


## 1500 Pts - Warriors of Chaos - Mad Dogs of Madness (vB2)

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Infantry (15<sup>+</sup>, 582 pts)</b>														
<b>Lord Storneve Trygvasson</b>	1	4	8	3	5	5	3	7	5/6	9	4+	5+		275
Composition: Lord The Will of Chaos; Eye of the Gods; <b>General</b> ; 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>Shield of Endurance</i>	1	5+ Ward												[30]
<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>	13	4	5	3	4/5	4	1	5	2/3	8	3+	6+*		307
Composition: Core The Will of Chaos; Mark of Khorne; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<b>Champion of Khorne</b>	1	4	5	3	4/5	4	1	5	3/4	8	3+	6+*		[29]
Mark of Khorne; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<i>Banner of Swiftess</i>	1	Unit has +1 to movement												[15]
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Infantry (15<sup>+</sup>, 502 pts)</b>														
<b>Chaos Sorcerer of Tzeentch</b>	1	4	5	3	4	4	2	5	2	8	4+	6+	2	200
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>Infernal Puppet</i>	1	Modify any rolls on the Miscast table by D3 (for any wizard).												[35]
<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>	13	4	5	3	4/5	4	1	5	2/3	8	3+	6+*		302
Composition: Core The Will of Chaos; Mark of Khorne; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<b>Champion of Khorne</b>	1	4	5	3	4/5	4	1	5	3/4	8	3+	6+*		[29]
Mark of Khorne; Hand Weapon; Halberd; Chaos Armor; Shield; Frenzy														
<i>Banner of Eternal Flame</i>	1	Unit has flaming attacks												[10]
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Cavalry (11<sup>+</sup>, 210 pts)</b>														
<b>Chaos Warshrine of Tzeentch</b>	1	4	5	3	4	6	4	5	5	8	4+	3+		150
Composition: Rare The Will of Chaos; Giver of Glory; Does not gain Thunderstomp rule; 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.														
<b>Chaos Spiders (warhounds)</b>	5	7	4	-	3	3	1	3	1	5	-			30
Composition: Core The Will of Chaos														
<b>Chaos Spiders (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>Artillery (4<sup>+</sup>, 205 pts)</b>														
<b>Hellcannon</b>	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														
<b>Crew</b>	3	3	4	3	3	4	1	2	1	9	5+			[0]
Hand Weapon; Heavy Armour														

	<b>Name</b>	<b>#</b>	<b>Description</b>	<b>Cost</b>
<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>1499</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.
Heavy Armour	5+ Armour save.
Hellcannon Misfire Table	Misfire table: Roll a D6. <b>1:</b> Every unit within 3D6" takes D6 St 5 hits, remove Hellcannon. <b>2:</b> Crew killed. <b>3:</b> All wizards suffer miscast. Ignore instructions to lose dice, on 10-12 lose D3 random spells <b>4:</b> D3 crew killed. <b>5:</b> Move the Hellcannon 3D6" as described for Rampage. <b>6:</b> 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 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:

-

### Roster Statistics

Casting Dice: 4

Dispel Dice: 3

General's Ld: 9

# Models: 45

Total Characters: 475

Total Core: 669

Total Magic Items: 135

Total Rare: 355

Total Special: 0

% Characters: 31.7

% Core: 44.6

% Magic Items: 9

% Rare: 23.7

% Special: 0

Group	Min	Max	Used
Points of Lords	0	375	275
Points of Heroes	0	375	200
Points of Core	375	Unlimited	609
Points of Special	0	750	0
Points of Rare	0	375	355