

2500 Pts - Chaos Dwarfs - CZ2500Liga2

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Sorcerer-Prophet (1 ⚔, 395 pts)														
Sorcerer-Prophet	1	3	5	4	4	5	3	2	3	10	2+	4+, 5+*	4	395
Composition: Lord Contempt; Deamonsmith; General ; Infernal Engineer; Relentless; Resolute; Sorcerer's Curse; Level 4 Upgrade; Hand Weapon; Pistol; 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 Hashut</i>	1	Must choose spells from the Lore of Hashut											[0]	
Daemonsmith Sorcerer (1 ⚔, 125 pts)														
Daemonsmith Sorcerer	1	3	4	4	4/5	4	2	2	2	9	4+	5+*	1	125
Composition: Hero Ensorcelled Weapons: Count as magic weapons, +1 St; Contempt; Deamonsmith; Infernal Engineer; Relentless; Resolute; Sorcerer's Curse; Ensorcelled Hand Weapon; Pistol; Blackshard Armour; Immune to Psychology														
<i>Dispel Scroll</i>	1	One use: Automatically dispels an enemy spell.											[25]	
<i>The Lore of Fire</i>	1	Must choose spells from the Lore of Fire											[0]	
Dark Castellean (1 ⚔, 202 pts)														
Dark Castellean (Battle Standard Bearer)	1	3	6	4	4	5	2	3	3	9	2+	4+*, 5+*		202
Composition: Hero Contempt; Relentless; Resolute; Hand Weapon; Blackshard Armour; Shield; 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														
<i>Luckstone</i>	1	One use: Re-roll single armour save.											[5]	
Hobgoblin Khan (1 ⚔, 63 pts)														
Hobgoblin Khan	1	4	4	3	4	4	2	4	3	7	4+			63
Composition: Hero Hand Weapon; Spear; Throwing Knives; Light Armour; Fast Cavalry; Vanguard														
Wolf	1	9	3	-	3	3	1	3	1	3	-			[0]
<i>Charmed Shield</i>	1	Shield; First hit is discounted on 2+.											[5]	
Chaos Dwarf Infernal Guard (30 ⚔, 497 pts)														
xChaos Dwarf Infernal Guard	29	3/4	4	3	4/6	4	1	2	1	9	3+	5+*		497
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														
<i>Banner of Swiftess</i>	1	Unit has +1 to Movement											[15]	
Hobgoblins Cutthroats (25 ⚔, 129 pts)														
Hobgoblins Cutthroats	25	4	3	3	3	3	1	2	1	6	6+			129
Composition: Core Backstabbers; Hobgoblin Animosity; Musician ⚔; Hand Weapon; Bow; Throwing Knives; Light Armour; Volley Fire														
K'daai Destroyer (1 ⚔, 325 pts)														
K'daai Destroyer	1	9	5	3	7	6	6	5	6	8	-	4+*		325
Composition: Rare Frenzy (D3 Attacks); Blazing Body; Bound Fire Daemons; Burning Bright; Causes Terror; Flaming Attacks; Immune to Psychology; Large Target; Unbreakable; Unstable														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Iron Daemon War Engine (4 ⚔, 310 pts)														
Iron Daemon War Engine	1	6	-	-	8	7/8	7/8	-	-	-	3+			310
	Composition: Special Impact Hits (D6+2), Ironhide Sv 3+; Demolition; Hellbound; Lumbering and Unstoppable; Steam Cannonade; Causes Fear; Causes Terror; Immune to Psychology; Impact Hits; Large Target; Unbreakable													
Chaos Dwarf Engine Crew	3	-	4	3	3	-	-	2	1	9	5+			[0]
	Resolute, Relentless, Contempt; Hand Weapon; Heavy Armour													
Chaos Dwarf Magma Cannon (4 ⚔, 170 pts)														
Chaos Dwarf Magma Cannon	1					7	3							170
	Composition: Special Range 24"; S5; Fired as a cannon, except tear-template placed instead of 'bounce'; Mount on Steam Carriage: Mounted on Steam Carriage for the Iron Daemon War Engine to pull. (See Iron Daemon War Engine for special rules); 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													
Deathshrieker Death Rocket (4 ⚔, 100 pts)														
Deathshrieker Death Rocket	1					7	3							100
	Composition: Special Deathshrieker Rockets; Demolition Rockets; Infernal Incendiaries													
Chaos Dwarf Crew	3	3	4	3	3	4	1	2	1	9	5+			[0]
	Resolute, Relentless, Contempt; Hand Weapon; Heavy Armour													
Hobgoblin Khan (1 ⚔, 83 pts)														
Hobgoblin Khan	1	4	4	3	4	4	2	4	3	7	4+*	6+*		83
	Composition: Hero Hand Weapon; Spear; Throwing Knives; Light Armour; Fast Cavalry; Vanguard													
Wolf	1	9	3	-	3	3	1	3	1	3	-			[0]
Shield of Ptolos	1	Shield; 1+ armour save against shooting.												[25]
Deathshrieker Death Rocket (4 ⚔, 100 pts)														
Deathshrieker Death Rocket	1					7	3							100
	Composition: Special Deathshrieker Rockets; Demolition Rockets; Infernal Incendiaries													
Chaos Dwarf Crew	3	3	4	3	3	4	1	2	1	9	5+			[0]
	Resolute, Relentless, Contempt; Hand Weapon; Heavy Armour													
													Total Cost:	2499

