

2250 P+S - WARRIORS OF CHAOS - THE KRUEEL HORDE

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
KRUEEL (1k, 136 PTS)																	
Exalted Hero of Slaanesh	1	4	7	3	5	4	2	6	4	8	1+		2				136
Composition: Hero Mark of Slaanesh: Bearer is immune to Fear, Terror and Panic. Barding: +1 Armour save bonus; -1 Movement. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells Shield: +1 Armour save bonus.																	
Chaos Steed	1	8/7	3	-	4	3	1	3	1	5	-						[0]
EXALTED HERO (1k, 110 PTS)																	
Exalted Hero	1	4	7	3	5	4	2	6	4	8	4+		1				110
Composition: Hero Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells																	
SORCERER (1k, 136 PTS)																	
Chaos Sorcerer	1	4	5	3	4	4	2	5	2	8	2+		2	2	2	1	136
Composition: Hero The Will of Chaos; Eye of the Gods Barding: +1 Armour save bonus; -1 Movement. Level 2 Upgrade Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells																	
Chaos Steed	1	8/7	3	-	4	3	1	3	1	5	-						[0]
CHAOS WARRIORS (12k, 252 PTS)																	
Chaos Warriors of Khorne	11	4	5	3	4	4	1	5	2/3	8	3+ /2+		1				252
Composition: Core The Will of Chaos Mark of Khorne: Bearer is subject to Frenzy. Musician ♪: +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Standard Bearer ♠: +1 to Combat Resolution; Standard can be captured if unit Flees. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells Shield: +1 Armour save bonus. Frenzy																	
Champion of Khorne	1	4	5	3	4	4	1	5	3/4	8	3+ /2+		1				[28]
Mark of Khorne: Bearer is subject to Frenzy. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells Shield: +1 Armour save bonus. Frenzy																	
CHAOS MARAUDERS (17k, 88 PTS)																	
Chaos Marauders	16	4	4	3	3	3	1	4	1	7	-		1				88
Composition: Core The Will of Chaos Musician ♪: +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Standard Bearer ♠: +1 to Combat Resolution; Standard can be captured if unit Flees. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.																	
Chieftan	1	4	4	3	3	3	1	4	2	7	-		1				[12]
Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
MARAUDER HORSEMEN (5\times, 113 PTS)																	
Marauder Horsemen of Slaanesh	4	4	4	3	3	3	1	4	1	7	5+		2				113
Composition: Core The Will of Chaos; Horselords Mark of Slaanesh: Bearer is immune to Fear, Terror and Panic. Musician \mathcal{D} : +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Flail: +2 Strength in the first round of any combat. Two-handed. Throwing Axe: 6" Range, Strength as per user +1. Thrown Weapon. Light Armour: 6+ Armour save. Fast Cavalry																	
Marauder Chieftan of Slaanesh	1	4	4	3	3	3	1	4	2	7	5+		2				[29]
Mark of Slaanesh: Bearer is immune to Fear, Terror and Panic. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Flail: +2 Strength in the first round of any combat. Two-handed. Throwing Axe: 6" Range, Strength as per user +1. Thrown Weapon. Light Armour: 6+ Armour save.																	
Warhorse	5	8	3	-	3	3	1	3	1	5	-						[0]
CHAOS HOUNDS (5\times, 30 PTS)																	
Chaos Warhounds	5	7	4	-	3	3	1	3	1	5	-		2				30
Composition: Core The Will of Chaos																	
CHAOS HOUNDS (5\times, 30 PTS)																	
Chaos Warhounds	5	7	4	-	3	3	1	3	1	5	-		2				30
Composition: Core The Will of Chaos																	
CHAOS HOUNDS (5\times, 30 PTS)																	
Chaos Warhounds	5	7	4	-	3	3	1	3	1	5	-		2				30
Composition: Core The Will of Chaos																	
CHAOS HOUNDS (5\times, 30 PTS)																	
Chaos Warhounds	5	7	4	-	3	3	1	3	1	5	-		2				30
Composition: Core The Will of Chaos																	
CHAOS KNIGHTS (5\times, 285 PTS)																	
Chaos Knights of Slaanesh	4	4	5	3	4/5	4	1	5	2	8	1+		2				285
Composition: Special The Will of Chaos; Ensorcelled Weapons: Count as magic weapons, +1 Strength unless replaced by lances Mark of Slaanesh: Bearer is immune to Fear, Terror and Panic. Musician \mathcal{D} : +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Standard Bearer \mathcal{D} : +1 to Combat Resolution; Standard can be captured if unit Flees. Barding: +1 Armour save bonus; -1 Movement. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells Shield: +1 Armour save bonus. Causes Fear																	
Champion of Slaanesh	1	4	5	3	4/5	4	1	5	3	8	1+		2				[60]
Mark of Slaanesh: Bearer is immune to Fear, Terror and Panic. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Chaos Armor: 4+ Armor Save. Sorcerers may cast spells Shield: +1 Armour save bonus.																	
War Banner	1	+1 Combat Resolution.															[25]
Chaos Steed	5	8/7	3	-	4	3	1	3	1	5	-						[0]

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
CHAOS GIANT (1$\frac{1}{2}$, 225 PTS)																	
Giant	1	6	3	3	6	5	6	3	*	10	-		6				225
Composition: Rare Fall Over; Longshanks; Giant Special Attacks; if the Giant has a Mark of Slaanesh, it Always Strikes First. Causes Terror Immune to Psychology Large Target Stubborn																	
Total Cost:																	1465

Roster Statistics

Casting Dice: 4
 Dispel Dice: 3
 General's Ld: 0
 # Models: 63
 Total Characters: 382.0
 Total Core: 573.0
 Total Magic Items: 25.0
 Total Rare: 225.0
 Total Special: 285.0
 % Characters: 26.1
 % Core: 39.1
 % Magic Items: 1.7
 % Rare: 15.4
 % Special: 19.5

Group	Min	Max	Used
Heroes	0	4	3
Lords	0	1	0
Core	3	Unlimited	3
Special	0	4	1
Rare	0	2	1