GRAND BELGIAN OPEN 2015
PAIRINGS & ARMY LISTS

Timothy Verbeek vs Rob van Dijk
Tom Dewilde vs Martijn Versteeg
Kobe Keymeulen vs Pieter Meijer
Tom Adriany vs Stephan Heirbaut
Ruud Steenbakkers vs Bart Van den Berghe
Tijs Foulon vs Jacob Auke Elkema
Jasper Decru vs Martijn Meijer
Jonathan Veil vs Sebastian Aerts
Jonas Speleers vs Jordi Otten
Marc De Meuter vs Gerard Malipaard
Maarten Geuskens vs Thomas Libeer
Tom Groenendaal vs Yves Tielemans
PLAYER: Marc De Meuter
ARMY: Necrons
TEAM: Team.BE
PLAYER: Ruud Steenbakkers
ARMY: Dark Eldar / Dark Eldar / Eldar
TEAM: Sword Brethren Eindhoven

COMBINED ARMS DETACHMENT “Primary”: Codex Dark Eldar

HQ1: Archon (60), Webway Portal (35), Blaster (15), Haywire Grenades (5) [115] WARLORD

TROOPS1: 5 Kabalite Warriors (40) [40] in TRANSPORT1
TROOPS2: 5 Kabalite Warriors (40) [40] in TRANSPORT2
TROOPS3: 5 Kabalite Warriors (40) [40] in TRANSPORT3

FAST ATTACK1: 6 Reavers (96), 2 Cluster Caltrops (30), 2 Heat Lances (20) [146]
FAST ATTACK2: 3 Reavers (48), 1 Cluster Caltrops (15), 1 Heat Lances (10) [73]
FAST ATTACK3: 3 Reavers (48), 1 Cluster Caltrops (15), 1 Heat Lances (10) [73]

HEAVY SUPPORT1: Ravager (110), Night Shields (15) [125]
HEAVY SUPPORT2: Ravager (110), Night Shields (15) [125]

TRANSPORT1: Venom (55), extra Splinter Cannon (10) [65]
TRANSPORT2: Venom (55), extra Splinter Cannon (10) [65]
TRANSPORT3: Venom (55), extra Splinter Cannon (10) [65]

TOTAL COMBINED ARMS DETACHMENT [972]

COMBINED ARMS DETACHMENT: Codex Dark Eldar

HQ1: Lhamaean (10) [10] in TRANSPORT1

TROOPS1: 5 Kabalite Warriors (40) [40] in TRANSPORT2
TROOPS2: 5 Kabalite Warriors (40) [40] in TRANSPORT3

FAST ATTACK1: Raider (55), Dark Lance (5), Night Shields (15), Enhanced Aethersails (5) [80]
FAST ATTACK2: Venom (55), extra Splinter Cannon (10) [65]
FAST ATTACK3: Venom (55), extra Splinter Cannon (10) [65]

TRANSPORT1: Venom (55), extra Splinter Cannon (10) [65]
TRANSPORT2: Venom (55), extra Splinter Cannon (10) [65]
TRANSPORT3: Venom (55), extra Splinter Cannon (10) [65]

TOTAL COMBINED ARMS DETACHMENT [495]

ASPECT HOST FORMATION DETACHMENT: Codex Eldar Craftworlds

ELITES1: 6 Fire Dragons (132), Exarch (10) [142]
ELITES2: 5 Fire Dragons (110), Exarch (10) [120]
ELITES3: 5 Fire Dragons (110), Exarch (10) [120]

TOTAL ASPECT HOST FORMATION DETACHMENT [382]

TOTAL ARMY [1849]
PLAYER: Tom Adriany
ARMY: Chaos Daemons
TEAM: Glorious Gaming Bastards

COMBINED ARMS DETACHMENT “Primary” : Codex Chaos Daemons

HQ1: Kairos Fateweaver (300) [300] WARLORD
HQ2a: Herald of Tzeentch (45), Mastery Level 3 (50), Disc of Tzeentch (25), Exalted Reward (30) [150]
HQ2b: Herald of Tzeentch (45), Mastery Level 3 (50), Disc of Tzeentch (25), Exalted Reward (30) [150]
HQ2c: Herald of Tzeentch (45), Mastery Level 3 (50), Disc of Tzeentch (25), Exalted Locus of Conjuration (25), Lesser Reward (10) [155]
HQ2d: Herald of Tzeentch (45), Mastery Level 3 (50), Disc of Tzeentch (25), Lesser Reward (10) [130]

TROOPS1 : 11 Pink Horrors of Tzeentch (99), Icon of Chaos (10) [109]
TROOPS2 : 11 Pink Horrors of Tzeentch (99) [99]

FAST ATTACK1: 9 Screamers of Tzeentch (225) [225]
FAST ATTACK2: 9 Screamers of Tzeentch (225) [225]
FAST ATTACK3: 9 Screamers of Tzeentch (225) [225]

FORTIFICATION: Bastion (75) [75]

TOTAL COMBINED ARMS DETACHMENT [1843]

TOTAL ARMY [1843]
PLAYER: Stephan Heirbaut
ARMY: Space Marines / Space Wolves
TEAM: The Harlequins

COMBINED ARMS DETACHMENT "Primary" : Codex Space Marines (White Scars)

HQ1a: Kor'sarro Khan (125), Moondrakkan (25) [150] WARLORD
HQ1b: Command Squad (100), Apothecary (15), Bikes (35) [150]
HQ2: Chapter Master (130), Bike (20), Artificer Armour (20), Power Fist (25), The Shield Eternal (50) [245]

