


1500 Pts - Warriors of Chaos - Mad Dogs of Madness

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Mad Dogs of Madness (25⁺, 749 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]
xTrymse Trymsson the Exalted (BSB)	1	4	7	3	5/6	4	2	6	4	8	3+	6+*		159
Composition: Hero Hand Weapon; Halberd; Chaos Armor; Shield; Battle Standard Bearer														
<i>Standard of Discipline</i>	1	Unit has +1 leadership but cannot use General's inspiring presence												[15]
xChaos Warriors	22	4	5	3	4/5	4	1	5	2	8	3+	6+*		430
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 Swiftmess</i>	1	Unit has +1 to movement												[15]
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Chaotic Cavalry (3⁺, 120 pts)														
Chaos Chariot	1				5	5	4				3+			120
Composition: Special The Will of Chaos; Chariot; Scythed Wheels														
Crew	2	4	5	3	4/5	4	1	5	2	8	-			[0]
Halberd														
Chaos Steed	2	8	3	-	4	3	1	3	1	5	-			[0]
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Sorcerer Lord (15⁺, 426 pts)														
Sorcerer Lord of Tzeentch	1	4	5	3	4	4	3	5	3	8	4+	6+	4	330
Composition: Lord 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 4 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]
Nordland Wreckers	13	4	4	3	3	3	1	4	1	7	6+	6+*		96
Composition: Core The Will of Chaos; Mark of Slaanesh; Standard Bearer ; Hand Weapon; Shield														
Hector The Duellant	1	4	4	3	3	3	1	4	2	7	6+	6+*		[13]
Mark of Slaanesh; Hand Weapon; Shield														
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Artillery (4⁺, 205 pts)														
Hellcannon	1	6	4	3	5	6	5	1	5	4	4+			205
Composition: Rare Rampage; Doomfire; Bound Daemon. If crew are destroyed takes a Monster Reaction test; Causes Terror; Large Target; Unbreakable														
Crew	3	3	4	3	3	4	1	2	1	9	5+			[0]
Hand Weapon; Heavy Armour														

	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.
Heavy Armour	5+ Armour save.
Hellcannon Misfire Table	Misfire table: Roll a D6. 1: Every unit within 3D6" takes D6 St 5 hits, remove Hellcannon. 2: Crew killed. 3: All wizards suffer miscast. Ignore instructions to lose dice, on 10-12 lose D3 random spells 4: D3 crew killed. 5: Move the Hellcannon 3D6" as described for Rampage. 6: Resolve shot at Strength 10, Hellcannon can no longer fire.
Shield	+1 Armour save bonus.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Mark of Chaos	
Mark of Slaanesh	Bearer is immune to Fear, Terror and Panic.

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: 6

Dispel Dice: 4

General's Ld: 8

Models: 47

Total Characters: 649

Total Core: 526

Total Magic Items: 120

Total Rare: 205

Total Special: 120

% Characters: 43.3

% Core: 35.1

% Magic Items: 8

% Rare: 13.7

% Special: 8

Group	Min	Max	Used
Points of Lords	0	375	330
Points of Heroes	0	375	319
Points of Core	375	Unlimited	526
Points of Special	0	750	120
Points of Rare	0	375	205