

2500 Pts - Chaos Dwarfs - CZ2500Liga1

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Sorcerer-Prophet (1 ⚔, 390 pts)														
Sorcerer-Prophet	1	3	5	4	4	5	3	2	3	10	2+	4+, 5+*	4	390
Composition: Lord Contempt; Deamonsmith; General ; Infernal Engineer; Relentless; Resolute; Sorcerer's Curse; Level 4 Upgrade; Hand Weapon; Blackshard Armour; The Blood of Hashut; Immune to Psychology														
<i>Darkforge Weapon</i>	1	Roll D6 at start of game. No two Darkforged Weapons may be the same so re-roll any duplicated ability.												[0]
<i>Enchanted Shield</i>	1	Shield; +2 armour save bonus												[5]
<i>Sceptre of Stability</i>	1	One use: Increase dispel by D6 after dispel rolled.												[15]
<i>Talisman of Preservation</i>	1	4+ Ward Save.												[45]
<i>Ironcurse Icon</i>	1	Character and unit gain 6+ Ward Save against war machines.												[5]
<i>The Lore of Death</i>	1	Must choose spells from the Lore of Death												[0]
Dark Castellean (1 ⚔, 200 pts)														
Dark Castellean (Battle Standard Bearer)	1	3	6	4	4/6	5	2	3	3	9	3+	4+*, 5+*		200
Composition: Hero Always Strikes Last; Contempt; Relentless; Resolute; Hand Weapon; Great Weapon; Blackshard Armour; Battle Standard Bearer; Stubborn														
<i>The Mask of the Furnace</i>	1	The wearer of this mask counts their armour as 1 point better than normal. In addition they cause Fear and have a 4+ Ward Save which increases to 2+ against Flaming Attacks.												[65]
Causes Fear														
Dark Castellean (1 ⚔, 122 pts)														
Dark Castellean	1	3	6	4	4	5	2	3	3	9	2+	2+*, 5+*, 6+*		122
Composition: Hero Contempt; Relentless; Resolute; Hand Weapon; Blackshard Armour; Shield; Stubborn														
<i>Dragonhelm</i>	1	Model counts its armour save as being one point higher than normal. 2+ Ward Save against Flaming Attacks.												[10]
<i>Luckstone</i>	1	One use: Re-roll single armour save.												[5]
Hobgoblin Khan (1 ⚔, 54 pts)														
Hobgoblin Khan	1	4	4	3	4	4	2	4	3	7	5+			54
Composition: Hero Hand Weapon; Throwing Knives; Light Armour; Fast Cavalry; Vanguard														
Wolf	1	9	3	-	3	3	1	3	1	3	-			[0]
Hobgoblin Khan (1 ⚔, 69 pts)														
Hobgoblin Khan	1	4	4	3	4	4	2	4	3	7	4+			69
Composition: Hero Hand Weapon; Throwing Knives; Light Armour; Fast Cavalry; Vanguard														
Wolf	1	9	3	-	3	3	1	3	1	3	-			[0]
<i>Shrieking Blade</i>	1	Bearer causes Fear.												[10]
<i>Charmed Shield</i>	1	Shield; First hit is discounted on 2+.												[5]
Daemonsmith Sorcerer (1 ⚔, 145 pts)														
Daemonsmith Sorcerer	1	3	4	4	4/5	4	2	2	2	9	4+	5+*	1	145
Composition: Hero Ensorcelled Weapons: Count as magic weapons, +1 St; Contempt; Deamonsmith; Infernal Engineer; Relentless; Resolute; Sorcerer's Curse; Ensorcelled Hand Weapon; Blackshard Armour; Immune to Psychology														
<i>Dispel Scroll</i>	1	One use: Automatically dispels an enemy spell.												[25]
<i>Ruby Ring of Ruin</i>	1	Bound Spell . 3+ Cast .												[25]
<i>0. Fireball</i>	1	Magic Missile . 5+ Cast . 24" Range, D6 S4 hits. 10+ Cast . 36" Range, 2D6 S4 hits. 18+ Cast . 48" Range, 3D6 S4 hits.												[0]
<i>The Lore of Fire</i>	1	Must choose spells from the Lore of Fire												[0]