TROOPS1: 5 Bikers (105), 2 Grav-guns (30) [135]
TROOPS2: 5 Bikers (105), 2 Grav-guns (30) [135]
TROOPS3: 5 Bikers (105), 2 Grav-guns (30) [135]
TROOPS4: 5 Bikers (105), 2 Grav-guns (30) [135]

TOTAL COMBINED ARMS DETACHMENT [1085]

COMPANY OF THE GREAT WOLF DETACHMENT : Codex Space Wolves (Champions of Fenris)

HQ1: Wolf Guard Battle Leader (50), Thunderwolf Mount (50), Runic Armour (25), Power Fist (25), Storm Shield (15) [165]
HQ2: Wolf Guard Battle Leader (50), Thunderwolf Mount (50), Runic Armour (25), Power Fist (25), Storm Shield (15) [165]

ELITES1: Iron Priest (55), Thunderwolf Mount (50) [105]
ELITES2: Iron Priest (55), Thunderwolf Mount (50) [105]

FAST ATTACK1: 5 Thunderwolf Cavalry (200), Powerfist (25) [225]

TOTAL COMPANY OF THE GREAT WOLF DETACHMENT [765]

TOTAL ARMY [1850]
**PLAYER:** Tom Groenendaal  
**ARMY:** Necrons  
**TEAM:** Sword Brethren Eindhoven

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**DECURION DETACHMENT "Primary" : Codex Necrons**

**RECLAMATION LEGION FORMATION: Codex Necrons**

HQ1: Catacomb Command Barge (135), Tesla Cannon (0), The Nightmare Shroud (35), Warscythe (20), Mindshackle Scarabs (10), Phase Shifter (25) [225]  
**WARLORD**

TROOPS1: 5 Immortals (85), Tesla Carbines (0) [85]  
TROOPS2: 10 Warriors (130) [130] in TRANSPORT1  
TROOPS3: 10 Warriors (130) [130] in TRANSPORT2  
TROOPS4: 16 Warriors (208) [208]

FAST ATTACK1: 3 Tomb blades (54), 3 Particle Beamers (6), 3 Shield Vanes (6), 3 Nebuloscope (6) [72]

TRANSPORT1: Ghost Ark (105) [105]  
TRANSPORT2: Night Scythe (130) [130]  

**TOTAL RECLAMATION LEGION FORMATION [1085]**

**CANOPTEK HARVEST FORMATION: Codex Necrons**

FAST ATTACK1: 3 Canoptek Scarabs (60) [60]  
FAST ATTACK2: 6 Canoptek Wraiths (240) [240]

HEAVY SUPPORT 1: Canoptek Spyder (50), Twin-Linked Particle Beamer (10) [60]  

**TOTAL CANOPTEK HARVEST FORMATION [360]**

**JUDICATOR BATTALION FORMATION: Codex Necrons**

ELITE 1: Triarch Stalkers (125) [125]  
ELITE 2: Triarch Praetorians (140), Rod of Covenant (0) [140]  
ELITE 3: Triarch Praetorians (140), Rod of Covenant (0) [140]  

**TOTAL JUDICATOR BATTALION FORMATION [405]**

**TOTAL DECURION DETACHMENT [1850]**

**TOTAL ARMY [1850]**
PLAYER: Maarten Geuskens
ARMY: Grey Knights / Inquisition
TEAM: Generals of the West

NEMESIS STRIKE FORCE DETACHMENT “Primary” : Codex Grey Knights

HQ1: Librarian (110), level 3 psyker (25), Domina Liber Daemonica (25) [160] WARLORD

TROOPS1: 5 Terminators (165), Psycannon (20), Nemesis Daemon Hammer (10), 4 Nemesis Force Halberd (8) [203]
TROOPS2: 5 Terminators (165), Psycannon (20), Nemesis Daemon Hammer (10), 4 Nemesis Force Halberd (8) [203]
TROOPS3: 5 Terminators (165), Psycannon (20), Nemesis Daemon Hammer (10), 4 Nemesis Force Halberd (8) [203]
TROOPS4: 5 Terminators (165), Psycannon (20), Nemesis Daemon Hammer (10), 4 Two Nemesis Falchions (16) [211]

FAST ATTACK1 : 10 Interceptors (250), 2 Incinerators (10), 2 Nemesis Daemon Hammers (20), Nemesis Force Halberd (2), Two Nemesis Falchions (4) [286]

HEAVY SUPPORT1 : Nemesis Dreadknight (130), Personal Teleporter (30), Heavy Incinerator (20), Heavy Psycannon (35), Nemesis Greatsword (10) [225]
HEAVY SUPPORT1 : Nemesis Dreadknight (130), Personal Teleporter (30), Heavy Incinerator (20), Heavy Psycannon (35), Nemesis Greatsword (10) [225]

TOTAL NEMESIS STRIKE FORCE DETACHMENT [1716]

INQUISITORIAL DETACHMENT: Codex Inquisition

HQ 1 : Ordo Malleus Inquisitor (25), Terminator Armour and Nemesis Daemon Hammer (40), Psycannon (15), Psyker level 1 (30), 3 Servoskulls (9), The Liber Heresius (15) [134]

TOTAL INQUISITORIAL DETACHMENT [134]

TOTAL ARMY [1850]
PLAYER: Bart Van den Berghe
ARMY: Eldar / Eldar / Eldar
TEAM: Team Hermelijn

