



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⁺, 340 pts)														
Dingleboms von Digerfjert Reincarnated	1	8	8	-	5	5	4	7	5	8	-	5+		340
	Composition: Lord May not join units.; Causes Terror; Flyer; Stubborn													
<i>Word of Agony</i>	1	Once per game, at the beginning of the close combat phase, choose a model in base contact to take D6 S4 hits with no armor saves allowed.												[40]
Mad Dogs of Madness (20⁺, 685 pts)														
Storneve Trygvason the Exalted	1	4	7	3	5	4	2	6	4	8	2+			160
	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>Enchanted Shield</i>	1	Shield. 5+ Armour save.												[15]
<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	180
	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>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	17	4	5	3	4/5	4	1	5	2	8	3+	6+*		345
	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 Swiftess</i>	1	Unit has +1 to movement												[15]
Chaos Marauders (25⁺, 200 pts)														
Chaos Marauders of Khorne	24	4	4	3	3	3	1	4	1/2	7	5+	6+*		200
	Composition: Core The Will of Chaos; Mark of Khorne; Musician ; Standard Bearer ; Hand Weapon; Light Armour; Shield; Frenzy													
Chieftan of Khorne	1	4	4	3	3	3	1	4	2/3	7	5+	6+*		[14]
	Mark of Khorne; Hand Weapon; Light Armour; Shield; Frenzy													
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]

	Name	#	Description	Cost
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.
Light Armour	6+ Armour save.
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.
Mark of Chaos	
Mark of Khorne	Bearer is subject to Frenzy.
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: 51

Total Characters: 680

Total Core: 545

Total Magic Items: 170

Total Rare: 0

Total Special: 275

% Characters: 45.3

% Core: 36.3

% Magic Items: 11.3

% Rare: 0

% Special: 18.3

Group	Min	Max	Used
Points of Lords	0	375	340
Points of Heroes	0	375	340
Points of Core	375	Unlimited	545
Points of Special	0	750	275
Points of Rare	0	375	0