering of night goblins and squigs, but overall this is a great themed list (well, apart from the rock lobber letting the side down). Not sure about the Stone Trolls though – could get 8 normal ones for not too many extra points I think?

Marc is rocking a more traditional list, though double Wyverns is a cool twist. Not sure why the Savage Orcs have left their traditional Shrunken Head at home... this makes them significantly less impressive. They still hit hard, and the trolls add a certain something (namely buckets of vomit). 4 levels of Orc magic also gives a decent chance of getting Hand and Foot – both game winners. But all this is beside the point. Marc has NASTY SKULKERS!

PREDICTION FOR BEST IN RACE:
MARC WILSON

MIKE NEWMAN COMMENTARY (OnG)

Lovely Dave is going all out to win. He's been putting a lot of effort in recently and bring all the tricks he has to bear this weekend. wyvern, arachnarok, multiple spiders, display board (Mo – I wonder how many mushrooms are going to get stolen).

Unfortunately Dave is going all out to win best painted, and his army list suffers because of it. But good luck to him.

Ian's only bringing one Orc, and he's a bully on the rock lobber. Brave choice. But as much as I like skarsnik, this army is severely lacking in anything that will threaten most armies. Could be a rough weekend for the goblins of the crooked moon.

Marc goes with the tired and tested double wyvern, savage Orc horde, trolls, warmachine net list. Best thing about this list is it can play both ways - sit back and shoot and force the enemy to approach into its combat blocks, or push hard with enough survivability to cause real problems.

He just needs to dodge (Literally) those pesky fast cavalry purple sun toting elven wizards

PREDICTION FOR BEST IN RACE:
MARC WILSON

JAKE CORTEEN COMMENTARY (OnG)

Wow, Skarsnik! Ian's list is brilliant, got to love goblins – but I am disappointed to see that one orc bully in there. Shame. (Mo – He was so close!)

I quite like the MSU squig herds and giant squig characters, but the list feels like it lacks a bit of support – too few chariots, warmachines and so on. You can set up goblin units to be quite capable in combat if you want to, to the surprise of some, but I don't see that here – lots of cool toys and it'll be a blast to play, but looks far from optimised even for a goblin army.

To be honest none of these lists are 'standard' builds – not a single level 4 I can see between the three of them. Dave's army has the ever entertaining (and quite solid sometimes) arachnarok, and some highly useful utility characters on spiders, but is light on the crucial artillery. Marc, by comparison, has gone for a slightly more conventional artillery battery plus savage orc brick, though then supports it with a pair of wyverns and some trolls.

I have to say I think Marc's approach is probably more competitive, though he does lack the reliability of black orc characters to keep the army in line, and the general is somewhat vulnerable on a wyvern.

It's actually quite a hard call here. I'm going to go with Marc, but a bad run with leadership and Animosity could really mess him up, so it's quite a shaky prediction.

PREDICTION FOR BEST IN RACE:
MARC WILSON

STEVE SMITH

SKAVEN

GREY SEER (general) screaming bell, power scroll, skalm 505

WARLOCK ENGINEER level 1, dispel scroll 90 (ruin)
WARLOCK ENGINEER doom rocket 45
WARLOCK ENGINEER brass orb 65

CHIEFTAIN heavy armour, great weapon, battle standard, banner of eternal flame 84

40 CLAN RATS shield, musician, standard bearer, champion, doom flyer 255

30 CLAN RATS spears musician, standard bearer, champion 155

30 CLAN RATS spears musician, standard bearer, champion 155

25 SKAVEN SLAVES musician 52

25 SKAVEN SLAVES musician 52

24 SKAVEN SLAVES musician 50

5 GIANT RATS 1 pack master 23

5 GIANT RATS 1 pack master 23

5 GIANT RATS 1 pack master 23

7 GUTTER RUNNERS, Slings. Poisoned attacks 126

6 GUTTER RUNNERS, Slings. Poisoned attacks 108

6 GUTTER RUNNERS, Slings. Poisoned attacks 108

1 WARP LIGHTNING CANNON 90

1 WARP LIGHTNING CANNON 90

1 DOOM WHEEL 150

1 DOOM WHEEL 150

TOTAL DROPS: 13 + 3 Unique

ARMY TOTAL : 2,399

WAYNE KEMP

SKAVEN

Grey Seer: Warpstorm Scroll; Skalm; Dragonbane Gem; Screaming Bell 525

Chieftain: Storm Banner; halberd; Battle Standard 122

Warlock Engineer: Doomrocket; Level 1 Wizard; Skaven Spells of Ruin 95

Warlock Engineer: Warp-energy Condenser; Level 1 Wizard; Skaven Spells of Ruin 85

40 Skavenslaves: Pawleader; Musician 86

40 Skavenslaves: Pawleader; Musician 86

40 Skavenslaves: Pawleader; Musician 86

39 Stormvermin: Fangleader; Musician; Standard Bearer (Razor Standard) 343

27 Giant Rats: + 3x Packmaster 105

27 Giant Rats: + 3x Packmaster 105

5 Gutter Runners: slings; Poisoned Attacks 90

5 Gutter Runners: slings; Poisoned Attacks 90

Hell Pit Abomination: warpstone spikes 250

Warp Lightning Cannon 90

Warp Lightning Cannon 90

Doomwheel 150

TOTAL DROPS: 10 + 2 Unique

ARMY TOTAL : 2,398

RAFF HARBINSON COMMENTARY (SK)

So... the Skaven players have been drinking from the Wood Elf wellspring of originality (Mo – I get angry just thinking about those lists). Maybe it is a new form of bandwagoning. Not even anything quirky like a Wizarding Hat or Fellblade between them! One the plus side there are only two...

