Cody Middleton Slobberknocker GT 2017

Army: 1800 PTS

Summoning: 200 PTS 10 Command Points

++ Battalion Detachment +3CP (Chaos - Daemons) [53 PL, 731pts] ++

+ HQ [34 PL, 639pts] +

Daemon Prince of Chaos with Wings [11 PL, 212pts]: Hellforged sword [42pts] Slaanesh

M: 12" W	S: 2	+]	BS: 2+	S: 7		T: 6						
Name	Ra	nge	Type	S	AP	D	Abilities					
Malefic	Me	elee	Melee	User	-2	2	Make 1 add	litional attack	with this w	/eapon		
Talon												
Hellforged	Me	elee	Melee	User	-2	3	3 -					
Sword												
Name		Cas	t Value	Range	Ta	arget		Ability				
Smite		5+/	11+	18"	Cl	loses	t enemy	D3/D6 mor	tal wounds			
Symphony of		6+		18"	Cl	loses	t visible	Enemy unit	must subtra	act 1 to all		
Pain enemy hit rolls until next psychic phase						hic phase						
Aura: Slaanes	Aura: Slaanesh Daemons within 6" reroll 1s To Hit											

Daemon Prince of Chaos with Wings [11 PL, 215pts]: Daemonic axe [45pts] Tzeentch

1 zeemtch											
M: 12" W	S: 2+		BS: 2+	S: 7	,	T: 6	W: 8	A: 4	Ld: 9	Sv: 3+	
Name	Ran	ge	Type	S	AP	D	Abilities				
Malefic Talon	Mel	ee	Melee	User	-2	2	Make 1 add	litional attack	with this w	eapon	
Daemonic	Mel	ee	Melee	+1	-3	3	When attacking with this weapon, you must				
Axe							subtract 1 from the hit roll.				
Name Cast Valu				Range	Ta	ırget		Ability			
Smite						oses	t enemy	tal wounds			
Treason of		8+		18"	Vi	isible	e enemy	If a 2D6 rol	l is greater	than Ld	
Tzeentch					ch	arac	ter	value of end	emy, treat cl	haracter as	
								if it were a	friendly uni	t until the	
								end of your	turn.		
Aura: Tzeento	Aura: Tzeentch Daemons within 6" reroll 1s To Hit										

Daemon Prince of Chaos with Wings [11 PL, 212pts]: Hellforged sword [42pts] Nurgle

M: 12"	WS:	2+	BS: 2+	S: 7	,	T: 6	W: 8	A: 4	Ld: 9	Sv: 3+	
Name	R	ange	Type	S	AP	D	Abilities				
Malefic	N	I elee	Melee	User	-2	2	Make 1 add	litional attack	with this v	veapon	
Talon											
Hellforged	N	Ielee	Melee	User	-2	3	-				
Sword											
Name		Cas	st Value	Range	Ta	ırget		Ability			
Smite		5+/	11+	18"	Cl	oses	t enemy	D3/D6 mor	tal wounds		
Stream of		5+		7"	Cl	oses	t enemy	D3 mortal v	vounds up t	o 10	
Corruption								models; mo	re than 10 i	nodels in	
								the unit suff	fers D6 moi	tal wounds	
Aura: Nurg	Aura: Nurgle Daemons within 6" reroll 1s To Hit										

+ Troops [20 PL, 92pts] +

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5-	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5-	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

$\frac{++ \ Battalion\ Detachment\ +3CP\ (Chaos\ -Daemons)\ [44\ PL,\ 520pts]\ ++}{+\ HQ\ [14\ PL,\ 278pts]\ +}$

Herald of Tzeentch on Disc [5 PL, 104pts]: Staff of Change [5pts]

