

ETC Warm Up Result roster round **5.**

Team OUTLAWS VS. Team GB

Player Name	VP	BP	Player Name	VP	BP
Lou HE	2440	19	YAVOR BIDEROV	1000	1
Rasmus S WOC	0	0	Paul T.	2623	20
Mads H. VC	750	12	HRISTO NIKOLOV	304	8
Thomas K. DOL	1182	5	ANDY CARTER	20.8	15
Thomas Lizz	1018	6	Matt	1764	14
Thomas DE	69	5	Simon Adams	915	15
Calvin Empire	2622	20	Pash K	555	0
Soren OK	814	0	Marcus	2455	20

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
Outlaws	8895	67	GB	9824	93

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 **5.**

Team Living Saints VS. Team Denmark

	Player Name	VP	BP	Player Name	VP	BP	
HE	Ivan	523	8	(EIDE) HE	899	12	3
OK	Alexander	145 145	0	(MAHUY) CD	2363	20	4
WOC	Sergey	1070	8	(THOR) EMP	1390	12	5
VC	Anton	326	10	(FRODS) VC	220	10	6
DOC	Andrey	2623	20	(MATHIAS) WOC	625	0	7
GM	Alexander	14 417	4	(TOBIAS) OK	1956	16	8
DE	Nikolay	655	2	(DANIEL) DE	1974	18	1
Chdw	Mikhail	90	0	(VEDDEL) SKA	2600	20	2

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		60	DENMARK		100

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 **5.**

Team B.B.B VS. Team ZMD

	Player Name	VP	BP	Player Name	VP	BP
7	TOM	2543	20	CARSTEN	530	0
8	TIM	1414	10	MARTIN	1954	10
1	ANDI	1123	3	TOBIAS	2100	17
2	BEN	1439	11	OLIVIA	1162	9
3	JAMES	260	6	KAARE	946	14
4	HUGH	848	10	JANUS	720	10
5	TELF	1425	7	BOF	1928	13
6	ROB	2220	20	MORTEN	0	0

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

9847
22

7108
31

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
B.B.B	11,272	87	ZMD	3,036	73

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 **5.**

Team ETC Germany VS. Team ETC England

Player Name	VP	BP	Player Name	VP	BP
Thomas Orcs	237	10	Jack Liz	321	10
Tore Wol	2675	20	Mick OK	370	0
Solnke ChD	115	10	Bryan HE	115	10
Nils Du	1121	9	Chris VC	1364	11
Mikki Liz	819	10	Marcus Sk	748	10
Felix VC	887	14	Dan Emp	241	6
Fman Doc	1387	16	Russ Wol	395	4
Sito HE	999	13	Tom ChD	535	7

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
ETC Germany	8240	102	ETC England	4089	58

Grand Total is max 100 and minimum 60.

(106)

(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 **5.**

Team Coconut & Hardcores VS. Team Bitl and her unworthy servants

Player Name	VP	BP	Player Name	VP	BP
Felix Lutzke	385	5	Lenny Grochel	1150	15
Andreas Tohdorf	0	0	Paul Feuerstarke	2500	20
Philipp Fost	1542	19	Oliver Schitteln	110	1
David	32	0	Berd Kochen	2200	20
Claudio	1754	11	Phillip Dauer	1535	9
Florian	310	0	Guido Berboth	1330	20
Johannes	165	0	Fan Heymann	2600	20
Anthony	1100	12	Florian Platte	651	8

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
Coconut	5298	60	Bitl	12736	100

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 5.

Team NETHERLANDS VS. Team USUAL REJECTS.

	Player Name	VP	BP	Player Name	VP	BP	
3	VINCENT V. ES. WARRIORS OF EMAS	665	2	RASMUS B PIGH CLUES	1939	18	HE
4	J.C. W/P PUIL VAMPIRES	789	8	OGRES - PETER	1191	12	
5	Sander Hodas ORC'S + G	630	11	TOMB KINGS	415	9	
6	LIZZARD TEU	1805	11	DRAKONS	1588	9	
7	DEATHOM	1595	11	W.O.C.	1334	9	
8	OGRES	1379	11	O+G	1139	9	
1	DART ELVES	379	8	V.C.	739	12	
2	CHAOS DWARFS	1337	14	EMPIRE	633	6	

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
NLD	8574	76	USUAL REJECTS	8970	84

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 **5.**

Team Team Sweden VS. Team ETC Russia

Player Name	VP	BP	Player Name	VP	BP
Eric Aronson Chaos Dwarfs	166	9	Dmitry Korovin Skaven	464	11
Dennis Palmqvist High Elves	780	10	Stanislav Vitozhants High Elves	864	10
Johan Lager Dark Elves	282 776	13	Denis Vampire Counts	262	7
Kaj Gyllner Vampire Counts	1586	16	Alexander Brykov Warriors of Chaos	607	4
Christian Wernberg WOL	1145	13	Alexander Koshkin DLC	668	7
Robert Johansson Emp	2441	20	Sergey Klimenko Emp	535	0
Marcus Engblom D&G	650	11	Ilya Savelyev DE	460	9
Anders Gustavsson Liz	534	10	Anton Saturein Liz	796	10

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

91

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
Team Sweden	8078	162	ETC Russia	4076 4256	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.