


1500 Pts - Warriors of Chaos - Mad Dogs of Madness v9

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Mad Dogs of Madness (30⁺, 1105 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	195
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 Anti Heroes</i>	1	+1 Strength +1 Attack for every character in base contact												[30]
<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]
Dogs (11⁺, 220 pts)														
Baby Mammoth Olli (Warshrine, MoK)	1	4	5	3	4	6	4	5	5/6	8	4+	4+		160
Composition: Rare The Will of Chaos; Giver of Glory; Does not gain Thunderstomp rule; Mark of Khorne; Frenzy														
Chaos Warhounds	5	7	4	-	3	3	1	3	1	5	-			30
Composition: Core The Will of Chaos														
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Composition: Core The Will of Chaos														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Madness (2⁺, 175 pts)														
Ola Rappen (Sorcerer, MoT)	1	4	5	3	4	4	2	5	2	8	3+	5+	1	175
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.; Hand Weapon; Chaos Armor														
Disc of Tzeentch	1	1	3	-	3	3	1	4	1	7	-			[20]
Flaming Attacks; Causes Fear; Flyer														
<i>Infernal Puppet</i>	1	Modify any rolls on the Miscast table by D3 (for any wizard).												[35]
<i>Talisman of Protection</i>	1	6+ Ward save.												[15]
<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]
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.

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:

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Roster Statistics

Casting Dice: 5

Dispel Dice: 4

General's Ld: 9

Models: 43

Total Characters: 710

Total Core: 630

Total Magic Items: 260

Total Rare: 160

Total Special: 0

% Characters: 47.3

% Core: 42

% Magic Items: 17.3

% Rare: 10.7

% Special: 0

Group	Min	Max	Used
Points of Lords	0	375	340
Points of Heroes	0	375	370
Points of Core	375	Unlimited	570
Points of Special	0	750	0
Points of Rare	0	375	160