



1500 Pts - Warriors of Chaos - Mad Dogs of Madness

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Daemon Prince (1⁺, 355 pts)														
Dingleboms von Digerfjert Reincarnated	1	8	8	-	5	5	4	7	5	8	-	5+		355
	Composition: Lord May not join units.; Causes Terror; Flyer; Stubborn													
<i>Diabolic Splendour</i>	1	Panic, Fear or Terror tests caused by bearer are at -1 Ld modifier.												[35]
<i>Soporific Musk</i>	1	When a unit flees from the bearer, it rolls an extra D6 and discards the highest.												[20]
Mad Dogs of Madness (30⁺, 870 pts)														
Storneve Trygvason the Exalted	1	4	7	3	5	4	2	6	4	8	3+			150
	Composition: Hero General; Hand Weapon; Chaos Armor													
<i>Axe of Anti Heroes</i>	1	+1 Strength +1 Attack for every character in base contact												[30]
<i>Charmed Shield</i>	1	First hit is discounted on 2+												[5]
<i>Favour of the Gods</i>	1	After rolling on the Eye of the Gods table, add or subtract 1 from your roll. You may not change the result of a natural 2.												[5]
Chaos Sorcerer of Tzeentch	1	4	5	3	4	4	2	5	2	8	4+	6+	2	205
	Composition: Hero The Will of Chaos; Eye of the Gods; Mark of Tzeentch: Ward Save improves by +1 (or 6+ Ward Save if none was available before). Sorcerers gain +1 on attempts to cast spells.; Level 2 Upgrade; Hand Weapon; Chaos Armor													
<i>Scythe of Striking</i>	1	Bearer has +1 to hit enemies in close combat.												[15]
<i>Terrifying Mask of Eee!</i>	1	Wearer causes Terror - other models cannot use his leadership												[25]
<i>Third Eye of Tzeentch</i>	1	In each friendly magic phase, choose an enemy spellcaster within line of sight. You know all his spells, provided those spells do not summon models or heal wounds. If you use this ability, you may not cast your own spells this turn.												[25]
xChaos Warriors	27	4	5	3	4/5	4	1	5	2	8	3+	6+*		515
	Composition: Core The Will of Chaos; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield													
Champion	1	4	5	3	4/5	4	1	5	3	8	3+	6+*		[29]
	Hand Weapon; Halberd; Chaos Armor; Shield													
<i>Banner of Swiftness</i>	1	Unit has +1 to movement												[15]
Chaos Knights (5⁺, 275 pts)														
Chaos Knights	4	4	5	3	4/5	4	1	5	2	8	1+			275
	Composition: Special The Will of Chaos; Ensorcelled Weapons: Count as magic weapons, +1 Strength unless replaced by lances; Musician ; Standard Bearer ; Barding; Hand Weapon; Chaos Armor; Shield; Causes Fear													
Champion	1	4	5	3	4/5	4	1	5	3	8	1+			[60]
	Hand Weapon; Chaos Armor; Shield													
<i>War Banner</i>	1	+1 Combat Resolution.												[25]
Chaos Steed	5	8/7	3	-	4	3	1	3	1	5	-			[0]
Item (0 pts)														
<i>Eye of the Gods</i>	0	When a character with the 'Eye of the Gods' special rule kills another in a challenge, or inflicts the final wound on a model that is 'Large' roll 2D6. Duplicate Gifts must always be re-rolled (except: The Eye is Closed).												0
<i>Insanity</i>	2	Gains Stupidity												[0]
<i>Unholy Resilience</i>	3	+1 Toughness												[0]
<i>Slaughterer's Strength</i>	4	+1 Strength												[0]
<i>Razor-Sharp Horns</i>	5	+1 Attack												[0]
<i>Iron-Hard Skin</i>	6	+1 Armor												[0]
<i>Eye Is Closed</i>	7	Roll has no effect (Can roll duplicates of this)												[0]
<i>Flames of Chaos</i>	8	Gains Magic Resistance (3)												[0]
<i>Command of the Gods</i>	9	+1 Leadership (<i>Maximum is 10</i>)												[0]
<i>Fearsome Aura</i>	10	Causes Fear (Reroll if model already causes Fear)												[0]
<i>Terrifying Appearance</i>	11	Causes Terror (Reroll if model already causes Terror)												[0]
<i>Divine Greatness</i>	12	Gains Stubborn and 4+ Ward Save												[0]
Total Cost:													1500	

Option Footnotes	
Options	
Chaos Armor	4+ Armor Save. Sorcerers may cast spells
Halberd	+1 Strength. Two-handed.
Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Shield	+1 Armour save bonus.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Mount	
Barding	+1 Armour save bonus; -1 Movement.

Validation Report

Army Subtype: Chaos Army; Edition: 8th Edition; Game Type: Normal Game

Roster satisfies all enforced validation rules

One or more elements of the Roster (×) are subject to the following in-play usage considerations:

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Roster Statistics

Casting Dice: 4

Dispel Dice: 3

General's Ld: 8

Models: 36

Total Characters: 710

Total Core: 515

Total Magic Items: 200

Total Rare: 0

Total Special: 275

% Characters: 47.3

% Core: 34.3

% Magic Items: 13.3

% Rare: 0

% Special: 18.3

Group	Min	Max	Used
Points of Lords	0	375	355
Points of Heroes	0	375	355
Points of Core	375	Unlimited	515
Points of Special	0	750	275
Points of Rare	0	375	0