What to say about Steve's list other than "the usual"? Perhaps I am being unfair. There certainly are more Clanrats than one normally sees (that number usually being precisely none), and one fewer Storm Banner. I love the triple Gutter Runner units, and you simply can't argue with taking double Wheel and double Cannon when the comp lets you (shocked it's allowed!). Other than that the only thing I can say is that an engineer with a doom rocket only costing 45points makes me sick. Literally sick.

Mr Kemp, I am utterly disappointed in you. Where is Queek? Where are the Rat Ogres. No, what we have is simply a 'netlist' Skaven list (and a 2013 netlist at that, Bell and all). And no, two units of giant rats does not fun make. Warpstorm Scroll is a great addition in the meta, but otherwise I have nothing to say about this list – other than it is obviously powerful.

**PREDICTION FOR BEST IN RACE:
STEVE SMITH**

MIKE NEWMAN COMMENTARY (SK)

Seer. Bell. Rocket. Orb. 3 rat darts. 19 gutter runners. 2 cannons. 2 wheels.

Are skaven even comped at all? Hey? Mo? (Mo – Read the comp pack yourself)

Begs the question why more people aren't bringing skaven!

And to compete with that filth we have Wayne Kemp.

A man I once compared to the Dutch national football team. His army might look sexy, and definitely includes some good choices - but always seems to struggle to get over the line. And I think he may here again.

If his skaven tools work he's definitely going to win some games. (Mo – That's like saying if I kill all my opponent's models I'm probably going to win)

But with with only 3 pack masters in the rats, hellpit, 2 cannons, wheel - it could all go wrong very quickly. And if so there's not a lot of places to hide or units to support that big storm vermin block.

**PREDICTION FOR BEST IN RACE:
STEVE SMITH**

JAKE CORTEEN COMMENTARY (SK)

Oh, how have the Skaven declined...

The two lists are superficially quite similar, with a screaming bell unit supported by a pair of cannons and a pair of random moving troubleshooters, then add gutter runners, blocks of infantry and some of the skaven magical toys to finish it off.

Wayne's bell unit will be more solid in combat, with the armour piercing Stormvermin, and with a hellpit and those giant rat units he hits a bit harder in combat. Storm Banner over Brass Orb is probably a reasonable call (Mo - Especially with all the Elven shooting at this event, Frost Heart phoenix's flying about etc)

Equally, Steve has more gutter runners and the extra doomwheel to add to his firepower, and both a power scroll and a dispel scroll where Wayne only has the Warpstorm Scroll. He also has more dedicated redirectors with those small rat packs.

A couple of magic items different and I'd be going for Wayne easily; the lack of a dispel scroll is making my life more difficult.

I'm going to go for Wayne just because I think his Bell unit can actually somewhat fight, but I do really think a few details different would make his army a lot stronger.

**PREDICTION FOR BEST IN RACE:
WAYNE KEMP**

JOEL SMITH

TOMB KINGS

Tomb King (General); Great Weapon, Shield, Khemrian War Sphinx with Fiery Roar, Armour of Destiny, The Other Tricksters Shard, 474

Liche High Priest (Hierophant); Lore of Nehekhara 175

Liche Priest; Lore of Death, Level 2, Dispel Scroll, Ruby Ring Of Ruin, 155

Tomb Prince; Kehmrian War Sphinx with Fiery Roar, Great Weapon, Shield, Dragonhelm, Talisman of Endurance, Potion of Foolhardiness, 381

4 Skeleton Chariots; Standard Bearer, Banner of Eternal Flame, 240

20 Skeleton Archers; Full Command, 150

20 Skeleton Warriors; Full Command, Spears, 130

5 Skeleton Horse Archers; 70

5 Skeleton Horsemen; 60

Tomb Scorpion; 85

Tomb Scorpion; 85

Necrosphinx; 225

Necrosphinx; 225

Casket of Souls; 135

TOTAL DROPS: 8 + 1 Scout + 2 Unique
ARMY TOTAL: 2,590

NAV HUSSAIN

TOMB KINGS

Liche High Priest: Sceptre of Stability; Level 4 Wizard. Lore of Nehekhara 225

Liche High Priest: Obsidian Lodestone; Dispel Scroll; Level 4 Wizard; Lore of Light. 280

Liche Priest: Lore of Light, Channelling Staff. 85

Liche Priest: Lore of Light, Scroll of Shielding. 85

Liche Priest: Lore of Light, Enkhil's Kanopi. 95

5 Skeleton Horse Archers 70

35 Skeleton Archers: Master of Arrows; musician; standard bearer. 240

35 Skeleton Archers: Master of Arrows; musician; standard bearer. 240

20 Skeleton Warriors: musician; standard bearer. 100

4 Necropolis Knights 260

4 Necropolis Knights 260

Tomb Scorpion 85

Tomb Scorpion 85

Casket of Souls 135

Screaming Skull Catapult 90

Screaming Skull Catapult 90

Hierotitan 175

TOTAL DROPS: 8 + 1 Scout + 2 Unique
ARMY TOTAL: 2,600

RAFF HARBINSON COMMENTARY (TK)

Joel... I LOVE YOU! Four sphinxes, two scorpions and... well, not much else. But how awesome is this?! Sphinxes are underrated, partially because in some matchups they are terrible, but with the luck of the dice in your favour they are a nightmare. The worry of course is that some armies will dance around them and shoot them all off... but I BELIEVE... and that counts for something right?

