

! 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)															
<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]
Chaos Warriors (10 $\frac{1}{2}$, 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 $\frac{1}{2}$, 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 $\frac{1}{2}$, 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