					3 8 1 1					
M: 12" W	S: 4+	BS: 3+	S: 3	,	T: 3	W: 4	A: 2	Ld: 8	Sv: 6+	
Name	Range	e Type	S	AP	D	Abilities				
Ritual	Mele	Melee	User	-1	1	Heal a wou	nd for each n	nodel slain		
Dagger										
Blades	Mele	Melee	4	0	6 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -					
(Disc)						profile				
Name	C	ast Value	Range	Ta	ırget	et Ability				
Smite	5	+/11+	24"	Cl	oses	t enemy	D3/D6 mor	tal wounds		
Boon of Char	nge 7	+	18"	8" Friend		ly Tzeentch	h D3 Chart: +1 Attack; +1		1	
				Da	aemo	on	Strength; +	1 Toughnes	S	
Bolt of Chang	ge 9	+	18'	Visible Enemy D3 mortal wounds						
Aura: +1 S to friendly Tzeentch Daemon units within 6"										

Herald of Tzeentch on Disc [5 PL, 104pts]: Staff of Change [5pts]

M: 12" W	S: 4		BS: 3+	S: 3		T: 3 W: 4 A: 2 Ld: 8 Sv: 6+					
						1.3		A. 2	Lu. o	SV. UT	
Name	Ra	nge	Type	S	AP	D	Abilities				
Ritual	Me	elee	Melee	User	-1	1	Heal a wou	nd for each n	nodel slain		
Dagger											
Blades	Me	elee	Melee	4	0	1	Make 1 add	litional attack	using this	weapon	
(Disc)							profile				
Name		Cas	st Value	Range	T	arget		Ability			
Smite		5+/	11+	24"	C	loses	t enemy	D3/D6 mortal wounds			
Boon of Char	ige	7+		18"	Fı	iend	ly Tzeentch	D3 Chart: +	-1 Attack; +	1	
					D	aemo	on	Strength; +	1 Toughnes	S	
Treason of		8+		18"	V	isible	e enemy	If a 2D6 rol	l is greater	than Ld	
Tzeentch					ch	arac	ter	value of end	emy, treat cl	haracter as	
								if it were a friendly unit until the			
								end of your turn.			
Aura: +1 S to friendly Tzeentch Daemon units within 6"											

Herald of Nurgle [4 PL. 70nts]

nerald of Nu	neraid of Nurgie [4 PL, 70pts]										
M: 5" WS	S: 2+	I	BS: 2+	S: 5		T: 5		W: 4	A: 3	Ld: 8	Sv: 6+
Name	Rang	ge	Type	S	AF	D		Abilities			
Plaguesword	Mele	ee	Melee	User	0	1		Re-roll faile	ed wound ro	lls	
Name Cast Value Range Target Ability											
Smite	5+/11+ 24" Closest enemy D3/D6 mortal wounds										
Virulent	•	6+		18"	N	Jurgl	le	Daemon	+1 to all w	ound rolls in	the Fight
Blessing					υ	nit			phase, 7+ t	o wound inf	licts
double damage											
Aura: +1 S to	Aura: +1 S to friendly Nurgle Daemon units within 6"										

+ Troops [20 PL, 92pts] +

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts	Horrors	[5 PL.	, 23pts]	: Blue Horror	[5pts],	9x Pair	of Brimstone	Horrors	[18pts]
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M: 6"	WS: 5	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5-	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5-	+ BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5-	+ BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal v	wounds	

Horrors [5 PL, 23pts]: Blue Horror [5pts], 9x Pair of Brimstone Horrors [18pts]

M: 6"	WS: 5+	BS: -	S: 2	T: 3	W: 1	A: 1	Ld: 7	Sv: 6+
M: 6"	WS: 5+	BS: -	S: 1	T: 3	W: 1	A: 2	Ld: 7	Sv: 6+
Name		Cast Value	Range	Target		Ability		
Smite		5+	18"	Closest e	nemy	D3 mortal	wounds	

