

**2250 PTS - WARRIORS OF CHAOS - LEGION OF MAWSIKK**

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Mawsikk the Malignant (2<math>\times</math>, 270 Pts)</b>																	
Chaos Lord	1	4	8	3	5	5	3	7	5	9	2+		1				270
Composition: Lord The Will of Chaos; Eye of the Gods; <b>General</b> ; Hand Weapon; Chaos Armor; Shield																	
Daemonic Mount	1	8	4	-	5	5	1	3	2	8	-						[50]
Causes Fear																	
<b>Skurge (1<math>\times</math>, 120 Pts)</b>																	
Chaos Sorcerer	1	4	5	3	4	4	2	5	2	8	4+		1	2	2	1	120
Composition: Hero The Will of Chaos; Eye of the Gods; Level 2 Upgrade; Hand Weapon; Chaos Armor																	
<b>Seer K'han (1<math>\times</math>, 120 Pts)</b>																	
Chaos Sorcerer	1	4	5	3	4	4	2	5	2	8	4+		1	2	2	1	120
Composition: Hero The Will of Chaos; Eye of the Gods; Level 2 Upgrade; Hand Weapon; Chaos Armor																	
<b>The Krung (18<math>\times</math>, 148 Pts)</b>																	
$\times$ Chaos Marauders of Slaanesh	18	4	4	3	3	3	1	4	1	7	5+ /4+		1				148
Composition: Core The Will of Chaos; Mark of Slaanesh; Musician $\mathcal{M}$ ; Standard Bearer $\mathcal{S}$ ; Hand Weapon; Flail; Light Armour; Shield																	
<b>The Raiders (6<math>\times</math>, 144 Pts)</b>																	
$\times$ Marauder Horsemen	5	4	4	3	3	3	1	4	1	7	4+		2				144
Composition: Core The Will of Chaos; Horselords; Musician $\mathcal{M}$ ; Standard Bearer $\mathcal{S}$ ; Hand Weapon; Flail; Throwing Axe; Light Armour; Shield																	
Marauder Chieftan	1	4	4	3	3	3	1	4	2	7	4+		2				[31]
Hand Weapon; Flail; Throwing Axe; Light Armour; Shield																	
Warhorse	6	8	3	-	3	3	1	3	1	5	-						[0]
<b>The Fearless (8<math>\times</math>, 144 Pts)</b>																	
Marauder Horsemen of Slaanesh	8	4	4	3	3	3	1	4	1	7	5+		2				144
Composition: Core The Will of Chaos; Horselords; Mark of Slaanesh; Musician $\mathcal{M}$ ; Hand Weapon; Throwing Axe; Shield; Fast Cavalry																	
Warhorse	8	8	3	-	3	3	1	3	1	5	-						[0]
<b>The Guardians (6<math>\times</math>, 300 Pts)</b>																	
Chaos Knights of Nurgle	6	4	5	3	4/5	4	1	5	2	8	1+		2				300
Composition: Special The Will of Chaos; Ensorcelled Weapons: Count as magic weapons, +1 Strength unless replaced by lances; Mark of Nurgle; Musician $\mathcal{M}$ ; Standard Bearer $\mathcal{S}$ ; Barding; Hand Weapon; Chaos Armor; Shield; Causes Fear																	
Chaos Steed	6	8/7	3	-	4	3	1	3	1	5	-						[0]
<b>The Impalers (5<math>\times</math>, 255 Pts)</b>																	
Chaos Knights	5	4	5	3	4	4	1	5	2	8	1+		2				255
Composition: Special The Will of Chaos; Ensorcelled Weapons: Count as magic weapons, +1 Strength unless replaced by lances; Musician $\mathcal{M}$ ; Standard Bearer $\mathcal{S}$ ; Barding; Hand Weapon; Lance; Chaos Armor; Shield; Causes Fear																	
Chaos Steed	5	8/7	3	-	4	3	1	3	1	5	-						[0]
<b>Total Cost:</b>																	<b>1501</b>

**Option Footnotes**

Options	
Chaos Armor	4+ Armor Save. Sorcerers may cast spells
Flail	+2 Strength in the first round of any combat. Two-handed.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Lance	+2 Strength when charging.
Light Armour	6+ Armour save.
Musician $\mathcal{M}$	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Shield	+1 Armour save bonus.
Standard Bearer $\mathcal{S}$	+1 to Combat Resolution; Standard can be captured if unit Flees.
Throwing Axe	6" Range, Strength as per user +1. Thrown Weapon.

Mark of Chaos	
Mark of Nurgle	Enemy models targetting are at -1 BS for shooting and -1 WS in hand-to-hand, to a minimum of 1.
Mark of Slaanesh	Bearer is immune to Fear, Terror and Panic.
Mount	
Barding	+1 Armour save bonus; -1 Movement.

#### Roster Statistics

Casting Dice: 6

Dispel Dice: 4

General's Ld: 9

# Models: 47

Total Characters: 510.0

Total Core: 436.0

Total Magic Items: 0.0

Total Rare: 0.0

Total Special: 555.0

% Characters: 34.0

% Core: 29.0

% Magic Items: 0.0

% Rare: 0.0

% Special: 37.0