


1500 Pts - Warriors of Chaos - Mad Dogs of Madness (vB3)

| Name | # | Mv | WS | BS | St | To | Wo | In | At | Ld | Sv | WSv | Mgc | Cost |
|--|----|---|----|----|-----|----|----|------|-----|----|----|-------------|-----|------|
| Infantry (30⁺, 1035 pts) | | | | | | | | | | | | | | |
| Lord Storneve Trygvasson | 1 | 4 | 8 | 3 | 5 | 5 | 3 | 7 | 5/6 | 9 | 4+ | 5+ | | 275 |
| 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>Talisman 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] |
| Chaos Sorcerer of Tzeentch | 1 | 4 | 5 | 3 | 4 | 4 | 2 | 5/10 | 2 | 8 | 4+ | 6+ | 2 | 190 |
| 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>Gold Sigil Rapier</i> | 1 | Attacks are made at Initiative 10 | | | | | | | | | | | | [15] |
| <i>Infernal Puppet</i> | 1 | Modify any rolls on the Miscast table by D3 (for any wizard). | | | | | | | | | | | | [35] |
| xChaos Warriors of Khorne | 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 | | | | | | | | | | | | | | |
| Champion of Khorne | 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 |
| Cavalry (15⁺, 260 pts) | | | | | | | | | | | | | | |
| Chaos Knights | 5 | 4 | 5 | 3 | 4/5 | 4 | 1 | 5 | 2 | 8 | 1+ | | | 200 |
| Composition: Special The Will of Chaos; Ensorcelled Weapons: Count as magic weapons, +1 Strength unless replaced by lances; Barding; Hand Weapon; Chaos Armor; Shield; Causes Fear | | | | | | | | | | | | | | |
| Chaos Steed | 5 | 8/7 | 3 | - | 4 | 3 | 1 | 3 | 1 | 5 | - | | | [0] |
| Chaos Spiders (warhounds) | 5 | 7 | 4 | - | 3 | 3 | 1 | 3 | 1 | 5 | - | | | 30 |
| Composition: Core The Will of Chaos | | | | | | | | | | | | | | |
| Chaos Spiders (warhounds) | 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 |
| 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] |

| Name | # | Mv | WS | BS | St | To | Wo | In | At | Ld | Sv | WSv | Mgc | Cost | |
|------|---|----|----|----|----|----|----|----|----|----|----|-----|--------------------|-------------|--|
| | | | | | | | | | | | | | 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 Khorne | Bearer is subject to Frenzy. |
| Mount | |
| Barding | +1 Armour save bonus; -1 Movement. |

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: 49
Total Characters: 465
Total Core: 630
Total Magic Items: 140
Total Rare: 205
Total Special: 200
% Characters: 31
% Core: 42
% Magic Items: 9.3
% Rare: 13.7
% Special: 13.3

| Group | Min | Max | Used |
|-------------------|-----|-----------|------|
| Points of Lords | 0 | 375 | 275 |
| Points of Heroes | 0 | 375 | 190 |
| Points of Core | 375 | Unlimited | 570 |
| Points of Special | 0 | 750 | 200 |
| Points of Rare | 0 | 375 | 205 |