


## 1500 Pts - Warriors of Chaos - Mad Dogs of Madness (vB5)

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>HQ (2<sup>+</sup>, 485 pts)</b>														
<b>Daemon Prince of Tzeentch</b>	1	8	8	-	5	5	4	7	5	8	-	4+		335
Composition: Lord May not join units.; 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.; Causes Terror; Flyer; Stubborn														
<i>Bloodcurdling Roar</i>	1	As shooting, 1 unengaged unit in LoS within 12" takes 2D6 S1 hits (no armor save).												[20]
<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.														
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Infantry (15<sup>+</sup>, 467 pts)</b>														
<b>Exalted Hero</b>	1	4	7	3	5	4	2	6	4	8	4+	5+		160
Composition: Hero <b>General</b> ; Hand Weapon; Chaos Armor														
<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>, 487 pts)</b>														
<b>Chaos Sorcerer of Tzeentch</b>	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 Scythe</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]
<i>1. Flickering Fire of Tzeentch</i>	1	<b>4+ Cast.</b> Magic Missile, 18" range, D6+1 hits at St D6+1. Flaming attacks.												[0]
<i>2. Baleful Transmogrification</i>	1	<b>7+ Cast.</b> 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	<b>8+ Cast.</b> 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	<b>9+ Cast.</b> 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	<b>12+ Cast.</b> 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	<b>15+ Cast.</b> 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]
<b>xChaos Warriors</b>	13	4	5	3	4/5	4	1	5	2	8	3+	6+*		297
Composition: Core The Will of Chaos; Standard Bearer ; Hand Weapon; Halberd; Chaos Armor; Shield														
<b>Champion</b>	1	4	5	3	4/5	4	1	5	3	8	3+	6+*		[29]
Hand Weapon; Halberd; Chaos Armor; Shield														
<i>Banner of Rage</i>	1	Unit has Frenzy. Do not lose Frenzy if beaten in combat.												[35]

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Cavalry (10<sup>x</sup>, 60 pts)</b>														
<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	#	Description												Cost
<b>Item (0 pts)</b>														
<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]
<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.
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: 4

Dispel Dice: 3

General's Ld: 8

# Models: 42

Total Characters: 685

Total Core: 664

Total Magic Items: 170

Total Rare: 150

Total Special: 0

% Characters: 45.7

% Core: 44.3

% Magic Items: 11.3

% Rare: 10

% Special: 0

Group	Min	Max	Used
Points of Lords	0	375	335
Points of Heroes	0	375	350
Points of Core	375	Unlimited	604
Points of Special	0	750	0
Points of Rare	0	375	150