COMBINED ARMS DETACHMENT “Primary” : Codex Eldar Craftworlds

HQ1: Farseer (100), Skyrunner (15) [115] WARLORD
TROOPS1: 5 Windriders (85), 5 Scatter Lasers (50) [135]
TROOPS2: 5 Dire Avengers (65), Exarch (10), Power weapon & Shimmershield (20) [95]
TROOPS3: 5 Dire Avengers (65) [65] in TRANSPORT1
TROOPS4: 5 Dire Avengers (65) [65] in TRANSPORT2
LORDS OF WAR1: Avatar Of Khaine (195) [195]
TRANSPORT1: Wave Serpent (110), TL-Scatter laser (5), Shuriken cannon (10) [125]
TRANSPORT2: Wave Serpent (110), TL-Starcannon (5), Shuriken cannon (10) [125]

TOTAL COMBINED ARMS DETACHMENT [920]

ASPECT HOST FORMATION DETACHMENT: Codex Eldar Craftworlds

ELITES1: 6 Striking Scorpions (102), Exarch (10), Scorpion's claw (30) [142]
ELITES2: 6 Striking Scorpions (102), Exarch (10), Scorpion's claw (30) [142]
ELITES3: 5 Striking Scorpions (85), Exarch (10), 2 Chainsabres (10) [105]

TOTAL ASPECT HOST FORMATION DETACHMENT [389]

ASPECT HOST FORMATION DETACHMENT: Codex Eldar Craftworlds

HEAVY SUPPORT1: 5 Dark Reapers (125), Exarch (15), 5 Starshot missiles (40) [180]
HEAVY SUPPORT2: 5 Dark Reapers (125), Exarch (15), 5 Starshot missiles (40) [180]
HEAVY SUPPORT3: 5 Dark Reapers (125), Exarch (15), 5 Starshot missiles (40) [180]

TOTAL ASPECT HOST FORMATION DETACHMENT [540]

TOTAL ARMY [1849]
PLAYER: Yves Tielemans
ARMY: Grey Knights / Space Marines / Inquisition
TEAM: -

NEMESIS STRIKE FORCE DETACHMENT “PRIMARY”: Codex Grey Knights

HQ1: Librarian (110), Mastery Level 3 (25), Domina Liber Daemonica (25), Combi-Plasma (10), Nemesis Daemon Hammer (5) [175] WARLORD
HQ2: Brother-Captain Stern [185]
TROOPS1: Strike Squad (110) [110]
LORD OF WAR1: Kaldor Draigo [245]

TOTAL NEMESIS STRIKE FORCE DETACHMENT [715]

ALLIED DETACHMENT: Codex Space Marines (Ultramarines)

HQ1a : Librarian Tigurius [165]
HQ1b : Command Squad (100), Apothecary (15), 4 Melta Guns (40), 3 Stormshields (30) [185] in TRANSPORT1
TROOPS1 : Scouts Squad (55), 5 Sniper Rifles (5), 5 Camo Cloaks (10) [70]
HEAVY SUPPORT1: Centurion Squad (190), 2 extra Centurions (120), 4 Grav-cannons (80), Omniscope (10), TL Lascannons (20), Missile Launcher (10) [430]
TRANSPORT1 : Drop Pod [35]

TOTAL ALLIED DETACHMENT [885]

INQUISITORIAL DETACHMENT : Codex Inquisition

HQ1: Inquisitor Coteaz (100) [100]
HQ2: Ordo Xenos Inquisitor (25), Psyker Mastery Level 1 (30), 3 Servo Skulls (9), Liber Heresiarch (15), Combi-Plasma (10) [89]
ELITES1: Psyker (10), Mystic (10), 1 Acolyte (4) with Boltgun (1) [25]
ELITES2: Psyker (10), 2 Acolyte (8) [18]
ELITES3: Psyker (10), 2 Acolyte (8) [18]

TOTAL INQUISITORIAL DETACHMENT [250]

TOTAL ARMY [1850]
PLAYER: Tom Dewilde
ARMY: Space Wolves / Dark Angels
TEAM: Replay

COMPANY OF THE GREAT WOLF DETACHMENT “PRIMARY”: Codex Space Wolves (Champions of Fenris)

HQ1: Wolf Guard Battle Leader (50), Power Fist (25), Storm Shield (15), Runic Armour (25), Thunderwolf Mount (50) [165] WARLORD
HQ2: Wolf Guard Battle Leader (50), Power Fist (25), Storm Shield (15), Runic Armour (25), Thunderwolf Mount (50) [165]
HQ3: Wolf Guard Battle Leader (50), Power Fist (25), Storm Shield (15), Runic Armour (25), Thunderwolf Mount (50) [165]
HQ4: Wolf Guard Battle Leader (50), Power Fist (25), Storm Shield (15), Runic Armour (25), Thunderwolf Mount (50) [165]

ELITE1: Iron Priest (55), Thunderwolf (50), 3 Cyberwolves (45) [150]
ELITE2: Iron Priest (55), Thunderwolf (50), 3 Cyberwolves (45) [150]

TOTAL COMPANY OF THE GREAT WOLF DETACHMENT [960]

COMBINED ARMS DETACHMENT: Codex Dark Angels

HQ1a: Chaplain (90), Bike (20), Auspex (5), Meltabombs (5) [120]
HQ1b Ravenwing Command Squad (120), 2 extra Black Knights (80), Apothecary (30), Grenade Launcher (0) Ravenwing Company Banner (15) [245]
HQ2a: Chaplain (90), Bike (20), Auspex (5) [115]
HQ2b: Ravenwing Command Squad (120), 1 extra Black Knight (40), Apothecary (30), Grenade Launcher (0) [190]

TROOPS1: 5 Tactical Marines (70) [70] in TRANSPORT1
TROOPS2: 5 Tactical Marines (70) [70] in TRANSPORT2

TRANSPORT1: Rhino (35), Dozer Blade (5) [40]
TRANSPORT2: Rhino (35), Dozer Blade (5) [40]

