


1500 Pts - Warriors of Chaos - Mad Dogs of Madness v8

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Mad Dogs of Madness (30⁺, 1125 pts)														
Chief Storneve Trygvason (Lord, MoK)	1	4	8	3	5	5	3	7	5/6	9	3+	4+		340
Composition: Lord The Will of Chaos; Eye of the Gods; General ; Mark of Khorne; Hand Weapon; Chaos Armor; Frenzy														
<i>Axe of Striking</i>	1	Bearer has +1 to hit enemies in close combat.												[15]
<i>Helm of Discord</i>	1	Chosen enemy character passes leadership test or can't attack and is hit automatically												[30]
<i>Shield of Preservation</i>	1	4+ Ward save												[45]
<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]
<i>Bloodcurdling Roar</i>	1	As shooting, 1 unengaged unit in LoS within 12" takes 2D6 S1 hits (no armor save).												[20]
Trymse Trymsson (Sorcerer, MoT)	1	4	5	3	4	4	2	5	2	8	4+	6+	2	215
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>Berserker Scythe</i>	1	+1 attack per enemy model in base contact.												[50]
<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]
<i>1. Flickering Fire of Tzeentch</i>	1	4+ Cast. Magic Missile, 18" range, D6+1 hits at St D6+1. Flaming attacks.												[0]
<i>2. Baleful Transmogrification</i>	1	7+ Cast. An enemy unit within 24" must take a Leadership test. If it fails, it suffers wounds equal to the amount it failed by, with no armor saves.												[0]
<i>3. Pandaemonium</i>	1	8+ Cast. Remains in play. While in play, enemy units do not benefit from their army's character's Leadership. All enemy spellcasters miscast on the roll of any double but will only cast a spell with irresistible force on double 6												[0]
<i>4. Treason of Tzeentch</i>	1	9+ Cast. Target one unengaged enemy unit within 24" that isn't immune to Psychology. All models in the unit make one attack against the unit. Characters and mounts are not affected.												[0]
<i>5. Call to Glory</i>	1	12+ Cast. Remains in play. Choose a friendly rank and file infantry model within 18" and replace him with an Exalted Hero with sword, shield and Chaos Armor as long as this spell is in play. He is worth 100 VP if killed.												[0]
<i>6. Infernal Gateway</i>	1	15+ Cast. Pick an enemy unit within 24". It takes 2D6 hits at Strength 2D6. If an 11 or 12 is rolled for Strength, the unit is sucked into the Realm of Chaos.												[0]
xMad Dogs of Madness (MoK)	27	4	5	3	4/5	4	1	5	2/3	8	3+	5+*, 6+*		570
Composition: Core The Will of Chaos; Mark of Khorne; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
Mjølner Hardiskallen Slage (Champion, MoK)	1	4	5	3	4/5	4	1	5	3/4	8	3+	5+*, 6+*		[29]
Mark of Khorne; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<i>Blasted Standard</i>	1	5+ Ward Save against all attacks made in shooting phase.												[40]
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Big Dogs (2⁺, 375 pts)														
Rufus Stonefang (Giant, MoT)	1	6	3	3	6	5	6	3	*	10	-	6+		245
Composition: Rare Fall Over; Longshanks; Giant Special Attacks; Giant Special Attacks; Mark of Tzeentch (Giant): 6+ Ward Save.; Causes Terror; Immune to Psychology; Large Target; Stubborn														
Baby Mammoth Olli (Warshrine)	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
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.
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.
Spells	
Giant Special Attacks	<p>When fighting big things (ogres and larger, including chariots):</p> <p>1) Yell and Bawl 2-4) Thump with Club 5-6) Chomp!</p> <p>When fighting little things:</p> <p>1) Yell and Bawl 2) Jump Up And Down 3) Pick Up And... 4-6) Swing With Club</p> <p>Yell and Bawl: Neither the giant nor any models in contact fight if they haven't already, but the giant wins the combat by 2.</p> <p>Jump Up And Down: Test to fall over. If the giant stays on his feet, he inflicts 2D6 S6 hits, allocated like shooting hits. The giant will continue to Jump Up And Down until he falls over or the combat ends.</p> <p>Swing With Club: Causes D6 Strength 6 hits, allocated as if from shooting.</p> <p>Thump With Club: Target must take an Initiative test, or take 2D6 wounds with no armor save. On a double, the giants club embeds itself in the ground and he cannot attack next round.</p> <p>Chomp: Causes D3 wounds with no armor saves. The giant recovers as many wounds as he inflicts.</p> <p>Pick Up And...: Pick a model in base contact. The model may make 1 attack, if he hits and wounds nothing further happens. Otherwise, roll a D6:</p> <p>1) Stuff into bag - the model is considered dead unless the giant is slain, at which point he is released from the bag. 2) Throw back into combat - The victim takes 1 wound with no saves, and his unit takes D6 strength 3 hits. 3) Hurl - The victim takes 1 wound with no saves, and is thrown into a random unit within 12", which takes D6 strength 3 hits. (If none, treat this as 'throw back into combat'.) 4) Squash - The victim dies. 5) Eat - The victim dies. 6) Pick Another - Treat this as 'stuff into bag', then the giant tries to pick up another model.</p>

Validation Report

Army Subtype: Chaos Army; Edition: 8th Edition; Game Type: Normal Game; Special Rules: Forbid Special Characters

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: 4

Dispel Dice: 3

General's Ld: 9

Models: 32

Total Characters: 555

Total Core: 570

Total Magic Items: 230

Total Rare: 375

Total Special: 0

% Characters: 37

% Core: 38

% Magic Items: 15.3

% Rare: 25

% Special: 0

Group	Min	Max	Used
Points of Lords	0	375	340
Points of Heroes	0	375	215
Points of Core	375	Unlimited	570
Points of Special	0	750	0
Points of Rare	0	375	375