

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" WS: 2+ BS: 2+ S: 7 T: 6 W: 8 A: 4 Ld: 9 Sv: 3+						
Name	Range	Type	S	AP	D	Abilities
Malefic Talon	Melee	Melee	User	-2	2	Make 1 additional attack with this weapon
Hellforged Sword	Melee	Melee	User	-2	3	-
Name	Cast Value	Range	Target	Ability		
Smite	5+/11+	18"	Closest enemy	D3/D6 mortal wounds		
Symphony of Pain	6+	18"	Closest visible enemy	Enemy unit must subtract 1 to all hit rolls until next psychic phase		
Aura: Slaanesh Daemons within 6" reroll 1s To Hit						

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

M: 12" WS: 2+ BS: 2+ S: 7 T: 6 W: 8 A: 4 Ld: 9 Sv: 3+						
Name	Range	Type	S	AP	D	Abilities
Malefic Talon	Melee	Melee	User	-2	2	Make 1 additional attack with this weapon
Daemonic Axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Name	Cast Value	Range	Target	Ability		
Smite	5+/11+	18"	Closest enemy	D3/D6 mortal wounds		
Treason of Tzeentch	8+	18"	Visible enemy character	If a 2D6 roll is greater than Ld value of enemy, treat character as if it were a friendly unit until the end of your turn.		
Aura: Tzeentch Daemons within 6" reroll 1s To Hit						

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

<b>M: 12" WS: 2+ BS: 2+ S: 7 T: 6 W: 8 A: 4 Ld: 9 Sv: 3+</b>						
Name	Range	Type	S	AP	D	Abilities
Malefic Talon	Melee	Melee	User	-2	2	Make 1 additional attack with this weapon
Hellforged Sword	Melee	Melee	User	-2	3	-
Name	Cast Value	Range	Target	Ability		
Smite	5+/11+	18"	Closest enemy	D3/D6 mortal wounds		
Stream of Corruption	5+	7"	Closest enemy	D3 mortal wounds up to 10 models; more than 10 models in the unit suffers D6 mortal wounds		
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]**

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

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

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

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

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

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

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

**++ Battalion Detachment +3CP (Chaos - Daemons) [44 PL, 520pts] ++**  
**+ HQ [14 PL, 278pts] +**

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

<b>M: 12" WS: 4+ BS: 3+ S: 3 T: 3 W: 4 A: 2 Ld: 8 Sv: 6+</b>						
Name	Range	Type	S	AP	D	Abilities
Ritual Dagger	Melee	Melee	User	-1	1	Heal a wound for each model slain
Blades (Disc)	Melee	Melee	4	0	1	Make 1 additional attack using this weapon profile
Name	Cast Value	Range	Target	Ability		
Smite	5+/11+	24"	Closest enemy	D3/D6 mortal wounds		
Boon of Change	7+	18"	Friendly Tzeentch Daemon	D3 Chart: +1 Attack; +1 Strength; +1 Toughness		
Bolt of Change	9+	18'	Visible Enemy	D3 mortal wounds		
<b>Aura: +1 S to friendly Tzeentch Daemon units within 6"</b>						

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

<b>M: 12" WS: 4+ BS: 3+ S: 3 T: 3 W: 4 A: 2 Ld: 8 Sv: 6+</b>						
Name	Range	Type	S	AP	D	Abilities
Ritual Dagger	Melee	Melee	User	-1	1	Heal a wound for each model slain
Blades (Disc)	Melee	Melee	4	0	1	Make 1 additional attack using this weapon profile
Name	Cast Value	Range	Target	Ability		
Smite	5+/11+	24"	Closest enemy	D3/D6 mortal wounds		
Boon of Change	7+	18"	Friendly Tzeentch Daemon	D3 Chart: +1 Attack; +1 Strength; +1 Toughness		
Treason of Tzeentch	8+	18"	Visible enemy character	If a 2D6 roll is greater than Ld value of enemy, treat character as if it were a friendly unit until the end of your turn.		
<b>Aura: +1 S to friendly Tzeentch Daemon units within 6"</b>						

**Herald of Nurgle [4 PL, 70pts]**

<b>M: 5" WS: 2+ BS: 2+ S: 5 T: 5 W: 4 A: 3 Ld: 8 Sv: 6+</b>						
Name	Range	Type	S	AP	D	Abilities
Plaguesword	Melee	Melee	User	0	1	Re-roll failed wound rolls
Name	Cast Value	Range	Target	Ability		
Smite	5+/11+	24"	Closest enemy	D3/D6 mortal wounds		
Virulent Blessing	6+	18"	Nurgle Daemon unit	+1 to all wound rolls in the Fight phase, 7+ to wound inflicts double damage		
<b>Aura: +1 S to friendly Nurgle Daemon units within 6"</b>						