TOTAL COMBINED ARMS DETACHMENT [890]

TOTAL ARMY [1850]
**PLAYER:** Martijn Versteeg  
**ARMY:** Tau Empire / Tau Empire / Inquisition  
**TEAM:** Generals of the West

**COMBINED ARMS DETACHMENT "Primary": Codex Tau Empire**

HQ1: Commander (85), 2 Missile Pods (30), Stimulant Injector (15), Target Lock (5), XV8-02 ‘Iridium’ Battlesuit (25), Marker Drone (12) [172] WARLORD  
HQ2: Commander (85), Drone controller (8), Command and Control Node (15), Multi Spectrum Sensor Suite (20), Puretide Engram Neurochip (15), Vectored Retro-Thrusters (5) [148]

TROOPS1: 10 Kroot (60), Kroot Hound (5) [65]  
TROOPS2: 10 Kroot (60), Kroot Hound (5) [65]

ELITES1: XV104 Riptide (180), Ion Accelerator (5), Twin linked Fusion (0), Early warning override (5), Velocity Tracker (20) [210]

FAST ATTACK1: 5 Pathfinders (55) [55]

HEAVY SUPPORT1: Skyray Missile defense Gunship (115), Twin Linked Smart Missile System (0), Black Sun Filter (1) [116]  
HEAVY SUPPORT2: Skyray Missile defense Gunship (115), Twin Linked Smart Missile System (0), Black Sun Filter (1) [116]  
HEAVY SUPPORT3: 3 XV88 Broadside Battlesuit (195), 3 Twin Linked High-yield Missile Pods (0), 3 Twin Linked Smart Missile System (0), 2 Early warning override (10), Target Lock (5), 5 Missile Drones (60) [270]

**TOTAL COMBINED ARMS DETACHMENT [1217]**

**ALLIED DETACHMENT: Codex Tau Empire (Farsight Enclaves)**

HQ1: Ethereal (50) [50]

TROOPS1: 3 XV8 Crisis Battlesuit (66), 6 Missile Pods (90), 3 Target Lock (15), 4 Marker Drones (48), 3 Bonding knife rituals (3) [222]  
TROOPS2: 2 XV8 Crisis Battlesuit (44), 4 Fusion Blasters (60), Target Lock (5), 2 bonding knife rituals (2) [111]

ELITES1: Riptide (180), Heavy Burst Cannon (0), TL Smart Missile System (0), Early Warning Override (5), Earth Caste Pilot Array (30) [215]

**TOTAL ALLIED DETACHMENT [598]**

**INQUISITORIAL DETACHMENT: Codex Inquisition**

HQ1: Ordo Xenos Inquisitor (25), 3 servo skulls (9) [34]

**TOTAL INQUISITORIAL DETACHMENT [34]**

**TOTAL ARMY [1849]**
PLAYER: Tijs Foulon
ARMY: Necrons
TEAM: Replay

COMBINED ARMS DETACHMENT "Primary" : Codex Necrons

HQ1: Nemesor Zahndrekh (150) [150] WARLORD
HQ2: Orikan the Diviner (120) [120]

TROOPS1: Warriors (130), 10 additional warriors (130) [260] in TRANSPORT 1
TROOPS2: Immortals (85), 5 additional Immortals (85), Gauss Blasters (0) [170] in TRANSPORT 2

ELITES1: Triarch Stalker (125) [125]

FAST ATTACK1 : 6 Canoptek Wraiths (240), 6 whip coils (18) [258]
FAST ATTACK2 : 6 Canoptek Wraiths (240), 6 whip coils (18) [258]
FAST ATTACK3 : 5 Tomb blades (90), Particle beamers (10), Shield vanes (10), Nebuloscopes (10) [120]

HEAVY SUPPORT1 : Heavy Destroyers (50), 2 additional heavy destroyers (100) [150]

TRANSPORT1 : Ghost Ark (105) [105]
TRANSPORT2 : Night Scythe (130) [130]

TOTAL COMBINED ARMS DETACHMENT “PRIMARY” [1846]
PLAYER: Jacob Auke Elkema
ARMY: Grey Knights
TEAM: -

COMBINED ARMS DETACHMENT "Primary" : Codex Grey Knights

HQ1: Librarian (110), Cuirass of Sacrifice (15) [125] WARLORD

TROOPS1: 5 Strike Squad (110), Psycannon (15) [125] in TRANSPORT1
TROOPS2: 5 Strike Squad (110), Psycannon (15) [125] in TRANSPORT2
TROOPS3: 5 Strike Squad (110), Psycannon (15) [125] in TRANSPORT3
TROOPS4: 5 Strike Squad (110), Psycannon (15) [125] in TRANSPORT4
TROOPS5: 10 Terminator Squad (330), 2 Psycannons (40), 2 Nemesis Daemon hammers (20) [390]

HEAVY SUPPORT1: Nemesis Dreadknight (130), personal teleporter (30), heavy incinerator(20), Heavy psycannon (35), Nemesis greatsword (10) [225]
HEAVY SUPPORT1: Nemesis Dreadknight (130), personal teleporter (30), heavy incinerator (20), Heavy psycannon (35), Nemesis greatsword (10) [225]
HEAVY SUPPORT1: Nemesis Dreadknight (130), personal teleporter (30), heavy incinerator (20), Heavy psycannon (35), Nemesis greatsword (10) [225]

TRANSPORT1: Rhino(35), Dozer blade(5) [40]
TRANSPORT2: Rhino(35), Dozer blade(5) [40]
TRANSPORT3: Rhino(35), Dozer blade(5) [40]
TRANSPORT4: Rhino(35), Dozer blade(5) [40]

