


1500 Pts - Warriors of Chaos - Mad Dogs of Madness (vB4)

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Infantry (15⁺, 582 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>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]
xChaos Warriors of Khorne	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														
Champion of Khorne	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
Infantry (15⁺, 507 pts)														
Chaos Sorcerer of Tzeentch	1	4	5	3	4	4	2	5	2	8	4+	6+	2	205
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>Potion of Speed</i>	1	One use, at the start of players turn character has +3 initiative												[5]
<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]
1. <i>Flickering Fire of Tzeentch</i>	1	4+ Cast. Magic Missile, 18" range, D6+1 hits at St D6+1. Flaming attacks.												[0]
2. <i>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]
3. <i>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]
4. <i>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]
5. <i>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]
6. <i>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]
xChaos Warriors of Khorne	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														
Champion of Khorne	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
Cavalry (16⁺, 410 pts)														
Chaos Warshrine of Tzeentch	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.														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
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	#	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:													1499	

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.
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: 46

Total Characters: 480

Total Core: 669

Total Magic Items: 140

Total Rare: 150

Total Special: 200

% Characters: 32

% Core: 44.6

% Magic Items: 9.3

% Rare: 10

% Special: 13.3

Group	Min	Max	Used
Points of Lords	0	375	275
Points of Heroes	0	375	205
Points of Core	375	Unlimited	609
Points of Special	0	750	200
Points of Rare	0	375	150