

Shawn Hollingsworth
Eastcon 2017

	Faction	Detachment	Detachment name
Detachment 1	Tau Empire	Battalion	Rag Lyt'lawd Sept
Detachment 2			
Detachment 3			

Total Points 1849 **Kill Points** 13 **Warp Charge** 0 **# of Models** 61 **Credits Spent** 0

Army	Points	Comp
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Rag Lyt'lawd Sept	No. Items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
HQ Commander	1	76	76	120		1	1		
Plasma Rifle	4	11	44						
			0						
			0						
			0						
HQ Commander	1	76	76	156		1	1		
Warlord									
Missile Pod	3	24	72						
Advanced Targetting System	1	8	8						
			0						
			0						
HQ Commander	1	76	76	156		1	1		
Missile Pod	3	24	72						
Advanced Targetting System	1	8	8						
			0						
			0						
TROOPS Kroot Carnivores	10	6	60	60		1	10		
			0						
			0						
			0						
TROOPS Strike Team	10	8	80	111		2	13		
Shas'ui	1	8	8						
Markerlight	1	3	3						
Marker Drone	2	10	20						
			0						
TROOPS Strike Team	10	8	80	111		2	13		
Shas'ui	1	8	8						
Markerlight	1	3	3						
Marker Drone	2	10	20						
			0						
ELITES XV8 Crisis Battlesuits	4	42	168	460		2	14		
Plasma Rifle	12	11	132						
Crisis Shas'vre	1	42	42						
Plasma Rifle	3	11	33						
Counterfire Defense System	1	5	5						
MV4 Shield Drone	5	8	40						
MV7 Marker Drone	4	10	40						
			0						
FAST ATTACK Pathfinder Team	6	8	48	48		1	6		
			0						
			0						
			0						
FAST ATTACK XV109 Y'vakra Battlesuit	1	395	395	408		1	1		
Stimulant Injector	1	5	5						
Advanced Targetting System	1	8	8						
			0						
			0						
HEAVY SUPPORT TX7 Heavy Bombardment Hammerhead Gunship	1	117	117	219		1	1		
Burst Cannon	2	10	20						
High-yield Missile Pod	2	41	82						
			0						
			0						

Army Wide Credits

Credit Cost	Comp Rule Description
	Non Standard Deployment Points ()
	Armoured Vehicle Points ()
	Fast Assault Units ()



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	Faction	Detachment	Detachment name
Detachment 1	Chaos Space Marines	Combined Arms Detachment	#The Brotherhood of Dust
Detachment 2	Chaos Daemons	Allied Detachment	#Daemons of Dust
Detachment 3	Imperial Knights	Oathsworn Detachment	#Canis Vertex

Select Faction First, this will limit the Detachment list to only those available to that faction. Then enter a Detachment Name that suits your army

Total Points **1999** Kill Points **12** Warp Charge **10** # of Models **54** Credits Spent **12** #NAME?

Army

Points

Comp

The Brotherhood of Dust		No. Items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
HQ	Ahzek Ahriman			0	230					
	Ahriman	1	230	230		4	1	1	2 Ahriman	
	Warlord			0					1 Ahriman as Warlord	
				0						
HQ	Malagor Auramagma			0	145					
	Warpsmith	1	110	110				1	1	
	Veterans of the Long War	1	5	5						
	Aura of Dark Glory	1	15	15						
	Mark of Tzeentch	1	15	15						
	Bolt Pistol	1	0	0						
	Power Axe	1	0	0						
	Mechatendrils	1	0	0						
				0						
TROOPS	Azhek Ahriman's Rubricae			0	150					
	Thousand Sons	1	150	150		1	1	5		
	Aspiring Sorcerer w/ Force Axe and Bolt Pistol			0						
				0						
				0						
TROOPS	The Inferno			0	40					
	Rhino	1	35	35			1	1		Armoured Vehicle Points (4)
	Dozer Blades	1	5	5						
				0						
TROOPS	Thralls of the Pyrae			0	50					
	Chaos Cultists	1	50	50			1	10		
	Auto Pistol and Close Combat Weapon	10	0	0						
				0						
ELITES	Scarab Occult Terminators			0	270					
	Chaos Terminators	1	95	95			1	9		
	Additional Chaos Terminators	3	31	93						
	Mark of Tzeentch	6	5	30						
	Veterans of the Long War	6	3	18						
	Chain Fist and Combi Plasma	2	17	34						
	Power Axe and Combi Bolter	3	0	0						
	Terminator Champion w/ Power Axe and Combi Bolter	1	0	0						
				0						
HEAVY SUPPORT	The Scarlet Phoenix			0	125					
	Maulerfiend	1	125	125			1	1		Armoured Vehicle Points (7)
	Magma Cutters	1	0	0						
				0						
FAST ATTACK	The Damned Souls			0	120					
	Chaos Spawn	4	30	120			1	4		Counts as 12 Models for Fast Assault Units
				0						