TOTAL COMBINED ARMS DETACHMENT [1850]

TOTAL ARMY [1850]
PLAYER: Jonathan Veil
ARMY: Eldar
TEAM: Team Belgium
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PLAYER: Sebastian Aerts
ARMY: Imperial Knights / Dark Eldar
TEAM: Harlequins

ADAMANTINE LANCE FORMATION DETACHMENT "Primary" : Codex Imperial Knights (Sanctus Reach – The Red Waaagh)

LORD OF WAR1: Knight Errant (370) [370] WARLORD
LORD OF WAR2: Knight Errant (370) [370]
LORD OF WAR3: Knight Paladin (375) [375]

TOTAL ADAMANTINE LANCE FORMATION DETACHMENT [1115]

REAL SPACE RAIDERS FORMATION DETACHMENT: Codex Dark Eldar

HQ1 : Archon (60) [60] in TRANSPORT1
TROOPS1 : 5 Kabalite warriors (40) [40] in TRANSPORT2
TROOPS2 : 5 Kaballite Warriors (40) [40] in TRANSPORT3

FAST ATTACK1 : Venom (55), splinter cannon (10) [65]
FAST ATTACK2 : Venom (55), splinter cannon (10) [65]
FAST ATTACK3 : Venom (55), splinter cannon (10) [65]
FAST ATTACK4 : Venom (55), splinter cannon (10) [65]
FAST ATTACK5 : Venom (55), splinter cannon (10) [65]
FAST ATTACK6 : Venom (55), splinter cannon (10) [65]

TRANSPORT1: Venom (55), splinter cannon (10) [65]
TRANSPORT2: Venom (55), splinter cannon (10), Chain-snare (5) [70]
TRANSPORT3: Venom (55), splinter cannon (10), Chain-snare (5) [70]

TOTAL REAL SPACE RAIDERS FORMATION DETACHMENT [735]

TOTAL ARMY [1850]
PLAYER: Jonas Speleers
ARMY: Astra Militarum
TEAM: Hermelijn

COMBINED ARMS DETACHMENT "Primary" : Codex Astra Militarum

HQ1: Company Command Squad (60), Kurov’s Aquila (60), Lascannon (20) [140] WARLORD
HQ2a: Engineeer(40) [40]
HQ2b: 4 Servitors (40) [40]

TROOPS1a: Platoon Command Squad (30), 4 Flamers (20) [50] in TRANSPORT1
TROOPS1b: Infantry Squad (50), Autocannon (10) [60] in TRANSPORT2
TROOPS1c: Infantry Squad (50), Autocannon (10) [60] in TRANSPORT3
TROOPS2: Veterans (60), 3 Plasma Guns (45) [105] in TRANSPORT4
TROOPS3: Veterans (60), 3 Meltaguns (30), Demolitions (30) [120] in TRANSPORT5

HEAVY SUPPORT1: Deathstrike (160), Heavy Bolter(0) [160]
HEAVY SUPPORT2: Leman Russ Battle Tank (150), Heavy Bolter (0), Heavy Bolter sponsons (20) [170]
HEAVY SUPPORT3: Wyvern (65), Heavy Bolter(0) [65]

TRANSPORT1: Chimera (65), Heavy Bolter (0), Multi-laser (0) [65]
TRANSPORT2: Taurox (50)[50]
TRANSPORT3: Taurox (50)[50]
TRANSPORT4: Chimera (65), Heavy Bolter (0), Multi-laser (0) [65]
TRANSPORT5: Chimera (65), Heavy Bolter (0), Multi-laser (0) [65]

LORD OF WAR1 : Shadowsword (455)[455]

FORTIFICATION: Wall of Martyrs Imperial Bunker (55), Gun Emplacement with Icarus Lascannon (35) [90]

TOTAL COMBINED ARMS DETACHMENT [1850]

TOTAL ARMY [1850]
PLAYER: Jordi Otten
ARMY: Dark Angels / Imperial Knights
TEAM: Harlequins

COMBINED ARMS DETACHMENT "Primary": Codex Dark Angels

HQ1a: Sammael (200) [200] WARLORD
HQ1b: 5 Ravenwing Command Black Knights (200), Apothecary (30), Standard of Devastation (65), grenade launcher (0) [295]

TROOPS1: 6 Ravenwing bikers (161), melta bombs (5), Attack Bike (45), multi-melta (10) [221]
TROOPS2: 6 Ravenwing bikers (161), melta bombs (5), Attack Bike (45), multi-melta (10) [221]
TROOPS3: 6 Ravenwing bikers (161), melta bombs (5), Attack Bike (45), multi-melta (10) [221]
TROOPS4: 3 Ravenwing bikers (80), 2 meltaguns (20), melta bombs (5) [105]

FAST ATTACK1: 5 Ravenwing Black Knights (210), grenade launcher (0), melta bombs (5) [215]

TOTAL COMBINED ARMS DETACHMENT "PRIMARY" [1478]

OATHSWORN DETACHMENT: Codex Imperial Knights

LORD OF WAR1: Knight Errant (370) [370]

TOTAL OATHSWORN DETACHMENT [370]

TOTAL ARMY [1848]
PLAYER: Thomas Libeer
ARMY: Dark Eldar / Dark Eldar
TEAM: Hermelijn

DARK ARTISAN FORMATION DETACHMENT "Primary": Codex Dark Eldar (Haemonculus Covens)

HQ1: haemonculus (70) [70] WARLORD

HEAVY SUPPORT1: cronos (100), spirit probe (25) [125]
HEAVY SUPPORT2: talos (120), twin-linked heat lance (5) [125]

