

ETC Warm Up Result roster round **1**.

Team NL VS. Team BIM

	Player Name	VP	BP	Player Name	VP	BP
5	Alexander <sup>DE</sup>	825	13	Oliver <sup>amb</sup>	233	7
6	Renier <sup>ORGE</sup>	1319	3	Lenny <sup>Den</sup>	2545	17
7	Rudolf <sup>Don</sup>	1219	10	Philip <sup>Bord</sup>	1200	10
8	Jacques <sup>VC</sup>	1107	1	Paul <sup>DE</sup>	2500	15
1	Vincent <sup>WC</sup>	1096	10	FLO <sup>WUM</sup>	1153	10
2	Ridgard <sup>CD</sup>	1275	8	JAN <sup>He</sup>	1687	12
3	Sander <sup>OR</sup>	1351	11	Guido <sup>hiz</sup>	1120	9
4	Bart <sup>hik</sup>	880	7	GERD <sup>VC</sup>	1463	13

0-150 = 10-10 151-300 = 11-9 301-450 = 12-8 451-600 = 13-7 601-750 = 14-6 751-900 = 15-5  
 901-1050 = 16-4 1051-1200 = 17-3 1201-1350 = 18-2 1351-1500 = 19-1 1500+ = 20-0

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
NL-ETC	9072	63	BIM ahus	11361	97

Grand Total is max 100 and minimum 60.

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below 1/4 strength still only yield 50% VP's.

ETC Warm Up Result roster round **1.**

Team ETC outlaws VS. Team Coconut & Hardcore

Player Name	VP	BP	Player Name	VP	BP
Mads Hammer	1415	3	Elia Jukka	2555	17
Thomas Brøgger	846	<del>847</del>	Claudio Grisoni	1325	13
Calvin Sies	687	12	David Voigt	367	8
Rasmus S.	90	0	Johannes Aßby	2625	20
Lau Madsen	1200	3	Philip Martin	2325	17
Soren H. notasen	1098	0	Andreas Tammbak	26 <del>25</del>	20
Thomas E. Jacobsen	<del>888</del>	<del>5</del>	Florian Binstock	1768	<del>15</del>
Thomas Madsen	821	1	Anthony	2300	19

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 901-1050 = 16-4 1051-1200 = 17-3 1201-1350 = 18-2 1351-1500 = 19-1 1500+ = 20-0

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
ETC Outlaws	6245	60	Coconut & Friends	15890	100

Grand Total is max 100 and minimum 60. **31**

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below 1/4 strength still only yield 50% VP's.

ETC Warm Up Result roster round **1.**

Team ENGLAND VS. Team DENMARK.

	Player Name	VP	BP	Player Name	VP	BP
(CO)	TOM MAWDSLEY	<del>18</del> 1917	18	MATHIAS (WOC)	691	2
(OK)	NICK PYM	9 10	9	MANNY (CD)	117207	<del>207</del> 11
(EMP)	DAN HEBELAN	1067	8	JAKOB (HE)	1439	12
(LD)	CHRIS LEGG	692	0	DANIEL (DE)	2621	20
(HE)	BEYAN CARMICHAEL	2510	0	TOBIAS (OK)	759	20
(WOC)	RUSS VEAL	15935	13	VEDDEL (SKA)	1047	7
(LJ)	JACK ARMSTRONG	2460	20	TROELS (VC)	342	0
(SKA)	MARCUS PITT	413	10	THOR (EMP)	410	10

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 901-1050 = 16-4 1051-1200 = 17-3 1201-1350 = 18-2 1351-1500 = 19-1 1500+ = 20-0

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
ENGLAND	101633 78	78	DENMARK	7516	82

Grand Total is max 100 and minimum 60.

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below ¼ strength still only yield 50% VP's.

ETC Warm Up Result roster round **1.**

Team ZMD VS. Team GB

Player Name	VP	BP	Player Name	VP	BP
BOFFEN	0	10	<del>STO</del> HRISTO	0	10
Carson	38	0	Andy Potter	2542 <sup>5</sup>	20
Martin	1457	14	Yasof	811	6
haene	1060	12	Simon	635	8
Oliver	1427	10	Marcus	1437	10
Tobias	396	1	Den	1768	19
James	832	5	Mathew	1622	15
Morten	1281	9	Pash	1510	11

0-150 = 10-10 151-300 = 11-9 301-450 = 12-8 451-600 = 13-7 601-750 = 14-6 751-900 = 15-5  
901-1050 = 16-4 1051-1200 = 17-3 1201-1350 = 18-2 1351-1500 = 19-1 1500+ = 20-0

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
ZMD	6491	61	TEAM GB	10326	99

Grand Total is max 100 and minimum 60.