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Chaos Dwarf Infernal Guard (29 ⚔, 482 pts)														
xChaos Dwarf Infernal Guard	28	3/4	4	3	4/6	4	1	2	1	9	3+	5+*		482
	Composition: Core Always Strikes Last; Contempt; Relentless; Resolute; Musician ⚔; Standard Bearer ⚔; Hand Weapon; Great Weapon; Blackshard Armour; Shield													
Deathmask	1	3/4	5	3	4/6	4	1	2	2	9	3+	5+*		[27]
	Always Strikes Last; Contempt; Relentless; Resolute; Hand Weapon; Great Weapon; Blackshard Armour; Shield													
Banner of Swiftess	1	Unit has +1 to Movement												[15]
Hobgoblins Cutthroats (25 ⚔, 147 pts)														
Hobgoblins Cutthroats	24	4	3	3	3	3	1	2	1	6	6+			147
	Composition: Core Backstabbers; Hobgoblin Animosity; Musician ⚔; Standard Bearer ⚔; Hand Weapon; Bow; Throwing Knives; Light Armour; Volley Fire													
Hobgoblin Murder Boss	1	4	3	3	3	3	1	3	2	6	6+			[15]
	Hand Weapon; Bow; Throwing Knives; Light Armour; Volley Fire													
Chaos Dwarf Infernal Ironsworn (27 ⚔, 536 pts)														
Chaos Dwarf Infernal Ironsworn	26	3	5	3	4/5	4	1	2	1	9	3+	5+*		536
	Composition: Special Enscorcelled Weapons: Count as magic weapons, +1 Strength.; Contempt; Relentless; Resolute; Musician ⚔; Standard Bearer ⚔; Enscorcelled Hand Weapon; Blackshard Armour; Shield													
Deathmask	1	3	5	3	4/5	4	1	2	2	9	3+	6+*		[29]
	Enscorcelled Hand Weapon; Blackshard Armour; Shield													
Razor Standard	1	Unit gains Armour Piercing.												[45]
Chaos Dwarf Magma Cannon (4 ⚔, 145 pts)														
Chaos Dwarf Magma Cannon	1					7	3							145
	Composition: Special Range 24"; S5; Fired as a cannon, except tear-template placed instead of 'bounce'; Flaming Attacks; Multiple Wounds: D3													
Chaos Dwarf Crew	3	3	4	3	3	4	1	2	1	9	5+			[0]
	Resolute, Relentless, Contempt; Hand Weapon; Heavy Armour													
Chaos Dwarf Hellcannon (4 ⚔, 210 pts)														
Hellcannon	1	3	4	3	5	6	5	1	5	4	4+	5+		210
	Composition: Rare Caged Fury : Start of turn, if not in combat, test Ld. If passed unit may act as normal. If failed pivot toward closest enemy, it is now subject to Random Movement (3D6) until the start of the next turn, except it can only move forward; Deamonic Construction; Daemonic Attacks; Monster and Handlers; Causes Terror; DoomFire: Range 12-60"; Fires as Stone Thrower; S5(10); Multiple Wounds (D6) under central hole only; Any unit that suffers one or more casualties must take a Panic test, with a -1 penalty to Ld.; Immune to Psychology; Large Target; Move or Fire; Slow to Fire; Unbreakable													
Chaos Dwarf Handlers	3	3	4	3	3	4	1	2	1	9	-			[0]
	Hand Weapon													
													Total Cost:	2500

Option Footnotes

Options	
Blackshard Armour	4+ armour save. 5+ Ward Save vs. Flaming Attacks.
Bow	24" Range, Strength 3, Volley Fire.
Enscorcelled Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Great Weapon	+2 Strength; Always Strikes Last. Two-handed.
Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ armour save.
Light Armour	6+ armour save.
Musician ⚔	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Allows Swift Reform.
Shield	+1 armour save bonus.
Standard Bearer ⚔	+1 to Combat Resolution, Standard can be captured if unit Flees.