TOTAL DARK ARTISAN FORMATION DETACHMENT [320]

COVENITE COTERIE DETACHMENT: Codex Dark Eldar (Haemonculus Covens)

HQ1: haemonculus (70) [70]
HQ2: haemonculus (70) [70]

ELITES1: 3 grotesques (105) [105] in TRANSPORT1
ELITES2: 3 grotesques (105) [105] in TRANSPORT2
ELITES3: 3 grotesques (105) [105] in TRANSPORT3
ELITES4: 3 grotesques (105) [105] in TRANSPORT4
ELITES5: 5 wracks (50) [50] in TRANSPORT5
ELITES6: 5 wracks (50) [50] in TRANSPORT6

HEAVY SUPPORT1: cronos (100), spirit probe (25) [125]
HEAVY SUPPORT2: cronos (100), spirit probe (25) [125]
HEAVY SUPPORT3: talos (120), twin-linked heat lance (5) [125]
HEAVY SUPPORT4: talos (120), twin-linked heat lance (5) [125]

TRANSPORT1: raider (55), dark lance (5) [60]
TRANSPORT2: raider (55), dark lance (5) [60]
TRANSPORT3: raider (55), dark lance (5) [60]
TRANSPORT4: raider (55), dark lance (5) [60]
TRANSPORT5: venom (55), extra splinter cannon (10) [65]
TRANSPORT6: venom (55), extra splinter cannon (10) [65]

TOTAL COVENITE COTERIE DETACHMENT [1530]

TOTAL ARMY [1850]
PLAYER: Timothy Verbeek
ARMY: Space Wolves / Imperial Knights
TEAM: Generals of the West

COMBINED ARMS DETACHMENT "Primary" : Codex Space Wolves

HQ1: Harald Deathwolf (190) [190] WARLORD

TROOPS1: 5 Grey Hunters (70), Meltagun (10) [80] in TRANSPORT1
TROOPS2: 5 Blood Claws (60) [60] in TRANSPORT2
TROOPS3: 5 Blood Claws (60) [60] in TRANSPORT3
TROOPS4: 5 Grey Hunters (70), Plasmagun (15) [85] in TRANSPORT4
TROOPS5: 5 Grey Hunters (70), Plasmagun (15) [85] in TRANSPORT5

ELITES 1: Dreadnought (95), Venerable (25), Fenrisian Greataxe & Blizzard Shield (25), Smoke Launchers (5) [150] in TRANSPORT6
ELITES 2: Dreadnought (95), Venerable (25), Fenrisian Greataxe & Blizzard Shield (25), Smoke Launchers (5) [150] in TRANSPORT7

FAST ATTACK1: 10 Fenrisian Wolves (80) [80]

HEAVY SUPPORT1: Predator (75), Heavy Bolter Sponsons (20), Dozer Blade (5) [100]
HEAVY SUPPORT2: Predator (75), Heavy Bolter Sponsons (20), Dozer Blade (5) [100]

TRANSPORT1: Droppod (35) [35]
TRANSPORT2: Razorback (55), Lascannon + TL Plasmagun (20) [75]
TRANSPORT3: Razorback (55), Lascannon + TL Plasmagun (20) [75]
TRANSPORT4: Rhino (35), Dozer Blade (5) [40]
TRANSPORT5: Rhino (35), Dozer Blade (5) [40]
TRANSPORT6: Droppod (35) [35]
TRANSPORT7: Droppod (35) [35]

TOTAL COMBINED ARMS DETACHMENT “PRIMARY” [1475]

OATHSWORN DETACHMENT: Codex Imperial Knights: Codex Imperial Knights

LORD OF WAR1: Knight Paladin (375) [375]

TOTAL OATHSWORN DETACHMENT [375]

TOTAL ARMY [1850]
PLAYER: Rob van Dijk
ARMY: Harlequins / Dark Eldar
TEAM: Sword Brethren Eindhoven

CEGORACH'S REVENGE FORMATION DETACHMENT "Primary": Codex Harlequins

TROOPS1: Troupe (95), 4 additional players (60), Haywire grenade (5), 3 Harlequin's Caress' (24), 3 Harlequin's Kisses (15), 3 Harlequin's Embrace (15) [214] WARLORD
TROOPS2: Troupe (95), 4 additional players (60), Haywire grenade (5), 3 Harlequin's Caress' (24), 3 Harlequin's Kisses (15), 3 Harlequin's Embrace (15) [214]
TROOPS3: Troupe (95), Haywire grenade (5), 2 Harlequin's Caress' (16), 1 Harlequin's Kisses (5), 2 Harlequin's Embrace (10) [131]

FAST ATTACK1: 2 Skyweavers (100), 2 Haywire Cannons (10), 2 Zephyrglaives (20) [130]
FAST ATTACK2: 4 Skyweavers (200), 4 Zephyrglaives (40) [240]

ELITES1: Shadowseer (60), Mask of Secrets (15), Haywire Grenades (5) [80]
ELITE52: Shadowseer (60) [60]
ELITE53: Shadowseer (60) [60]
ELITE54: Death Jester (60) [60]
ELITE55: Death Jester (60) [60]
ELITE56: Death Jester (60) [60]
ELITE7: Solitaire (145) [145]

HEAVY SUPPORT1: Void Weaver (75), 1 Prismatic Cannon (5) [80]

TOTAL CEGORACH'S REVENGE FORMATION DETACHMENT [1534]

COMBINED ARMS DETACHMENT: Codex Dark Eldar

HQ1: Lhamaean (10) [10]
TROOPS1: 5 Kabalite Warriors (40) [40]
TROOPS2: 5 Kabalite Warriors (40) [40]