+ *Troops [20 PL, 92pts]* +

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

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

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

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

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

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

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

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

+ *Heavy Support [15 PL, 225pts]* +

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

<b>M: 8+D6"</b>	<b>WS: 4+</b>	<b>BS: -</b>	<b>S: 6+D6</b>	<b>T: 5</b>	<b>W: 20+</b>	<b>A: 6+D6</b>	<b>Ld: 10</b>	<b>Sv: 4+</b>
<b>M: 6+D6"</b>	<b>WS: 4+</b>	<b>BS: -</b>	<b>S: 6+D3</b>	<b>T: 5</b>	<b>W: 10-19</b>	<b>A: 6+D3</b>	<b>Ld: 10</b>	<b>Sv: 4+</b>
<b>M: 3+D3"</b>	<b>WS: 4+</b>	<b>BS: -</b>	<b>S: 3+D6</b>	<b>T: 5</b>	<b>W: 5-9</b>	<b>A: 3+D6</b>	<b>Ld: 10</b>	<b>Sv: 4+</b>
<b>M: D6"</b>	<b>WS: 4+</b>	<b>BS: -</b>	<b>S: 2D6</b>	<b>T: 5</b>	<b>W: 1-4</b>	<b>A: 2D6</b>	<b>Ld: 10</b>	<b>Sv: 4+</b>

Name	Range	Type	S	AP	D	Abilities
Churning Fangs and Claws	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.

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

<b>M: 8+D6"</b>	WS: 4+	BS: -	S: 6+D6	T: 5	W: 20+	A: 6+D6	Ld: 10	Sv: 4+
<b>M: 6+D6"</b>	WS: 4+	BS: -	S: 6+D3	T: 5	W: 10-19	A: 6+D3	Ld: 10	Sv: 4+
<b>M: 3+D3"</b>	WS: 4+	BS: -	S: 3+D6	T: 5	W: 5-9	A: 3+D6	Ld: 10	Sv: 4+
<b>M: D6"</b>	WS: 4+	BS: -	S: 2D6	T: 5	W: 1-4	A: 2D6	Ld: 10	Sv: 4+
Name	Range	Type	S	AP	D	Abilities		
Churning Fangs and Claws	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]**

<b>M: 6"</b>	<b>WS: 4+</b>	<b>BS: 4+</b>	<b>S: 3</b>	<b>T: 4</b>	<b>W: 4</b>	<b>A: 3</b>	<b>Ld: 8</b>	<b>Sv: -</b>
Name	Range	Type	S	AP	D	Abilities		
Bare Hands	Melee	Melee	User	0	1	-		
Name	Cast Value	Range	Target	Ability				
Smite	5+/11+	18"	Closest enemy	D3/D6 mortal wounds				
Creeping Terror	7+	12"	Enemy unit	Subtract D3 from Leadership				
Warp Flux	7+	12"	Enemy unit	D3 mortal wounds, if it is a <b>VEHICLE</b> 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]**

<b>M: 0"</b>	<b>WS: -</b>	<b>BS: 4+</b>	<b>S: 4</b>	<b>T: 7</b>	<b>W: 7</b>	<b>A: -</b>	<b>Ld: 7</b>	<b>Sv: 4+</b>
Name	Range	Type	S	AP	D	Abilities		
Earthshaker Cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.		
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]**

<b>M: 0" WS: - BS: 4+ S: 4 T: 7 W: 7 A: - Ld: 7 Sv: 4+</b>						
Name	Range	Type	S	AP	D	Abilities
Earthshaker Cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
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]**

<b>M: 0" WS: - BS: 4+ S: 4 T: 7 W: 7 A: - Ld: 7 Sv: 4+</b>						
Name	Range	Type	S	AP	D	Abilities
Earthshaker Cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
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]**

<b>M: 12" WS: 6+ BS: 4+ S: 6 T: 6 W: 6-11 A: 3 Ld: 7 Sv: 3+</b>						
<b>M: 8" WS: 6+ BS: 5+ S: 6 T: 6 W: 3-5 A: D3 Ld: 7 Sv: 3+</b>						
<b>M: 4" WS: 6+ BS: 6+ S: 6 T: 6 W: 1-2 A: 1 Ld: 7 Sv: 3+</b>						
Name	Range	Type	S	AP	D	Abilities
Wyvern Quad Stormshard Mortar	48"	Heavy 4D6	4	0	1	This weapon can target units not visible to the bearer. You can re-roll failed wound rolls for this weapon.
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]**

<b>M: 12"</b>	WS: 6+	BS: 4+	S: 6	T: 6	W: 6-11	A: 3	Ld: 7	Sv: 3+
<b>M: 8"</b>	WS: 6+	BS: 5+	S: 6	T: 6	W: 3-5	A: D3	Ld: 7	Sv: 3+
<b>M: 4"</b>	WS: 6+	BS: 6+	S: 6	T: 6	W: 1-2	A: 1	Ld: 7	Sv: 3+
Name	Range	Type	S	AP	D	Abilities		
Wyvern Quad Stormshard Mortar	48"	Heavy 4D6	4	0	1	This weapon can target units not visible to the bearer. You can re-roll failed wound rolls for this weapon.		
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]**

<b>M: 12"</b>	WS: 6+	BS: 4+	S: 6	T: 6	W: 6-11	A: 3	Ld: 7	Sv: 3+
<b>M: 8"</b>	WS: 6+	BS: 5+	S: 6	T: 6	W: 3-5	A: D3	Ld: 7	Sv: 3+
<b>M: 4"</b>	WS: 6+	BS: 6+	S: 6	T: 6	W: 1-2	A: 1	Ld: 7	Sv: 3+
Name	Range	Type	S	AP	D	Abilities		
Wyvern Quad Stormshard Mortar	48"	Heavy 4D6	4	0	1	This weapon can target units not visible to the bearer. You can re-roll failed wound rolls for this weapon.		
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.								