+ Heavy Support [15 PL, 225pts] +

Giant Chaos Spawn [5 PL, 75pts]: Nurgle

M: 8+D6"	WS: 4	+ BS: -	· S: 6	5+D6	T: 5	W	: 20+	A: 6+D6	Ld: 10	Sv: 4+		
M: 6+D6"	WS: 4	+ BS: -	- S: 6	5+D3	T: 5	W	: 10-19	A: 6+D3	Ld: 10	Sv: 4+		
M: 3+D3"	WS: 4	+ BS: -	- S: 3	3+D6	T: 5	W	: 5-9	A: 3+D6	Ld: 10	Sv: 4+		
M: D6"	WS: 4	+ BS: -	- S: 2	D6	T: 5	W	: 1-4	A: 2D6	Ld: 10	Sv: 4+		
Name		Range	Type	S	AP	D	Abiliti	es				
Churning Fa	angs	Melee	Melee	User	-1	D3	-					
and Claws												

Whenever a roll is made to set one of the characteristics and a 1 or 6 is rolled on a D6 or D3, the Giant Chaos Spawn gains D3 Wounds. This may be used to take it above its starting total of 10 wounds. If it ever reaches 20 or more wounds, it gains the Titanic keyword until it is reduced back down to 19 or less wounds.

Giant Chaos Spawn [5 PL, 75pts]: Nurgle

M: 8+D6"	WS: 4	+ BS: -	· S: 6	5+D6	T: 5	W	: 20+	A: 6+D6	Ld: 10	Sv: 4+
M: 6+D6"	WS: 4	+ BS: -	S: 6	5+D3	T: 5	W	: 10-19	A: 6+D3	Ld: 10	Sv: 4+
M: 3+D3"	WS: 4	+ BS: -	- S: 3	+D6	T: 5	W	: 5-9	A: 3+D6	Ld: 10	Sv: 4+
M: D6"	WS: 4	+ BS: -	- S: 2	D6	T: 5	W	: 1-4	A: 2D6	Ld: 10	Sv: 4+
Name		Range	Type	S	AP	D	Abiliti	es		
Churning Fa	angs	Melee	Melee	User	-1	D3	-			

Whenever a roll is made to set one of the characteristics and a 1 or 6 is rolled on a D6 or D3, the Giant Chaos Spawn gains D3 Wounds. This may be used to take it above its starting total of 10 wounds. If it ever reaches 20 or more wounds, it gains the Titanic keyword until it is reduced back down to 19 or less wounds.

++ Spearhead Detachment +1CP (Chaos - Renegade & Heretics) [28 PL, 549pts] ++

+ HQ [4 PL, 30pts] +

Malefic Lord [4 PL, 30pts]

M: 6" W	S: 4+	BS: 4+	S: 3		T: 4	W: 4	A: 3	Ld: 8	Sv: -	
Name	Rang	e Type	S	AP	D	Abilities				
Bare Hands	Mele	e Melee	User	0	1	-				
Name Cast Valu			Range	Range Target			Ability			
Smite	5	+/11+	18"	Cl	loses	t enemy	D3/D6 mor	tal wounds		
Creeping Terr	or 7	+	12"	12" Enemy ur			Subtract D3 from Leadership			
Warp Flux 7+			12"	Er	nemy	y unit	D3 mortal	wounds, if it	t is a	
							VEHICLE	t it does D6	instead	

This model has a 4+ invulnerable save. If this model suffers a perils of the warp and survives, immediately increase its Weapon Skill characteristic to 2+, its Strength to 8 and its Attacks to 5. Also, adjust the Armour Penetration and Damage of its bare hands to -2 and 2 respectively.

+ Heavy Support [24 PL, 519pts] +

Earthshaker Battery [3 PL, 80pts]: Earthshaker Platform [3 PL, 80pts]

M: 0" W	S: -	BS: 4+	S: 4		Γ: 7	W: 7	A: -	Ld: 7	Sv: 4+
Name	Range	Type	S	AP	D	Abilities			
Earthshaker	240"	Heavy	9	-2	D3	Roll two dic	e for the n	umber of att	acks when
Cannon		D6				firing this w	eapon and	discard the	lowest
						result. This	weapon ca	ın target uni	ts that are
						not visible to	the beare	r.	