FAST ATTACK1: Raider (55), Dark Lance (5), Night Shield (15), Enhanced Aethersails (5) [80]
FAST ATTACK2: Raider (55), Dark Lance (5), Night Shield (15), Enhanced Aethersails (5) [80]
FAST ATTACK3: Venom (55), extra Splinter Cannon (10) [65]

TOTAL COMBINED ARMS DETACHMENT [315]

TOTAL ARMY [1849]
PLAYER: Gerard Malipaard
ARMY: Tau Empire / Tau Empire / Tau Empire
TEAM: Generals of the West

COMBINED ARMS DETACHMENT "Primary": Codex Tau Empire

HQ1: Commander (85), Counterfire defence system (5), Drone controller (8), 2 Missile pods (30), Puretide Engram Neurochip (15), XV84 battlesuit (20), 2 Marker Drones (24) [187] WARLORD
HQ2: Commander (85), Command and Control Node (15), Multi-spectrum Sensor Suite (20), Stimulant injector (15), Vectored retro-thrusters (5), XV8-02 Crisis 'Iridium' Battlesuit (25), Neuroweb System Jammer (2) [167]

TROOPS1: 6 firewarriors (54) [54] in TRANSPORT1
TROOPS2: 10 Kroot (60) [60]

HEAVY SUPPORT1: 8 Sniperdrones (133) [133]
TRANSPORT1: Devilfish (80) [80]

TOTAL COMBINED ARMS DETACHMENT [681]

ALLIED DETACHMENT: Codex Tau Empire (Farsight Enclaves)

HQ1: Ethereal (50) [50]

TROOPS1: 3 Crisis (66), 3 Bonding Knife rituals (3), 6 Missile Pods (90), 3 Target locks (15), 4 Marker drones (48) [222]

ELITES1: Riptide (180), Earth Caste Pilot Array (30), Heavy Burst Cannon (0), TL smart missile system (0), Early Warning Override (5) [215]

TOTAL ALLIED DETACHMENT [487]

TAU FIREBASE SUPPORT CADRE FORMATION DETACHMENT: Codex Tau Empire (Fire Support Cadre dataslate)

ELITES1: Riptide (180), Ion Accelerator (5), Early Warning Override (5), Twin Linked Fusion blaster (0) [190]

HEAVY SUPPORT1: 3 Broadsides (195), 3 Twin Linked High Yield Missile Pods (0), 3 Twin linked Smart Missile System (0), 2 Early Warning Override (10), 1 Target Lock (5), 3 Missile drones (36) [246]
HEAVY SUPPORT2: 3 Broadsides (195), 3 Twin Linked High Yield Missile Pods (0), 3 Twin linked Smart Missile System (0), 2 Early Warning Override (10), 1 Target Lock (5), 3 Missile drones (36) [246]

TOTAL TAU FIREBASE SUPPORT CADRE FORMATION DETACHMENT [682]

TOTAL ARMY [1850]
PLAYER: Jasper Decru
ARMY: Orks / Orks
TEAM: Black Border

**COMBINED ARMS DETACHMENT "Primary": Codex Orks**

HQ1a: Warboss (60), Warbike (25), Powerklaw (25), Bosspole (5), Da Finkin' Kap (10) [125]  
WARLORD  
HQ1b: Mekk (15) [15]  
HQ2a: Warboss (60), Warbike (25), Powerklaw (25) [110]  
HQ2b: Mekk (15) [15]  

TROOPS1: 30 Ork boyz (180), Boss Nob (10), Powerklaw (25), Bosspole (5) [220]  
TROOPS2: 30 Ork boyz (180), Boss Nob (10), Powerklaw (25), Bosspole (5) [220]  

FAST ATTACK1 : 3 Deffkoptas (90), 3 TL rockit launchas (0) [90]  

HEAVY SUPPORT1: 5 Mek Gunz (90), 5 Kustom mega kannons (60), 3 ammo runts (9) [159]  
HEAVY SUPPORT2: 5 Mek Gunz (90), 5 Traktor kannons (60), 3 ammo runts (9) [159]  

**TOTAL COMBINED ARMS DETACHMENT “PRIMARY” [1113]**

**ORK HORDE DETACHMENT: Codex Orks**

HQ1: Painboy (50), Warbike (25) [75]  
HQ2: Painboy (50), Warbike (25) [75]  
HQ3: Warboss (60), Warbike (25), Powerklaw (25) [110]  

TROOPS1: 30 Ork boyz (180), Ork Nob (10), Powerklaw (25), Bosspole (5) [220]  
TROOPS2: 30 Ork boyz (180), Ork Nob (10), Powerklaw (25), Bosspole (5) [220]  
TROOPS3: 10 Gretchin (35) [35]  

**TOTAL ORK HORDE DETACHMENT [735]**

**TOTAL ARMY [1848]**
PLAYER: Martijn Meijer
ARMY: Space Marines / Necrons
TEAM: Generals of the West

COMBINED ARMS DETACHMENT "Primary": Codex Space Marines (White Scars)

HQ1: Chapter Master (130), Artificer Armor (20), Auspex (5), Bike (20), Digital Weapons (10), Power Fist (25), The Shield Eternal (50)[260] WARLORD
HQ2a: Kor'Sarro Khan (125), Moondrakken (25) [150]
HQ2b: Command Squad (100), Apothecary (15), 4 Grav-guns (60), Space Marine Bikes (35) [210]

TROOPS1: 5 Bikers (105), 2 Grav-guns (30), combi-grav (10) [145]
TROOPS2: 5 Bikers (105), 2 meltaguns (20), combi-melta (10) [135]
TROOPS3: 5 Bikers (105), 2 meltaguns (20), combi-melta (10) [135]
TROOPS4: 5 Bikers (105), 2 meltaguns (20), combi-melta (10) [135]