Nav has brought the standard TK filth (Tom Loyn will lie and tell you he invented it). I rate TK far higher than seems to be the general consensus, and there are a lot of matchups where this list could wipe the floor with more vaunted opposition. I like the big 35 strong archer units too – increased protection in this heavy shooting meta, a much more effective buffing platform and fewer drops. Necropolis knights with Light and Nehekara magic are also brutally effective. This list relies massively on going first to be truly effective though – 8 drops is not too bad in this scope. Will do well, but will have at least one game where the opponent goes first, throws something hardcore in his face and then begins to mop up turn 2.

PREDICTION FOR BEST IN RACE:
NAV HUSSAIN

MIKE NEWMAN COMMENTARY (TK)

A king on a sphinx. And prince on a sphinx. And two necrosphinx.

You either think that's awesome or awful. Only time is going to tell.

Where as Nav has gone for the more predictable, but probably more effective light council, backed by snakes, catapults and caskets.

Everytime I read tomb king lists in special character allowed comps I am always disappointed there is no big tomb guard block lead by a king and Ramhotep. Plus a big block of knights.

PREDICTION FOR BEST IN RACE:
NAV HUSSAIN

JAKE CORTEEN COMMENTARY (TK)

A Tomb King on Warsphinx! Somebody phone Dan Heelan! That's one awesome TK monster mash, it has to be said. I imagine it might project a decent bit of board presence – the necrosphinxes have a large charge threat – but there are a lot of points vulnerable to artillery and Death magic, and sphinxes have this bad habit of getting stuck and killed. I'll follow the progress of this army with interest, certainly, and hope to hear stories of its exploits – given the usual Twitter coverage of the event, I imagine a few tales will appear throughout the weekend.

Nav by comparison has gone for the safe, solid, relatively dull light council –but he's still playing Tomb Kings, so I can't really complain. It seems like a pretty decent build with all the stuff you'd expect, though I'm always sad to see no chariot unit as I really like them. The question really is, even with 200pts extra, whether this sort of TK build can cut it in the modern metagame.

Also: no Stegadons? I'm sad.

Best in Race goes to Nav, since it's the tried and tested build.

PREDICTION FOR BEST IN RACE:
NAV HUSSAIN

ANDY POTTER

VAMPIRE COUNTS

Vampire Lord; General, Level 4 (Vampire magic), barded nightmare, great weapon, shield, heavy armour, nightshroud, talisman of preservation, the other trickster's shard, red fury, summon creatures of the night, 528

Mannfred the Acolyte; (Vampire Magic) barded nightmare, 216

Necromancer; lore of vampires, dispel scroll, 90

Vampire; BSB, death magic, barded nightmare, lance, heavy armour, obsidian amulet, enchanted shield, 193

36 Ghouls; champion, 370

20 Zombies; musician, 65

20 Zombies; musician, 65

5 Dire Wolves; champion, 50

5 Dire Wolves; champion, 50

10 Black Knights; banner, musician, lances, barding, Banner of Swiftess, 295

2 Fell Bats; 32

7 Blood Knights; banner, musician, flag of blood keep, 445

TOTAL DROPS: 9
ARMY TOTAL : 2,399

DAN BROXHOLME

VAMPIRE COUNTS

Vampire lord lvl 4 lore of vampires: Skabscrath; dragon helm; other tricksters shard; curse of the revenant; aura of dark majesty; heavy armour; shield; barded nightmare, 538

Vampire lvl2 battle standard lore of heavens; nightshroud; luckstone; potion of foolhardyness; forbidden lore; lance; heavy armour; shield; barded nightmare 270 points

Vampire lvl1 lore of shadow; sword of anti heroes; enchanted shield; scroll of shielding; aura of dark majesty; heavy armour; barded nightmare; 200 points

44 ghouls: ghastr 450

5 dire wolves: doom wolf 50

5 dire wolves: doom wolf 50

5 dire wolves: doom wolf 50

13 black knights: Barding, Lances, razor banner; Full command, 413 points

2 fell bats: 32

2 fell bats: 32

8 crypt horrors: crypt haunter 314 points

TOTAL DROPS: 9
ARMY TOTAL : 2,396

DAN HEELAN

VAMPIRE COUNTS

Vampire Lord: Charmed Shield; Potion of Strength; Talisman of Preservation; Earthing Rod; Red Fury; Quickblood; Level 4 Wizard; Lore of Vampires; lance; heavy armour; Barded Nightmare 540

Vampire: Lore of Vampires; The Other Trickster's Shard; Dispel Scroll; Enchanted Shield; Aura of Dark Majesty; lance; heavy armour; Battle Standard; Barded Nightmare 228

Necromancer: Obsidian Amulet; Scroll of Shielding; Level 2 Wizard; Lore of Death; Nightmare 160

