

500 Pts - Warriors of Chaos - Warriors of Chaos 500 pts v1

	Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Item (0 pts)																
	Eye of the Gods	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
	Insanity	2	Gains Stupidity													[0]
	Unholy Resilience	3	+1 Toughness													[0]
	Slaughterer's Strength	4	+1 Strength													[0]
	Razor-Sharp Horns	5	+1 Attack													[0]
	Iron-Hard Skin	6	+1 Armor													[0]
	Eye Is Closed	7	Roll has no effect (Can roll duplicates of this)													[0]
	Flames of Chaos	8	Gains Magic Resistance (3)													[0]
	Command of the Gods	9	+1 Leadership (Maximum is 10)													[0]
	Fearsome Aura	10	Causes Fear (Reroll if model already causes Fear)													[0]
	Terrifying Appearance	11	Causes Terror (Reroll if model already causes Terror)													[0]
	Divine Greatness	12	Gains Stubborn and 4+ Ward Save													[0]
Chaos Warriors (10 ⚔, 190 pts)																
	Chaos Warriors of Khorne	10	In	4	5	3	4	4	1	5	2/4	8	4+			190
	Composition: Core The Will of Chaos; Beserk Rage; Mark of Khorne; Hand Weapon; Extra Hand Weapon; Chaos Armor; Extra Attack: +1 Attacks; Frenzy															
Marauder Horsemen (5 ⚔, 80 pts)																
	Marauder Horsemen	5	Ca	4	4	3	3	3	1	4	1	7	5+			80
	Composition: Core The Will of Chaos; Horselords; Hand Weapon; Throwing Axe; Shield; Fast Cavalry															
	Warhorse	5	-	8	3	-	3	3	1	3	1	5	-			[0]
Chaos Knights (5 ⚔, 230 pts)																
	Chaos Knights of Khorne	5	Ca	4	5	3	4/5	4	1	5	2/3	8	1+			230
	Composition: Special The Will of Chaos; Ensorcelled Weapons: Count as magic weapons, +1 Strength unless replaced by lances; Beserk Rage; Mark of Khorne; Barding; Hand Weapon; Chaos Armor; Shield; Causes Fear; Frenzy															
	Chaos Steed	5	-	8/7	3	-	4	3	1	3	1/2	5	-			[0]
															Total Cost:	500

Option Footnotes

Options	
Chaos Armor	4+ Armor Save. Sorcerers may cast spells
Extra Hand Weapon	+1 Attack. Requires two hands.
Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Shield	+1 Armour save bonus.
Throwing Axe	6" Range, S+1 str, Quick to Fire
Mark of Chaos	
Mark of Khorne	Bearer is subject to Frenzy.
Mount	
Barding	+1 Armour save bonus; -1 Movement.
Special	
Beserk Rage	Must declare charge if able to unless a Leadership test is passed. Cannot choose to restrain pursuit.

Validation Report

Army Subtype: Chaos Army; Edition: 8th Edition; Game Type: Normal Game; Special Rules: Forbid Special Characters, Forbid Regiments of Renown

Exactly one character must be the general

Roster Statistics

General's Ld: 0

Models: 20

Total Characters: 0

Total Core: 270

Total Magic Items: 0
Total Rare: 0
Total Special: 230
% Characters: 0
% Core: 54
% Magic Items: 0
% Rare: 0
% Special: 46

Group	Min	Max	Used
Points of Lords	0	125	0
Points of Heroes	0	125	0
Points of Core	125	Unlimited	270
Points of Special	0	250	230
Points of Rare	0	125	0