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+ PLAYER : Adam Ryland  
+ ARMY FACTION: Thousand sons  
+ ARMY FACTIONS USED: Thousand Sons,Chaos Daemons  
+ TOTAL COMMAND POINTS: 11  
+ TOTAL ARMY POINTS: 1999 pts  
+ TOTAL KILL POINTS: 16  
+ TOTAL REINFORCEMENT POINTS: N/A

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==SUPREME COMMAND DETACHMENT ==

One Thousand sons detachment - The cult of Magic =[556] +0cp

HQ1 - Daemon Prince of Tzeentch with wings (185) two sets of malific talons(10) [195]

WARLORD : Devastating sorcery

FREE RELIC:Arcane focus

(Psychic powers- Infernal gateway wc8, Bolt of Change wc8,Astral blast wc6)

HQ2- Daemon Prince of Tzeentch with wings (185) two sets of malific talons(10) [195] ( psychic powers- Diabolical strength wc6,Infernal Gaze wc6,Astral blast wc6)

(Relics stratagem -1cp DARK MATTER CRYSTAL)

HQ3 -Ahriman on disc of Tzeentch [166] (Psychic power's -Doombolt wc9,Prescience wc7, Glamour of Tzeentch wc7)

==BATTLION DETACHMENT ==One Thousand sons detachment - The cult of Duplicity [959] +4 CP

HQ4 - Daemon Prince of Tzeentch with wings (185) two sets of malific talons(10) [195]

(Magister stratagem -1cp , High Magister warlord trait)

(Psychic power- Sorcerous Facade wc7, Warptime wc6,Gaze of fate wc6)

HQ5 - Terminator Sorcerer (100) force stave (8) inferno combi-bolter (3) Familiar (9) [120]

(Psychic powers-Sorcerous Facade wc7,weaver of fates wc6,Tzeentch firestorm wc7)

TROOP1: 10 Chaos Cultists (40), Autoguns (0) [40pts]

TROOP2: 10 Chaos Cultists (40), Autoguns (0) [40pts]

TROOP3: 18 Rubric Marines (288), Sorcerer Force Stave (8) [296pts] (Psychic power- Sorcerous Facade wc7,weaver of fates wc6)

ELITE1: 7 Scarab Occult Terminators (231) 1 Scarab Occult Sorcerer (37) [268pts] (Psychic

Powers: Sorcerous Facade wc7,weaver of fates wc6)

==BATTLION DETACHMENT ==Alpha legion [484] +4 CP

Non force org: 2Dark disciples [10]

HQ6: Lord of Discordant On Hellstalker (150) Autocannon (10) Nurgle [160pts] (-1cp: we are Alpharius stratage: Clandestine warlord trait)

HQ7: Dark Apostle of Nurgle (72), accursed arcanum (0) [72pts] (Prayer: benediction of darkness)

HQ8: Master of possession of nurgle (80), force stave (8) [88pts] (Powers: cursed earth, infernal power)

Troop4: 5 Chaos Space Marines Nurgle (55) Boltguns (0) [55pts]

Troop5: 5 Chaos Space Marines Nurgle (55) Boltguns (0) [55pts]

Troop6: 11 Cultists of Nurgle (44), auto guns (0) [44pts]