

3000 Pts - Chaos Army											Khaos Beastmen of Kush										
Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Cp	Dp	US	Cost					
Aata ()	1	5	7	3	5	4	3	6	4	8	3+				1	226					
May accompany Ambushers; Mob rule; Mark of Chaos Undivided; May re-roll failed Psychology tests; General; Units within 12" may use General's Leadership; Heavy Armour																					
<i>Black Maul</i>	For wounding, -2 To for target (min 1)															[40]					
Tuskgor Chariot	1				5	4	4		D6+1		4+				4	[85]					
Mark of Chaos Undivided; May re-roll failed Psychology tests																					
Tuskhors	2	7	3		4			2	1							[0]					
Bestigor Crew	1		4		4			3	1	7					1	[0]					
Heavy Armour; Shield																					
Wargor	1	5	6	3	4	4	2	5	3	7	5+				1	114					
Mob Rule; May accompany Ambush units; Mark of Chaos Undivided; May re-roll failed Psychology tests; Heavy Armour; Battle Standard; Units w/in 12" may re-roll break tests																					
<i>War Banner</i>	+1 to Combat Resolution															[25]					
Bray Shaman	1	5	4	3	3/5	4	2	4	2	6	/5+		2	1	1	146					
Mob Rule, May join Ambush units; Mark of Chaos Undivided; May re-roll failed Psychology tests; Lore of Beasts; Magic Level 2; +2 dice to casting and +1 to dispel pool. Has 2 spells.; Braystaff; +2 St in CC (as GW) OR +2 Save in CC; Choose at start of each CC Phase; Miscast Table																					
<i>Warrior Familiar</i>	At beginning of CC, 1 St 5 hit given to single model in BtB with wizard															[30]					
<i>1: Buccos the Oxen Stands</i>	5+; A fleeing friendly unit rallies.															[0]					
<i>6: Lupens the Wolf Hunts</i>	9+, Rng 24"; Friendly cavalry etc, not in close combat moves 2D6" towards the nearest enemy (WD 264 revision - or caster).															[0]					
Bray Shaman	1	5	4	3	3/5	4	2	4	2	6	/5+	6+	1	1	1	96					
Mob Rule, May join Ambush units; Mark of Chaos Undivided; May re-roll failed Psychology tests; Lore of Beasts; Magic Level 1; +1 dice to casting and dispel pool. Has 1 spell.; Braystaff; +2 St in CC (as GW) OR +2 Save in CC; Choose at start of each CC Phase																					
<i>3: Ursos the Bears Anger</i>	6+, Close combat; Caster (WD 264 revision - or other on foot char in unit): +3At, +2St, +1To.															[0]					
<i>Talisman of Protection</i>	6+ ward save															[15]					
Doombull (USWD)	1	6	7	3	5/7	5	4	5	5	9	5+				3	192					
Cause Fear; Bloodgreed (may only pursue broken enemy or Overrun if passes Ld test); Mark of Chaos Undivided; May re-roll failed Psychology tests; Great Weapon; last in HtH unless charging; Conflicts w/ shield; Heavy Armour																					
Tuskgor Chariot	1				5	4	4		D6+1		4+				4	85					
Mark of Chaos Undivided; May re-roll failed Psychology tests																					
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Bestigor Crew	2		4		4			3	1	7					1	[0]					
Heavy Armour; Shield																					
Tuskgor Chariot	1				5	4	4		D6+1		4+				4	85					
Mark of Chaos Undivided; May re-roll failed Psychology tests																					
Tuskhors	2	7	3		4			2	1							[0]					
Bestigor Crew	2		4		4			3	1	7					1	[0]					
Heavy Armour; Shield																					
Beastmen Herd (Gors)	19	5	4	3	3	4	1	3	1	6	6+				1	195					
Mob Rule (gain rank bonus in combat); Skirmishers; Ambush; Hand Weapon & Shield; In HTH combat, additional +1 Save when using hand weapon.; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.; Front-Rankers: Go to front-rank in combat (Ungors line up behind)																					
US Foe-Render	1	5	4	3	4	4	1	3	2	7	6+				1	[10]					
Ungors	10	5	4	3	3	3	1	3	1	6	6+				1	[50]					
Missile Shield (remove before Gors vs shooting hits); Skirmishers; Spear; 2 ranks in HtH if static; Shield; +1Sv w/ handweapon in HtH																					
Beastmen Herd (Gors)	19	5	4	3	3	4	1	3	1	6	6+				1	195					
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Ungors	10	5	4	3	3	3	1	3	1	6	6+	1	[50]
	Missile Shield (remove before Gors vs shooting hits); Skirmishers; Spear; 2 ranks in HtH if static; Shield; +1Sv w/ handweapon in HtH												
Bestigor Herd	15	5	4	3	4/6	4	1	3	1	7	5+	1	206
	Mark of Chaos Undivided; May re-roll failed Psychology tests; Great Weapon; last in HtH unless charging, Conflicts w/ shield; Heavy Armour; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.												
Foe-Render	1	5	4	3	4/6	4	1	3	2	7	5+	1	[12]
Bestigor Herd	15	5	4	3	4/6	4	1	3	1	7	5+	1	206
	Mark of Chaos Undivided; May re-roll failed Psychology tests; Mark of Chaos Undivided; May re-roll failed Psychology tests; Great Weapon; last in HtH unless charging, Conflicts w/ shield; Heavy Armour; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.												
Foe-Render	1	5	4	3	4/6	4	1	3	2	7	5+	1	[12]
Chaos Warhounds	10	7	4		3	3	1	3	1	5		2	60
Chaos Warhounds	10	7	4		3	3	1	3	1	5		2	60
Minotaurs	6	6	4	3	4	4	3	4	3/4	8	6+	3	294
	Cause Fear; Bloodgreed (may only pursue broken enemy or Overrun if passes Ld test); 2ndWeapon; No shield in HtH; not usable if mounted; Light Armour												
Minotaurs	6	6	4	3	4	4	3	4	3/4	8	6+	3	294
	Cause Fear; Bloodgreed (may only pursue broken enemy or Overrun if passes Ld test); 2ndWeapon; No shield in HtH; not usable if mounted; Light Armour												
Chaos Furies	10	4	4		4	3	1	4	1	6	5+	1	150
	Daemonic; Flying Unit												

Total Army Cost: 2994 Pts.

Notes:

If your General is Marked, no other Chaos God's Marks are allowed in army

If your General is Chaos Undivided, then Marks may be mixed as long as there is at least one marked unit for each character mark (other than Chaos Undivided) - Spawn do not count. For example in a Chaos Undivided army you must have 1 Khorne-marked unit if you want 1 or more characters to have the Mark of Khorne

Daemon Rules: Daemonic Attacks are Magical; Daemonic Aura: 5+ Ward Save vs NONmagical attacks; Immune to Psychology; Cause Fear; Instability Test: Instead of Break Test - calculate CR, roll dice, if greater than Daemon's Ld value - unit destroyed, if greater than Ld-CR value, suffer difference in Wos (no saves)

Non-Daemonic models may not join a Daemonic unit; Daemonic models may not join Non-Daemonic units

Casting Pool: 5

Dispel Pool: 4

Models in Army: 202