Tomb Banshee 95

Tomb Banshee 95

38 Crypt Ghouls: Crypt Ghast 390

20 Zombies: musician 65

20 Zombies: musician 65

5 Dire Wolves 40

5 Dire Wolves 40

8 Crypt Horrors 304

2 Fell Bats 32

12 Black Knights: barding; lances; Hell Knight; musician; standard bearer 342

TOTAL DROPS: 9
ARMY TOTAL : 2,396

MATT YEO

VAMPIRE COUNTS

Count Mannfred: 530

Tomb Banshee: 95

Vampire: Lore of Vampires, Battle Standard Bearer, Obsidian Amulet, Scroll of Shielding, shield, heavy armour, 181

Necromancer: Lore of Vampires, Dispel Scroll, 90

25 Skeletons, full command, Banner of Swiftnes, 170

30 Ghouls, champion, 310

5 Dire Wolves, 40

5 Dire Wolves, 40

5 Dire Wolves, 40

8 Crypt Horrors: Champion, 314

3 Vargheists, 138

1 Terrorgheist, 225

1 Terrorgheist, 225

TOTAL DROPS: 10
ARMY TOTAL : 2,398

RAFF HARBINSON

VAMPIRE COUNTS

Strigoi Ghoul King: Skabscrath; Dragonbane Gem; Quickblood; Terrorgheist. Level 1- lore of vampires 595

Tomb Banshee 95

Necromancer: Dispel Scroll; Level 2 Wizard lore of vampires. 125

Vampire: Talisman of Preservation; Enchanted Shield; Level 2 Wizard lore of vampires shield; heavy armour; Battle Standard. 221

39 Crypt Ghouls: Crypt Ghast. 400

40 Zombies: musician; standard bearer. 130

5 Dire Wolves 40

5 Dire Wolves 40

8 Crypt Horrors 304

Terrorgheist 225

Terrorgheist 225

TOTAL DROPS: 8
ARMY TOTAL : 2400

RAFF HARBINSON COMMENTARY (VC)

The master is rocking his trusty Blood Knights, though no light council this time alas. I am a massive fan of the double bus list, and think it can do very well in the current meta. Sure Blood Knights are stupidly overcosted, but they can do a very good job with the right magic support. I expect big things here.

I love Dan's list. Heavens and Shadow are exceptional for vampires. The Black Knights and Horrors are an exceptional combination. The only utterly bizarre thing in this list is the Lord with Skabskrath. Sure, the scream could be cool. But frenzy and flaming (never mind dying if playing an avoidance list that does not engage the Lord) is just a tad over the side of madness.

Dan also has the lovely Horror + Knight combo, and overall a nice solid list. I am not the biggest fan of Banshees, but they can do a job. The only things missing here are actually sort of a big deal though. Nightshroud is an absolute must in a knight list in my opinion, it's a gamechanging item. That, and magic resistance. Not always as important, but in the odd matchup this could cost him dear. For the sake of Dan's sanity, if any Ogre players could keep the Hellheart away from him, I am sure that will be appreciated.

Old Man Yeo has been doing well with the VC recently, and his list is close to my favourite build (not necessarily the most powerful, but my favourite). Manfred is a beast, short and simple. Double Terrorgheists can ruin a person's day. Not much to say really, it's a very good list.

Well, this player has balls of steel. That, or Mo told him to take this list (Mo – I didn't, I just suggested). A shining light of last year's event, where Gareth romped home with a truly epic 0 tournament points after 5 games, this list is a true wonder. And yes, by that I mean it is terrible. A fantastic example of course being Quickblood on the suicidal Ghoul King... sigh. Lets put it this way, someone *may* be getting drunk this weekend....

**PREDICTION FOR BEST IN RACE:
MATT YEO**

MIKE NEWMAN COMMENTARY (VC)

The Master looks like he's done playing serious ETC hammer and is out to have fun with an ultra-aggressive push forward list. I hope he doesn't have to face too many RBT's. Or elf armies in general, they are going to make a real mess of those knights.

Dan's list seems to be a mash of bits from all the usual VC lists - black knight bus but no blender lord crypt horror block but no vargs or banshees, not sure how well the army will support each other

Heelan's list on the other hand, does pull all those things together

The last two lists all go double terrorgheist (at least)

Old man yeo's inclusion of manfred is strong, but the rest of the list fails to inspire me.

Raff will be hoping to walk away with more than the 0 tournament points bad dices Gareth achieved with a similar list last year (Mo – I hope he somehow ends up with less...)

**PREDICTION FOR BEST IN RACE:
DAN HEELAN**

JAKE CORTEEN COMMENTARY (VC)

Andy Potter has gone for an interesting variant on the classic vampire cav bus, by sort of taking two. His vamp lord setup is near perfect, with Manfred the magic is really strong, and the blood knights make a very resilient bunker vs magic if need be so the list is in some ways quite safe. I really like, and Andy usually does well with his slightly off-piste variants on the usual build.

Dan Broxholme's build is more conventional, though Skabskrath certainly isn't! It's quite a nice idea in some ways, but without the pure killing power of the normal vamp it might be a little fragile.

Dan Heelan has a basically similar build structurally but no Skabskrath, instead opting for Banshees in a supporting unit and a killier Vamp Lord. Got to say, I prefer a great weapon to a lance, and think he'll miss the Razor Standard. Very solid nonetheless.

