


## 1500 Pts - Warriors of Chaos - Mad Dogs of Madness

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Sorcerer Lord (20<sup>+</sup>, 630 pts)</b>														
<b>Sorcerer Lord of Tzeentch</b>	1	4	5	3	4	4	3	5	3	8	4+	6+	3	295
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.; 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]
<b>xChaos Warriors of Khorne</b>														
14	4	5	3	4/5	4	1	5	2/3	8	3+	6+*			305
Composition: Core The Will of Chaos; Mark of Khorne; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<i>War Banner</i>	1	+1 Combat Resolution.												[25]
<b>Chaos Warhounds</b>														
5	7	4	-	3	3	1	3	1	5	-			30	
Composition: Core The Will of Chaos														
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Mad Dogs of Madness (20<sup>+</sup>, 485 pts)</b>														
<b>Storneve Trygvason the Exalted</b>														
1	4	7	3	5	4	2	6	4	8	2+			160	
Composition: Hero <b>General</b> ; 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]
<b>xChaos Warriors of Khorne</b>														
14	4	5	3	4/5	4	1	5	2/3	8	3+	6+*			295
Composition: Core The Will of Chaos; Mark of Khorne; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<i>Banner of Swiftmess</i>	1	Unit has +1 to movement												[15]
<b>Chaos Warhounds</b>														
5	7	4	-	3	3	1	3	1	5	-			30	
Composition: Core The Will of Chaos														
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Marauders and BsB (20<sup>+</sup>, 255 pts)</b>														
<b>Trymse Trymsson the Exalted (BsB)</b>														
1	4	7	3	5	4	2	6	4/5	8	3+			160	
Composition: Hero Hand Weapon; Chaos Armor; Battle Standard Bearer														
<i>Halberd of Battle</i>	1	+1 Attack.												[20]
<i>Charmed Shield "The Arrowmagnet"</i>	1	First hit is discounted on 2+												[5]
<b>Nordland Wreckers</b>														
19	4	4	3	3	3	1	4	1	7	6+	6+*			95
Composition: Core The Will of Chaos; Hand Weapon; Shield														
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Chaos Warshrine (1<sup>+</sup>, 130 pts)</b>														
<b>Baby Mammoth Olli</b>														
1	4	5	3	4	6	4	5	5	8	4+	4+			130
Composition: Rare The Will of Chaos; Giver of Glory; Does not gain Thunderstomp rule														

Name	#	Description	Cost
<b>Item (0 pts)</b>			
<i>Eye of the Gods</i>	<b>0</b>	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>	<b>2</b>	Gains Stupidity	[0]
<i>Unholy Resilience</i>	<b>3</b>	+1 Toughness	[0]
<i>Slaughterer's Strength</i>	<b>4</b>	+1 Strength	[0]
<i>Razor-Sharp Horns</i>	<b>5</b>	+1 Attack	[0]
<i>Iron-Hard Skin</i>	<b>6</b>	+1 Armor	[0]
<i>Eye Is Closed</i>	<b>7</b>	Roll has no effect (Can roll duplicates of this)	[0]
<i>Flames of Chaos</i>	<b>8</b>	Gains Magic Resistance (3)	[0]
<i>Command of the Gods</i>	<b>9</b>	+1 Leadership ( <i>Maximum is 10</i> )	[0]
<i>Fearsome Aura</i>	<b>10</b>	Causes Fear (Reroll if model already causes Fear)	[0]
<i>Terrifying Appearance</i>	<b>11</b>	Causes Terror (Reroll if model already causes Terror)	[0]
<i>Divine Greatness</i>	<b>12</b>	Gains Stubborn and 4+ Ward Save	[0]
<b>Total Cost:</b>			<b>1500</b>

#### 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.
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.

#### 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:

-

#### Roster Statistics

Casting Dice: 5

Dispel Dice: 4

General's Ld: 8

# Models: 61

Total Characters: 615

Total Core: 755

Total Magic Items: 155

Total Rare: 130

Total Special: 0

% Characters: 41

% Core: 50.3

% Magic Items: 10.3

% Rare: 8.7

% Special: 0

Group	Min	Max	Used
Points of Lords	0	375	295
Points of Heroes	0	375	320
Points of Core	375	Unlimited	695
Points of Special	0	750	0
Points of Rare	0	375	130