










 <b>Chaos – Beasts of Chaos [840pts]</b>	
<b>Leader</b>	
 <b>Dragon Ogor Shaggoth</b>	260pts
<b>Fighters</b>	
<b>Dragon Ogor with Draconic Crusher</b>	195pts
<b>Dragon Ogor with Draconic War-glaive</b>	190pts
<b>Dragon Ogor with Paired Ancient Weapons</b>	195pts

 <b>Chaos – Beasts of Chaos [840pts]</b>	
<b>Selection Rules</b>	
	<b>[Reaction] Brute Resilience</b> : fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the damage points allocated to this fighter by each hit from that attack action (to a minimum of 1).
	<input checked="" type="checkbox"/> <b>[Double] Brayherd Ambush</b> : A fighter can only use this ability if it is the first battle round. This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
 	<input checked="" type="checkbox"/> <b>[Double] Rip, Gore and Tear!</b> : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
 	<input checked="" type="checkbox"/> <b>[Triple] Bring Down the Storm</b> : Pick a visible enemy fighter within 20" of this fighter and roll a dice. On a roll of 2+, allocate a number of damage points to that fighter equal to the value of this ability.
  	<input checked="" type="checkbox"/> <b>[Quad] Empowering Lightning</b> : Remove a number of damage points up to the value of this ability allocated to each friendly fighter with both the Beasts of Chaos faction runemark and the Destroyer runemark within 9" of this fighter.