HEAVY SUPPORT1: Thunderfire Cannon (100) [100]
HEAVY SUPPORT2: Thunderfire Cannon (100) [100]

TOTAL COMBINED ARMS DETACHMENT [1370]

DEATHBRINGER FLIGHT FORMATION DETACHMENT: Codex Necrons

HEAVY SUPPORT1: Doom Scythe (160) [160]
HEAVY SUPPORT2: Doom Scythe (160) [160]
HEAVY SUPPORT3: Doom Scythe (160) [160]

TOTAL DEATHBRINGER FLIGHT FORMATION DETACHMENT [480]

TOTAL ARMY [1850]
PLAYER: Kobe Keymeulen
ARMY: Eldar / Eldar / Eldar
TEAM: Harlequins

COMBINED ARMS DETACHMENT "Primary": Codex Eldar Craftworlds

HQ1: Farseer (100), Skyrunner (15), Singing Spear (5) [120] WARLORD
HQ2: Baharroth (170) [170]

TROOPS1: 3 Windriders (51), 3 Scatter Lasers (30) [81]
TROOPS2: 3 Windriders (51), 3 Scatter Lasers (30) [81]
TROOPS3: 3 Windriders (51), 3 Scatter Lasers (30) [81]

FAST ATTACK1: Hemlock Wraithfighter (185) [185]

LORD OF WAR1: Wraithknight (295), heavy wraithcannons (0) [295]

TOTAL COMBINED ARMS DETACHMENT [1013]

COMBINED ARMS DETACHMENT: Codex Eldar Craftworlds

HQ1: Farseer (100), Skyrunner (15) [115]

TROOPS1: 3 Windriders (51), 2 Scatter Lasers (20) [71]
TROOPS2: 3 Windriders (51), 2 Scatter Lasers (20) [71]

TOTAL COMBINED ARMS DETACHMENT [257]

SEERCOUNCIL FORMATION DETACHMENT: Codex Eldar Craftworlds

HQ 1: Farseer (100), Skyrunner (15) [115]
HQ 2: Farseer (100), Skyrunner (15) [115]
HQ 3: 7 Warlocks (245), Skyrunners (105) [350]

TOTAL SEERCOUNCIL FORMATION DETACHMENT [580]

TOTAL ARMY [1850]
**PLAYER:** Pieter Meijer  
**ARMY:** Dark Angels / Inquisition  
**TEAM:** Generals of the West  

**COMBINED ARMS DETACHMENT "Primary" : Codex Dark Angels**

HQ1: Belial (190), Thunderhammer & Stormshield (0) [190] WARLORD

TROOPS1: 5 Deathwing Terminators (220), 5 thunder hammers & storm shields (25), cyclone missile launcher (25) [270]  
TROOPS2: 5 Deathwing Terminators (220), 2 thunder hammers & storm shields (10), cyclone missile launcher (25), chainfist (5) [260]  
TROOPS3: 5 Deathwing Terminators (220), 2 thunder hammers & storm shields (10), cyclone missile launcher (25), chainfist (5) [260]

FAST ATTACK1: 5 Ravenwing Black Knights (210), grenade launcher (0) [210]  
FAST ATTACK1: 5 Ravenwing Black Knights (210), grenade launcher (0) [210]

LORD OF WAR1: Cerastus Knight-Acheron (415) [415]

**TOTAL COMBINED ARMS DETACHMENT “PRIMARY” [1815]**

**INQUISITORIAL DETACHMENT: Codex Inquisition**

HQ1 : Ordo Xenos Inquisitor (25), 3 Servoskulls (9) [34]

**TOTAL INQUISITORIAL DETACHMENT [34]**

**TOTAL ARMY [1849]**
PLAYER: Steven Breughe  
ARMY: Space Marines / Space Marines  
TEAM: Reserve

COMBINED ARMS DETACHMENT "Primary" : Codex Space Marines (White Scars)

HQ1: Chapter Master (130), Bike (20), Artificer Armour (20), Power Fist (25), The Shield Eternal (50) [245]  
WARLORD  
HQ1: Chapter Master (130), Bike (20), Artificer Armour (20), Power Fist (25), Storm Shield (15) [210]

TROOPS1: 5 Bikers (105), 2 Meltaguns (20), Combi-Melta (10) [135]  
TROOPS2: 5 Bikers (105), 2 Meltaguns (20), Combi-Melta (10) [135]  
TROOPS3: 5 Bikers (105), 2 Grav-guns (30), Combi-Grav (10) [145]  
TROOPS4: 5 Bikers (105), 2 Grav-guns (30), Combi-Grav (10) [145]  
TROOPS5: 5 Bikers (105), 2 Grav-guns (30), Combi-Grav (10) [145]

FAST ATTACK1: 3 Bikers (63), 2 Meltaguns (20), Combi-Melta (10) [93]

HEAVY SUPPORT1: Thunderfire Cannon (100) [100]  
HEAVY SUPPORT2: Thunderfire Cannon (100) [100]

TOTAL COMBINED ARMS DETACHMENT [1453]

ALLIED DETACHMENT: Codex Space Marines (Clan Rhaukan)

HQ1: Chapter Master (130), Bike (20), Artificer Armour (20), Power Fist (25), Gorgon’s Chain (45) [240]

TROOPS1: 5 Scouts (55), Bolters (0) [55]

HEAVY SUPPORT1: Thunderfire Cannon (100) [100]

TOTAL ALLIED DETACHMENT [395]

TOTAL ARMY [1848]