The Blood of Hashut	One use: Maybe used in CC in lieu of all model's normal attacks that turn. It is used to target a single model in BtB (in the case of ridden mount, either rider or mount may be selected) The works on 2+. If a 1 is rolled, the attack fails. If the attack is successful then D6 automatic hit are inflicted on the target. The To Wound score of these hits is always equal to the unmodified armour save of the target. However a roll of a 1 always fails. No armour saves are permitted and the damage caused counts as being both magic weapon and Flaming Attack special rule.
Throwing Knives	6" Range, Strength as per user, Quick to Fire.
Special Rules	
Always Strikes Last	Always Strikes Last in Close Combat
Backstabbers	If Hobgoblin Infantry unit of at least 10 models restrains itself from pursuing an enemy that has broken in CC, it causes D6 S3 hits on fleeing unit before it moves for every 10 full models in hobgoblin unit. Wo from this attack are distributed as wounds from shooting attacks and may be saved normally.
Contempt	Not subject to Panic tests caused by friendly units that are destroyed or fail Break test unless it is another unit with Contempt rule. Characters with Contempt rule may only join units that also have this rule.
Daemonic Attacks	Attacks made by this model are magical. This includes any special, ranged or Stomp attacks they make.
Deamonsmith	Chaos Dwarf Daemonsmiths are Immune to Psychology, and have both the Infernal Engineer and Sorcerer's Curse Special Rules
Flaming Attacks	Causes Fear in War Beasts, Chariots and Cavalry. Re-roll failed wounds when assaulting a building.
Hobgoblin Animosity	Each unit must test at start of turn unless in combat, fleeing, under 5 models strong or within 6" of a Chaos Dwarf or Bull Centaur unit. 1 We'll get a better view from further back : Must make a panic test. If passed unit may act as normal. 2-5 Cut 'em good : Unit may act as normal. 6 Bloody Murder : Unit suffers D3 Wounds distributed as from shooting attack (these wounds will not cause a Panic test). Unit gains a +1 to their To Hit rolls for this turn and may act as normal.
Immune to Psychology	Automatically passes Fear, Terror or Panic tests. May not Flee! if charged.
Infernal Engineer	A model with this rule, if it is within 3" of their army's war machine and not mounted on a monster make take a "Look Out Sir!" roll as if they were in a unit of five or more models. In addition, one war machine within 3" may re-roll one Scatter or Artillery dice. They may not use their own missile weapon in the same Shooting phase.
Relentless	Do not need to take Ld test to march within 8" of enemy.
Resolute	Flee and pursue 2D6-1". Note this does not apply to charge distance.
Slow to Fire	May never stand and shoot.
Sorcerer's Curse	Chaos Dwarf Sorcerers must take a Toughness Test after miscast result. If test is failed the model suffers a single additional wound. No saves of any kind are allowed. However if they suffer a wound and survive then model's Toughness is increased by +1.
Unbreakable	Immune to Psychology and pass Break tests automatically.
Volley Fire	Half the models in third and subsequent ranks (rounding up) may shoot. A unit cannot Volley Fire if it moved this turn or as a Stand & Shoot reaction.

Validation Report

Army Subtype: Chaos Dwarf Army; Edition: 8th Edition; Game Type: Normal Game; File Version: 2.70

Roster satisfies all enforced validation rules

One or more elements of the Roster (×) are subject to the following in-play usage considerations:

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Roster Statistics

General's Ld: 10

Models: 95

Total Characters: 980

Total Core: 629

Total Magic Items: 275

Total Rare: 210

Total Special: 681

% Characters: 39.2

% Core: 25.2

% Magic Items: 11

% Rare: 8.4

% Special: 27.2

Fortitude: 6

Group	Min	Max	Used
Points of Lords	0	625	390
Points of Heroes	0	625	590
Points of Core	625	Unlimited	629
Points of Special	0	1250	681
Points of Rare	0	625	210