Insert new rows and drag down the Total cost fields when you need more room to input your units.

Delete excess rows to save space

Daemons of Dust		Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
HQ	Wisperer of a Thousand Lies			0	140					
	Herald of Tzeentch	1	45	45				1	1	
	Mastery Level 3	1	50	50		3				1 Mastery Level 3
	Disc of Tzeentch	1	25	25						
	Greater Reward	1	20	20						
				0						
TROOPS	The Whisperer's Hemisphere			0	114					
	Pink Horrors of Tzeentch	1	90	90		2		11		
	Additional Pink Horrors of Tzeentch	1	9	9						
	Chaos Icon	1	15	15						
				0						
FAST ATTACK	The Whisperer's Speed			0	225					
	Screamers of Tzeentch	1	75	75			1	9		
	Additional Screamers of Tzeentch	6	25	150						Counts as 18 Models for Fast Assault Units
				0						

Canis Vertex		Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
LORD OF WAR	Canis Vertex			0	390					
	Knight Warden	1	375	375				1	1	4 Imperial Knight Cost
	Thunderstrike Gauntlet	1	10	10						1 Avenger Catling Cannon
	Avenger Getting Cannon, Heavy Flamer	1	0	0						
	Melta Gun	1	5	5						
	Ironstorm Missile Pod	1	0	0						1 Ironstorm Missile Pod
				0						

Army Wide Credits	Credit Cost	Comp Rule Description
		0 Non Standard Deployment Points
		0 Armoured Vehicle Points (4+7=11)
		2 Fast Assault Units (12+18=30)



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< Player Name >
< Tournament Name >

Faction

Detachment

Detachment name

Detachment 1	< SELECT FACTION >	< PLEASE SELECT FACTION FIRST >	#< Detachment 1 >
Detachment 2	< SELECT FACTION >	< PLEASE SELECT FACTION FIRST >	#< Detachment 2 >
Detachment 3	< SELECT FACTION >	< PLEASE SELECT FACTION FIRST >	#< Detachment 3 >

Total Points Kill Points Warp Charge # of Models Credits Spent #NAME?

Army

Points

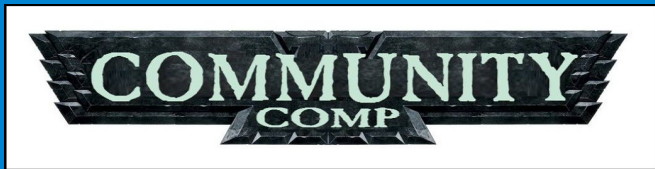
Comp

	No. Items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
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	Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
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	Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
< SELECT ROLE >			0	0					
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Army Wide Credits	Credit Cost	Comp Rule Description



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< Player Name >
< Tournament Name >

	Detachment Type	Faction	Detachment name
1 st Detachment	< SELECT DETACHMENT >	#NAME?	< Detachment 1 >
2 nd Detachment	< SELECT DETACHMENT >	#NAME?	< Detachment 2 >
3 rd Detachment	< SELECT DETACHMENT >	#NAME?	< Detachment 3 >

Total Points 0
Kill Points 0

Warp Charge 0
Credits Spent 0
Model Count 0

Army	Points	Comp
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		No. Items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
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		Numb items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
< BATTLEFIELD ROLE >	< UNIT NAME >	0		0	0					
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		Numb Items	Cost Per	Total Cost	Unit Total	Warp Charge	Kill Points	Numb Models	Credit Cost	Comp Rule Description
< BATTLEFIELD ROLE >	< UNIT NAME >			0	0					
				0						
				0						
				0						
				0						

Army Wide Credits		Credit Cost	Comp Rule Description