Matt Yeo's approach is very intimidating, but basically too 'safe' for a singles event – it'll place well but not win anything.

Raff, well, he has form placing decently with lists that others might not do so well with, so we'll see, but it isn't top-tier shall we say.

Going to give this to Andy, but DanH is going to be a strong competitor.

**PREDICTION FOR BEST IN RACE:
ANDY POTTER**

DAN FORD

WARRIORS

Daemon Prince of Khorne General - Fly, chaos armour, Sword of Striking, Enchanted Shield, Potion of Speed, Collar of Khorne, Flaming Breath, Soul Feeder 415

Exalted Hero of Khorne (Battle Standard Bearer) Daemoniac Mount, Great weapon, Talisman of Preservation, Charmed Shield, Scaled Skin 256

Chaos Sorcerer- level 2 Lore of fire, Chaos Steed, Dragonhelm, Dispel Scroll, Seed of rebirth 206

Chaos Chariot of Khorne 120
Chaos Chariot of Khorne 120
Chaos Chariot of Khorne 120

5x Marauder Horsemen of Khorne, flails, Javelins, shields 100
5x Marauder Horsemen of Khorne, flails, Javelins, shields 100

Chimera flaming breath and regen 275

3x Skullcrushers of Khorne, Ensorcelled Weapons, musician 244
3x Skullcrushers of Khorne, Ensorcelled Weapons, musician 244

TOTAL DROPS: 9
ARMY TOTAL : 2,200

DOM HOOK

WARRIORS

Daemon Prince: (general) Scaled Skin; Chaos Familiar; Sword of Striking; Charmed Shield; Dragonbane Gem; Level 4 Wizard; Lore of Slaanesh; Chaos armour; Daemoniac Flight; Daemon of Slaanesh 510

Exalted Hero: Dragonhelm; Talisman of Endurance; Third Eye of Tzeentch; Mark of Tzeentch; great weapon; Battle Standard; Daemoniac Mount (barding) 251

Chaos Chariot: Mark of Slaanesh 115
Chaos Chariot: Mark of Slaanesh 115
Chaos Chariot: Mark of Slaanesh 115

5 Marauder Horsemen: Mark of Slaanesh; throwing axes; flails; standard bearer 105
5 Marauder Horsemen: Mark of Slaanesh; throwing axes; flails; standard bearer 105

Chimera: Flaming Breath; Regenerating Flesh 275
Chimera: Flaming Breath; Regenerating Flesh 275

4 Skullcrushers of Khorne (Don't have Killing blow): ensorcelled weapons; musician; standard bearer 332

TOTAL DROPS: 9
ARMY TOTAL : 2,198

JOSH STYLIANOU

WARRIORS

Daemon Prince (General), Level 4 (Lore of slannesh), Daemoniac Flight, Mark of Slaanesh, Chaos Armour, Sword of Striking, Charmed Shield, Dragonbane Gem, Scaled Skin, Chaos Familiar, Total cost 510

Exalted Hero, Mark of Tzeentch, Daemoniac Mount, Barding, Great Weapon, Battle Standard Bearer, Dragonhelm, Talisman of Endurance, Third Eye of Tzeentch, Soul Feeder, Total cost 261

Sorcerer (level 1 Lore of Fire), Daemoniac Mount, Enchanted Shield, Dispel Scroll, Total cost 175

Chaos Chariot, Mark of Slaanesh, Total 115
Chaos Chariot, Mark of Slaanesh, Total 115
Chaos Chariot, Mark of Slaanesh, Total 115

5 x Marauder Horsemen, Mark of Slaanesh, Flails, Total cost 85

5 x Marauder Horsemen, Mark of Slaanesh, Flails, Total cost 85

5 x Chaos Warhounds, Vanguard, Total cost 40

3 x Chaos Ogres, Mark of Slaanesh, Total cost 105

3 x Chaos Ogres, Mark of Slaanesh, Total cost 105

Chimera, Regeneration, Total cost 245

3 x Skullcrushers of Khorne, Ensorcelled Weapons, Musician, Total cost 244

TOTAL DROPS: 11
ARMY TOTAL : 2,200

RUSS VEAL

WARRIORS

Daemon Prince (General); Mark of Slaanesh, lvl 4, lore of Slaanesh, Chaos Armour, Demonic Flight, Charmed Shield, Dragonbane Gem, Allure of Slaanesh, Scaled Skin, sword of striking, 500

Exalted champion; Battle Standard, Mark of Tzeentch, Demonic Mount, GW, shield, Talisman of Endurance, Dragon Helm, Third eye of Tzeentch, 239

Exalted Champion; Mark of Slaanesh, Steed of Slaanesh, Sword of Might, Dawnstone, Enchanted Shield, 190

Chaos Chariot; Mark of Slaanesh, 115

Chaos Chariot; Mark of Slaanesh, 115

Chaos Chariot; Mark of Slaanesh, 115

5 Marauder Horsemen; Flails, Mark of Slaanesh, Javelins, 90

5 Marauder Horsemen; Flails, Mark of Slaanesh, Javelins, 90

5 Chaos Warhounds; 30

3 Dragon Ogres; Great Weapons, 204

Chimera; Fiery Breath, Regenerating Flesh, 275

3 Skull Crushers; ensorcelled weapons, 234

TOTAL DROPS: 10
ARMY TOTAL : 2,197

RAFF HARBINSON COMMENTARY (WoC)

Well, let's get this out the way up front. All the core is the same. Move on. Oh, and everyone has brought skullcrushers. Yup, everyone is shocked. Daemon Princes and Chimeras are still fashionable. Lore of Slaanesh is the netlist. Yup, it's no longer the hipster choice. Get over it. That to one side, and there are some cool little bits hidden around here....