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below 1/4 strength still only yield 50% VP's.

ETC Warm Up Result roster round **1.**

Team Russia ETC VS. Team Old Blokes of Blighty

	Player Name	VP	BP	Player Name	VP	BP
#1	Stag Vitasevich HE	417	5	Rob Ritten DW	1168	15
#2	Sergey Klimentko Emp	795	12	Patrick Telford OK	434	8
#3	Anton Saterin LZ	1146	16	Ben De Boeder TK	230	4
#4	Dmitry Korovik	1170	15	Hugh Allen Bee	324	5
#5	Dmitry Afanasyev VC	1399	17	James Tim Robinson DE	222	3
#6	Alex Koshkin RoC	2500 <sup>35</sup>	20	James Robinson VC	285	0
#7	Alex Brykav Woe	1115	7	Tom Harris Woe	1585	13
#8	Ilya Savel DE	105	8	Archi Avery HE	432	12

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901-1050 = 16-4 1051-1200 = 17-3 1201-1350 = 18-2 1351-1500 = 19-1 1500+ = 20-0

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
RUS	700	100	Old Blokes	60	

Grand Total is max 100 and minimum 60.

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below 1/4 strength still only yield 50% VP's.

ETC Warm Up Result roster round **1.**

Team ETC Germany VS. Team ETC SWEDEN

	Player Name	VP	BP	Player Name	VP	BP	
DWARFS	NILS REINKE	927	11	KAJ GYLLINGER	731	9	(VC)
<del>Wol</del>	TÖRE PLENNIS	1834	19	CHRISTIAN WEINBERG	378	1	(Wol)
LIE	MICHAEL KL.	414	8	JOHAN LAGMO	824	12	DE
VC	FELIX DAHLKE	1155	10	ROBERT JOHANSSON	1010	10	EMP
CD	SÖHNKE KLATT	80	8	DENNIS PALMKVIST	425	12	HE
ORG	THOMAS AHLICH	2500	20	ERIK ARONSON	135	0	CD
Doc	FRIEDEMAN WÄLZER	2850	20	MARCUS ENGBLOM	130	0	Cros&G.
HE	SITO VATTHAUER	378	3	ANDERS GUSTAVSON	1553	17	LIE

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GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
ETC Germany	10138	99	Etc Sweden	5246	61

Grand Total is max 100 and minimum 60.

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below 1/4 strength still only yield 50% VP's.

2600 ETC Warm Up Result roster round **1.**

Team Living Saints VS. Team Casual Rejects

	Player Name	VP	BP	Player Name	VP	BP	
HE	Ivan	<del>618</del> 618	6	<sup>EMPIRE</sup> BRÖGGER	861	14	2
DE	Nikolay	2600	20	<sup>HE</sup> BUJDE	350	0	4
Chdw	Mikhail	464	8	<sup>ORCS</sup> WILHELM	822	12	3
DoC	Andrey	2023	19	<sup>DAEMONS</sup> SKUMMELKRAT	660	1	7
OK	Alexander	767	12	<sup>ORCS</sup> PETER	335	8	5
WoC	Sergey	2309	20	<sup>TOLKIEN KINGS</sup> MOLBAK	411	0	6
EM	Alexander	608	10	<sup>VC</sup> HAMMER	590	10	8
VC	ANTON	1081	7	<sup>WoC</sup> ASGER	1582	13	1

0-150 = 10-10 151-300 = 11-9 301-450 = 12-8 451-600 = 13-7 601-750 = 14-6 751-900 = 15-5  
901-1050 = 16-4 1051-1200 = 17-3 1201-1350 = 18-2 1351-1500 = 19-1 1500+ = 20-0

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
Living Saints	10452	102	Casual Rejects	6411	58

Grand Total is max 100 and minimum 60.

Victory points scored as per the rulebook, with the exceptions that: units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected). Units that are fleeing at the end of the battle yield 50% VP's to the opponent. In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below 1/4 strength still only yield 50% VP's.