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 | |
|---|---|---|---|---|---|---|---|---|---|---|
| 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 | | | | | | |
| | | | | 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 | | | | | | |
| FAST ATTACK | **Pathfinder Team** | 6 | 8 | 48 | **48** | | 1 | 6 | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| FAST ATTACK | **XV109 Y'vahra Battlesuit** | 1 | 395 | 395 | **408** | | 1 | 1 | | |
| | Stimulant Injector | 1 | 5 | 5 | | | | | | |
| | Advanced Targeting 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-yeild 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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Event: Community Comp The Hunt

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

| | 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 |

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

## The Brotherhood of Dust

| Army | | 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<br>1 Ahriman as Warlord |
| | Warlord | | | 0 | | | | | | |
| | | | | 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

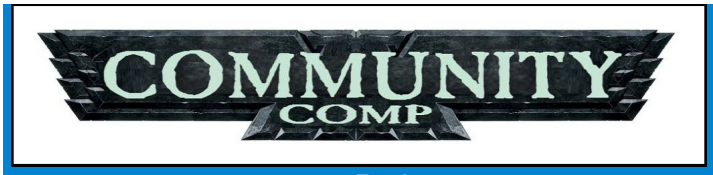
| | | Numb items | Cost Per | Total Cost | Unit Total | Warp Charge | Kill Points | Numb Models | Credit Cost | Comp Rule Description |
|---|---|---|---|---|---|---|---|---|---|---|
| HQ | **Wisperer of a Thousand Lies** | | | 0 | 140 | | | | | |
| | Herald of Tzeentch | 1 | 45 | 45 | | | 1 | 1 | | |
| | 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 | 1 | 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 | | | | | | |
| | Avenger Getling Cannon, Heavy Flamer | 1 | 0 | 0 | | | | | | 1 Avenger Catling Cannon |
| | 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<br>0 Armoured Vehicle Points (4+7=11)<br>2 Fast Assault Units (12+18=30) |

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Player < Player Name >
Event < 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 0 | Kill Points 0 | Warp Charge 0 | # of Models 0 | Credits Spent 0 | #NAME?

## Army | Points | Comp

| | | No. items | Cost Per | Total Cost | Unit Total | Warp Charge | Kill Points | Numb Models | Credit Cost | Comp Rule Description |
|---|---|---|---|---|---|---|---|---|---|---|
| < SELECT ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | Numb items | Cost Per | Total Cost | Unit Total | Warp Charge | Kill Points | Numb Models | Credit Cost | Comp Rule Description |
| < SELECT ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | Numb items | Cost Per | Total Cost | Unit Total | Warp Charge | Kill Points | Numb Models | Credit Cost | Comp Rule Description |
| < SELECT ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |
| | | | | 0 | | | | | | |

| Army Wide Credits | Credit Cost | Comp Rule Description |
|---|---|---|
| | | |

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Event < Tournament Name >

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

Total Points 0
Kill Points 0
Warp Charge 0
Credits Spent 0
Model Count 0

## Army

## Points

## Comp

| Army | | No. 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 | | | | | | |
| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
| | | | | 0 | | | | | | |

| Army | | 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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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| < BATTLEFIELD ROLE > | < UNIT NAME > | | | 0 | 0 | | | | | |
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| | | | | 0 | | | | | | |

| | | 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 |
|---|---|
| | |