Dan almost gets epic praise for his worship of the Blood God. But no. Taking a wizard to the party makes it much worse than not even trying to be fluffy. I am ashamed. Some cool things in the list though - the Prince is pretty tough to deal with if, like quite a few armies, your answer to them is to rely on magic. The list (like all the others) also packs a lot of threat. Unfortunately with magical dominance other armies can really bully warriors. Unless lucky with matchups, expect him to struggle.

Dom has kept his simple and effective approach to warriors, with the usual identikit list. In fact this is almost the Proto Netlist, though dropping one UberExalted for a second Chimera is a question of taste (would go exalted I think). Clearly could not find the points for Killing Blow on his SkullCrushers, poor chap.

Josh has brought a bit of flair to the party. Well. A bit. After paying for the (clearly obligatory) Prince, Exalted, 3 Chariots, 2 Marauder Cavalry units, a Regenerating Chimera and Skullcrushers there is only so much flair you can bring. In this case, 6 naked Ogres (Slaanesh, after all), some puppies and a fire wizard.

It has taken Clash to bring the Face out of Warhammer exile. Unfortunately for everyone but the FPP (his army is really that beautiful) he is bringing WoC, not TK or DoC. He is the only one that has done the (in my mind) obvious thing of double Exalted. One is on a Steed - one assumes to threaten long charges on elves (and to make Warlocks have kittens). He has used the remainder of his flair points on Dragon Ogres. Russ is probably rusty, but he will be a real threat at the event.

**PREDICTION FOR BEST IN RACE:
RUSS VEAL**

MIKE NEWMAN COMMENTARY (WoC)

I've got to say I'm really disappointed with all 4 of these warrior players

Last year Dan ford brought us 36759 trolls, and while a khorne themed warriors list is good fun, it's not as good. And a wizard? Boo. (Mo -it's awful, he was so close to being my hero)

Russ and josh both go with all Slaanesh themed armies, awesome, and they both balance the stealth filth that is Slaanesh magic with subpar choices of ogres and dragon ogres.

But khorne skullcrushers, and tzeentch bsbs?? Neither of them it seems could quite follow the theme through and just had to add that touch of filth. Still I wouldn't want to be a warlock at the moment.

It's good to see Russ back at an event as well, seeing as he has been missing from the top tables for a good while now.

And most disappointing of all is the fact the list I like the best, and person I think will end up on top is Dommy Four Fingers.

He has a girlfriend you know. (Mo - Lies!)

**PREDICTION FOR BEST IN RACE:
DOM HOOK**

JAKE CORTEEN COMMENTARY (WoC)

Khorne army with a sorcerer tacked on? Shame!

It's an unusual daemon prince setup with no dragonbane gem or charmed shield, I must say, though.

Otherwise, we've got three superficially similar army lists - all with a Lv4 Slaanesh Daemon Prince (the lore of Slaanesh is excellent, and very solid in the current metagame), a tzeentch BSB on Daemonic Mount, some chariots and marauder horse, and a selection of threat units. Dom has gone unobvious, with a bigger skullcrusher unit and two chimeras. The other two have a more varied threatening approach, with single chimeras, and units of dragon ogres or chaos ogres plus extra characters.

I have to say my first thought is that Dom has the scariest threat profile, but Russ' reputation is such that I wonder if I'm missing something. I'm going to go with my gut, however (maybe he just wanted to paint the Dragon Ogre models?), and go with Dom's as the strongest list.

It is close though. I really like that Slaanesh exalted champion...

**PREDICTION FOR BEST IN RACE:
DOM HOOK**

JAY HOPKINS

WOOD ELVES

Lvl 4 Spellweaver (high) - Earthing rod, Moonstone, obsidian amulet, 315pts

Waystalker - 90pts

BSB - Hail of doom arrow, Iron Curse Icon, 135pts

Lvl 2 Spellsinger (Shadow) - Dispell Scroll, 140pts

Lvl 2 Spellsinger (Shadow) - Scroll of shielding, 130pts

Lvl 1 Spellsinger (Metal) - Power Stone, 100pts

10 Eternal Guard - 110pts

10 Eternal Guard - 110pts

13 Glade Guard - Musician, Trueflight Arrows, 205pts

13 Glade Guard - Musician, Trueflight Arrows, 205pts

13 Glade Guard - Musician, Trueflight Arrows, 205pts

13 Glade Guard - Musician, Trueflight Arrows, 205pts

13 Glade Guard - Musician, Standard, Standard of Discipline Trueflight Arrows, 230pts

6 Waywatchers - 120pts

Great Eagle - 50pts

Great Eagle - 50pts

TOTAL DROPS: 10 + 1 Scout
ARMY TOTAL : 2,400

JON WARMINGTON

WOOD ELVES

Mage Lord: Moonstone of the Hidden Ways; Obsidian Amulet; Dispel Scroll; Level 4 Wizard; Lore of Metal; Elven Steed 335