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Earthshaker Battery [3 PL, 80pts]: Earthshaker Platform [3 PL, 80pts]

						L / 1 3					
M: 0" V	/S: -	BS: 4+	S: 4		Γ: 7	W: 7	A: -	Ld: 7	Sv: 4+		
Name	Range	Type	S	AP	D	Abilities					
Earthshaker	240"	Heavy	9	-2	D3	Roll two did	ce for the n	umber of att	acks when		
Cannon		D6				firing this w	eapon and	discard the	lowest		
						result. This	weapon ca	ın target uni	ts that are		
						not visible t	o the beare	r.			

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Earthshaker Battery [3 PL, 80pts]: Earthshaker Platform [3 PL, 80pts]

			1 1	, , , , , , , , , , , , , , , , , , ,							
M: 0" W	S: -	BS: 4+	S: 4		Γ: 7	W: 7	A: -	Ld: 7	Sv: 4+		
Name	Range	Type	S	AP	D	Abilities					
Earthshaker	240"	Heavy	9	-2	D3	Roll two dic	e for the n	umber of att	acks when		
Cannon		D6				firing this w	eapon and	discard the	lowest		
						result. This	weapon ca	ın target unit	ts that are		
						not visible to	o the beare	r.			

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Wyverns [5 PL, 93pts]

Wyvern [5 PL, 93pts]: Heavy Bolter [8pts]

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M: 12" WS: 6	+ BS:	4+ S: 6		T: 6	W	: 6-11	A: 3	Ld: 7	Sv: 3+			
M: 8" WS: 6	+ BS: 3	5+ S: 6)	T: 6	W	: 3-5	A: D3	Ld: 7	Sv: 3+			
M: 4" WS: 6	+ BS:	5+ S: 6		T: 6	W	: 1-2	A: 1	Ld: 7	Sv: 3+			
Name	Range	Type	S	AP	D	Abilit	ties					
Wyvern Quad Stormshard Mortar	48"	Heavy 4D6	4	0	1	to the	-	target units u can re-rol				
Heavy Bolter	36"	Heavy 3	5	-1	1	-						

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Wyverns [5 PL, 93pts]

Wyvern [5 PL, 93pts]: Heavy Bolter [8pts]

M: 12" WS: 6	5+ BS:	4+ S: 6		T: 6	W:	6-11	A: 3	Ld: 7	Sv: 3+
M: 8" WS: 6	5+ BS:	5+ S: 6		T: 6	W	: 3-5	A: D3	Ld: 7	Sv: 3+
M: 4" WS: 6	5+ BS:	6+ S: 6		T: 6	W	: 1-2	A: 1	Ld: 7	Sv: 3+
Name	Range	Type	S	AP	D	Abilit	ies		
Wyvern Quad	48"	Heavy	4	0	1	This v	weapon can	target units	not visible
Stormshard		4D6				to the	bearer. Yo	ou can re-rol	l failed
Mortar						woun	d rolls for tl	his weapon.	
Heavy Bolter	36"	Heavy	5	-1	1	-			
		3							

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Wyverns [5 PL, 93pts]

Wyvern [5 PL, 93pts]: Heavy Bolter [8pts]

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M: 12" WS: 6	+ BS:	4+ S: 6		T: 6	W:	6-11	A: 3	Ld: 7	Sv: 3+
M: 8" WS: 6	5+ BS: 3	5+ S: 6		T: 6	W:	: 3-5	A: D3	Ld: 7	Sv: 3+
M: 4" WS: 6	6+ BS:	6+ S: 6		T: 6	W:	: 1-2	A: 1	Ld: 7	Sv: 3+
Name	Range	Type	S	AP	D	Abilit	ies		
Wyvern Quad	48"	Heavy	4	0	1	This v	weapon can	target units	not visible
Stormshard		4D6				to the	bearer. Yo	u can re-roll	failed
Mortar							d rolls for th	nis weapon.	
Heavy Bolter	5	-1	1	-			_		
		3							

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.