

ETC Warm Up Result roster round **6.**

Team Team GB VS. Team BBI

	Player Name	VP	BP	Player Name	VP	BP
7	Pash HE	2650	20	Rob Dw	570	0
3	Marcus DE	946	14	Ben Boc	321	6
5	Sai CD	646	9	James VC	807	11
6	Hristo Dw	1132	10	Andi HE	1135	10
8	Dan Emp	612	14	Telf Ok	-	6
4	Math Sta	1412	13	Hugh DE	846	7
1	Yavor Ok	922	8	Tom Woc	1333	12
2	Andy Woc	1954	15	Tim TK	1161	5

0-150 = 10-0 151-300 = 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
Team GB	10279	103	Bold Blokes!	6173	57

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 **6.**

Team ETC Germany VS. Team BIM and her unworthy servants

Player Name	VP	BP	Player Name	VP	BP
Felix VC	978	10	Jan HE	1030	10
Mikki Liz	748	12	Geoff VC	345	8
Solnke ChD	520	8	Paul DE	954	12
Nils Dw	323	12	Guido JoC	0	8
Sito HE	683	12	Oli Emp	360	8
Fman Doc	416 336	17	BIM Liz	595	3
Tore Woc	1234	10	Lunny JoC	1234	10
Scrub Orcs	625 2625	20	Flo Woc	620	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

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
ETC Germany	3507	101	BIM and servants	5138	59

Grand Total is max 100 and minimum 60.

(100)

(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 1/2 strength still only yield 50% VP's.

ETC Warm Up Result roster round **6.**

Team Team Sweden VS. Team Denmark

Player Name	VP	BP	Player Name	VP	BP
Erik Aronson Chris Daniels	185	11	Daniel Dirk Elms	0	9
Johan Ljungo Dirk Elms	403	10	Vedel Stevens	901	10
Robert Johansson Empire	1387	12	Manny Chris Daniels	981	8.
Arvus Engblom o & b	1734	14	Jakob Nygren High Elms	1112	6.
Christian Wernberg Wol	2528	20	Tobias Ogre Hydloms	362	0
Kaj Gyllner Vampire counts	1564	15	Matthias Wol	302	5
Dennis Palmkvist High Elms	155	5	Thore Empire	920	15
Anders Gustavsson Lizardmen	763	10	Troels Vampire counts	850	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

97

52

GRAND TOTAL

Team Name	VP	BP	Team Name	VP	BP
<u>Team Sweden</u>	<u>8716</u>	<u>97</u>	<u>Denmark</u>	<u>5428</u>	<u>63</u>

Grand Total is max 100 and minimum 60.

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ETC Warm Up Result roster round **6.**

Team ETC OUTLAWS VS. Team ETC NETHERLANDS

	Player Name	VP	BP	Player Name	VP	BP
2	Soren (OK)	575	5	RALPH (DEMIN)	1347	15
4	THOMAS (DOC)	1085	3	SANDER (OG)	2264	17
7	MADS (VC)	28	0	ALEXANDER (DE)	2598	20
5	CALVIN (EMP)	600	4	JACQUES (VC)	1623	16
1	THOMAS (LIZ)	440	8	REINIER (OK)	875	12
8	THOMAS (DE)	1174	12	RICHARD (CO)	835	8
6	LAU (HE)	2187	18	BART (LIZ)	840	2
3	RASMUS (WOC)	549	0	VINCENT (WOC)	2343	20

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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
OUTLAWS	6638	50	NETHERLANDS	12725	110

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 **6.**

Team ENGLAND VS. Team USUAL REJECTS

Player Name	VP	BP	Player Name	VP	BP
BEAN CROUCHER	324	0	Rasmus Madsen	2155	20
NICK PYM	60	0	ASHER	2675	20
CROSS LEGG	275	7	Morten Brøgger	806	13
RUSSEAC	2675	20	Rasmus Hamner	439	0
TOM MAWSON	2063	20	Rasmus Bredt	418	0
MARCUS P277	88 635	6	Wilhelm	222 1325	14
JACK DEWSTON	1098	13	Martijn S	572	7
DAVID HEARN	858	1	Peter Jensen	2226	11

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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	7926	67	USUAL REJECTS	10,664	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 1/4 strength still only yield 50% VP's.

ETC Warm Up Result roster round **6.**

10% for time

Team ZMD VS. Team COCONUTS...

	Player Name	VP	BP	Player Name	VP	BP
6	Oliver	433	9	ANTHONY	638	11
7	CARSTEN	737	84	DAVID	1711	818
8	KAREE	0	10	ANDREAS	0	10
①	MARTIN	1755	14	FLORIAN	1079	6
2	TOBIAS	110110	1	Felex	1549	19
3	MORTEN	1455	13	Johannes	915	7
4	BOF	583	11	CLODIO	304	9
5	JANUS	79	0	MERLIN	2649	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
ZMD	5182	64	COCO	8844	98

Grand Total is max 100 and minimum 60.

8456

89

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 **6.**

30 for time

Team Living Saints VS. Team Russia

	Player Name	VP	BP	Player Name	VP	BP
VC 6	Anton	0	10	Dmitry VC	80	10
OK 7	Alexander	924	14	Stas HE	282	10
MC 8	Sergey	850	14	Alexand RUC	225	6
HE 1	Ivan	215	8	Ilya DE	609	12
DE 2	Nikolay	405	0	Alexand RUC	2625	20
Doc 3	Andrey	609	8	Sergey Emp	950	12
Chider 4	Mikhail	70	7	Anton L2	540	13
EM 5	Alexander	909	10	Dmitry Sk	1012	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

GRAND TOTAL					
Team Name	VP	BP	Team Name	VP	BP
Living Saints	3382	71	RUS	6303	89

Grand Total 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.