Glade Captain: Hail of Doom Arrow; Charmed Shield; Dragonbane Gem; Asrai Spear; Starfire shafts; Battle Standard Bearer; Elven Steed 156

Mage: Lore of Fire; Elven Steed 90

10 Glade Guard: Trueflight Arrows 150

10 Glade Guard: Trueflight Arrows 150

10 Glade Guard: Starfire shafts 160

11 Eternal Guard: Gleaming Pennant; Champion; Standard Bearer 146

5 Wild Riders: Shield 140

5 Wild Riders: Shield 140

5 Wild Riders: Banner of Eternal Flame; Shield; Standard Bearer 160

3 Warhawk Riders 135

7 Sisters of the Thorn: Banner of Swiftmess; Standard Bearer 207

1 Great Eagles 50

1 Great Eagles 50

8 Waywatchers 160

8 Waywatchers: Champion 170

TOTAL DROPS: 12 + 2 Scouts
ARMY TOTAL : 2,399

NICK HOEN

WOOD ELVES

Spellweaver: Dispel Scroll; Obsidian Lodestone; Level 4 Wizard; Lore Of Death; Elven Steed 310

Glade Captain: Hail Of Doom Arrow; Enchanted Shield; Dragonbane Gem; Asrai spear ; starfire shafts; Battle Standard; Elven Steed 156

10 Glade Guard: trueflight arrows; Musician 160

10 Glade Guard: trueflight arrows; Musician 160

10 Glade Guard: trueflight arrows; Musician 160

5 Glade Riders: starfire shafts; Musician 125

8 Wild Riders: shields 224

8 Sisters Of The Thorn: Standard of Discipline; Standard Bearer 233

6 Wild Riders: shields 168

6 Wild Riders: shields 168

3 Warhawk Riders 135

8 Waywatchers 160

7 Waywatchers 140

1 Great Eagles 50

1 Great Eagles 50

TOTAL DROPS: 11 + 2 Scouts
ARMY TOTAL : 2,399

PATRICK O'SULLIVAN

WOOD ELVES

Durthu - 385

Spellweaver, (lore of shadow.) lvl.3, dispel scroll - 210

Waystalker - 90

Glade captain, BSB, hail of doom arrow - 130

Branchwraith - 75

10 Dryads - 110

10 dryads - 110

10 dryads - 110

5 Glade riders, musician, hagbane tips -120

5 Glade riders, musician, hagbane tips - 120

16 Gladeguard, full command, true flight arrows - 270

10 Gladeguard, musician, true flight arrows - 160

10 Gladeguard, musician, starfire shafts - 170

5 wildriders, musician - 140

10 waywatchers - 200

TOTAL DROPS: 8 + 1 Scout
ARMY TOTAL : 2,400

RICHARD CIERESZKO

WOOD ELVES

Spellweaver, General; Level 4 Upgrade; Elven Steed, Dispel Scroll, Obsidian Amulet, Moonstone of the Hidden Ways, the Lore of Metal – 355

Spellsinger, Elven Steed The Lore of Fire - 90

Glade Captain (Battle Standard Bearer), Light Armour; Shield; Battle Standard Bearer; Moonfire Shot; Elven Steed, Hail of Doom Arrow – 146

10 Glade Guard; Trueflight Arrows; - 150

10 Glade Guard, Trueflight Arrows; - 150

10 Glade Guard, Starfire Shafts; - 160

10 Eternal Guard, champion, Standard Bearer; Muso, - 140

5 Wild Riders, Standard Bearer Std; Shield; Banner of Eternal Flame - 160

5 Wild Riders, Shield; - 140

5 Wild Riders, Shield; - 140

8 Sisters of the Thorn, std bearer, Banner of Swiftmess, - 233

3 Warhawk Riders - 135

Great Eagle, 50 pts

Great Eagle, 50 pts

8 Waywatchers, - 160 pts

7 Waywatchers, - 140 pts

TOTAL DROPS: 12 + 2 Scouts
ARMY TOTAL : 2,399

SCOTT LINES

WOOD ELVES

Spellweaver: Moonstone of the Hidden Ways; Obsidian Lodestone; Scroll of Shielding; Level 4 Wizard; Lore of Shadow; Asrai Longbow 325

Glade Captain: Hail of Doom Arrow; Starfire shafts; Battle Standard 134

Spellsinger: Dispel Scroll; Level 2 Wizard; Lore of Beasts 140

10 Glade Guard: Hagbane tips; Musician; Standard Bearer 170

10 Glade Guard: Trueflight arrows 150

10 Glade Guard: Trueflight arrows 150

10 Glade Guard: Hagbane tips 150

5 Sisters of the Thorn 130

5 Wild Riders: Banner of Eternal Flame; Shield; Standard Bearer 160

5 Wild Riders: Shield 140

5 Tree Kin 225

10 Waywatchers 200

1 Great Eagle 50

1 Great Eagle 50

Treeman 225

TOTAL DROPS: 12 + 1 Scout
ARMY TOTAL : 2,399

SHAHRUL AZ

WOOD ELVES

Spellweaver (General); Moonstone of the Hidden
Ways, Obsidian Lodestone, Scroll of Shielding, Level
4 Wizard, Lore of Death 320

Glade Captain; Battle Standard 100

Spellsinger; Obsidian Amulet , Power Stone , Level 2
Wizard, Lore of Death, Elven Steed 175

Spellsinger; Dispel Scroll, Lore of Shadow 105

12 Glade Guard; Trueflight arrows, Lord's Bowman,
Musician 200

12 Glade Guard; Trueflight arrows, Lord's Bowman,
Musician 200

12 Glade Guard; Trueflight arrows, Lord's Bowman,
Musician 200

6 Wild Riders; Shield 168

6 Wild Riders; Shield 168

6 Wild Riders; Shield 168

6 Sisters of the Thorn; Banner of Eternal Flame,
Musician, Standard Bearer 186

9 Waywatchers 180

9 Waywatchers 180

1 Great Eagle 50

TOTAL DROPS: 9 + 2 Scouts

ARMY TOTAL : 2,400

RAFF HARBINSON

COMMENTARY (WE)

Poor Jay. All the Wild Riders have been stolen by more progressive Wood Elf generals. He has instead gone for his usual Glade Guard spam – he will tell you in detail why 13 is the magic number for unit size. It's a good but dull list. But he does know the army inside out.

Jon's list... well, the creative juices were certainly flowing when he wrote this bad boy. So much so it's impossible to write about it. Double Waywaters, triple Wild Riders, Shooting, Stuff. Oh, he's rocking Lore of Metal, that's cool.

Nick has come to these shores from a fair way away, putting a face to the radio voice we are used to from his exceptional podcast. Hopefully he is not too burnt out following ETC. Regarding his list, see my comments for Jon's, though Nick is rocking Death, because, why not?

Paddy, as ever, rocks the newest filth despite being a nice guy. Some memos were lost in the post – I blame that Black Sun lot. End result is Dryads are in a list... Yup, Dryads instead of Wild Riders. Good on him I guess, maybe they are the ultimate stealth filth... who knows, it could happen (it won't).

Richard... well, read my thoughts on Jon's. Seriously. I mean... wow.... (Mo – I'm so disappointed with Rich)

'The Boss' is rocking a similarly exciting list. Shadow magic in this case. I almost moved on... but he is bringing Treekin. And that is cool. I like them. That's a lovely cheap, tough unit. Are Treekin the new Witch Hunters? Time for us all to find out (spoiler: they are not).

Shaz... well, read my comments about Richard's list. This may sound like I have given up... Which is fair enough really. Maybe it's not Shaz's fault he is taking the same list as everyone else. Maybe there was not some long email chain where everyone agreed on what was in season for late summer this year. However it was done however, we have ended up with singularly lack of fun. Shame on the lot of them (in a nice, friendly, way, of course).

PREDICTION FOR BEST IN RACE:
NICK HOEN

MIKE NEWMAN

COMMENTARY (WE)

Jay is probably the most seasoned wood elf player in the country (Mo – A stripper once told me he's the best Wood Elf player in the world), and at first read I liked his list. Then I realised....no wildriders and only 6 waywatchers? surely there's enough points to fit these in? Damn those Wood Elves are expensive!

Jon's list is a bit more like what I would run, multiple threats from wild riders, plenty of shooting and a moonstone sister bunker. The units are all a little smaller than I would like though. Damn those Wood Elves are expensive

Nick's units are bigger. And bigger = better but no moonstone is interesting.

Druthu and 3 units of dryads. I might not know top wood elf, but I do know bottom wood elf.

Richard's list is a bit more like what I would run, multiple threats from wild riders, plenty of shooting and a moonstone sister bunker

Scott's list is interesting, half net list, half treekin and treeman. So worse not better.

Az's list is a bit more like what I would run, multiple threats from wild riders, plenty of shooting and a moonstone sister bunker.

Also what's with the small eternal guard units? (Mo – Stubborn conga lines I'm guessing)

PREDICTION FOR BEST IN RACE:
SHAHARUL AZ

JAKE CORTEEN

COMMENTARY (WE)

Wow, some of these are rather similar... (Mo – These lists made me cry)

The copy-and-paste lists are the strongest, though, sadly, and I may as well talk about them together. Powerful magic in a Sisters bunker, a firebase of glade guard and waywatchers, some wild riders for countercharge threat and cleanup, and eagles for redirecting. It's a solid formula with some properly scary firepower plus more combat threat than people give them credit for.

Of the lists, possibly a recent bad experience is biasing me, but the ones with a warhawk unit in look better than those without. I also prefer death or shadow over metal in these lists. That narrows it down to Jon, Az (sort of) or the Father of Lies. I think I prefer Nick Hoen's build of the three, more Wild Riders and less magic (the list already has sufficient magic without the extra wizards).

Of the others, Jay's magic is excellent but the glade guard wall feels too static and inflexible, Patrick gets respect for bringing dryads but may get run over in combat anyway without either sufficient firepower or combat punch really, and Scott is a brave person for bringing treekin but actually probably has the most solid of the slightly different lists – a careful balance of firepower and combat elements that'll probably be good fun to play with and still do a decent job.

Nick has it, though – it's tight, I could have gone a lot of ways, but I'm betting the extra wild riders and warhawks will pay off in bigger wins.

PREDICTION FOR BEST IN RACE:
NICK HOEN