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.
Hellbound	Hellbound War Machines cause Fear. War Machine To and Wo are increased by +1 (included in profile). All attacks and damage count as become magical attacks. If a misfire result is rolled in addition to any results, D3 wounds are automatically inflicted on crew or war machine in case of Iron Daemon.
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.
Pistol	12" Range, Strength 4, Armour Piercing, Quick to Fire, Grants Extra Attack (1) to models on foot in Close Combat.
Shield	+1 armour save bonus.
Spear	+1 Strength when charging.
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.
Blazing Body	Any Model (friend or enemy) in base contact with one or more Bale Taurus or K'Daai, except a Chaos Dwarf using it as a mount, takes any automatic S4 hit at the start of the Close Combat phase. This is a Flaming Attack. Additionally, any non-Magical attacks must re-roll successful To Wound Rolls.
Bound Fire Daemons	K'daai are counted as Daemons for the purposes of any relevant spell or effect against them. Models gain a 4+ Wsv which increases to 2+ vs. Flaming attacks.
Burning Bright	At the start of each game turn after the 2nd turn each K'daai unit must pass a To test or suffer D3 wounds with no save of any kind possible, distributed as per shooting attack.
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.
Daemonsmith	Chaos Dwarf Daemonsmiths are Immune to Psychology, and have both the Infernal Engineer and Sorcerer's Curse Special Rules
Deathshrieker Rockets	12" - 48" Range S3 Place a marker in LoS. Cannot be placed on friendly units or units in Close Combat. Roll for scatter. If it hits model, place large template over target. If it isn't in contact, roll another Artillery dice - if misfire, it explodes harmlessly. If number, move that many inches towards nearest enemy (firing player chooses when more than one unit is closest), and place small template. Any unit suffer casualties must take a Panic test if they are eligible. Flaming Attacks
Demolition	Low, or comparably flimsy obstacles such as walls, hedges, light woods, shacks and all such obstacles (up to the height if Iron Daemon wheels) are ignored for movement and combat by the Iron Daemon. If suitably sized chunk of this type of terrain can be removed after the engine crashes through it, do so! All forms of marsh and water terrain are treated as impassable by the Iron Daemon.
Demolition Rockets	12"- 48" Range S8 Multiple Wounds (D6) Place a marker on target in LoS. Cannot be placed on friendly units or units in Close Combat. Roll for scatter. Damage inflicted on single model on which it lands. If counter fails to land directly on model then shot is wasted.
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.
Infernal Incendiaries	Causes Fear in War Beasts, Chariots and Cavalry. Re-roll failed wounds when assaulting a building.
Lumbering and Unstoppable	The Iron Daemon may move normally up to its Mv distance and fire its weapons without penalty while doing so. It may choose to engage it boiler and move further. In this case roll 2D6 and unless a double 1 is rolled then add this to the Mv score for total distance travelled. The engine moves this distance forward in a straight line and may not turn or wheel. If a double 1 is rolled the Engine may not move at all this turn. If a Charge is being attempted, this must be declared as normal before the extra movement amount is rolled, and if failed, simply move the Iron Daemon forward the rolled distance instead. If the total movement would bring the engine into contact with a unit unintentionally (i.e., not as result of a declared charge), roll impact hits as normal. Iron Daemon does not count as charging if the unit is enemy, and its enemy gain ASF against for the first turn of CC. If by some error it strike a friendly unit resolve impact hits and move engine back 1" after collision. In each round of an on-going combat after the first, the engine may make a Thunderstomp attack. Iron Daemons cannot overrun or pursue in combat.
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.
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.
Steam Cannonade	Fires as Cannon. 18" Range, Strength 5, D3 wounds, Armour Piecing. Select target as per other normal rules of shooting and roll two Artillery dice, picked the better result to determine how many shots are fired. Misfire only on 'double' Misfire Artillery dice. Assuming a Misfire did not occur; roll to hit the target with the number of shots equal to the highest number on the two dice. If a Misfire does result using the Black Powder Misfire chart to determine the outcome. If Destroyed! Result is rolled the cannonade is destroyed and may not be used again. In addition Iron Daemon it is mounted on suffers D6 Wo with no save of any kind possible.
Unbreakable	Immune to Psychology and pass Break tests automatically.
Unstable	Suffer 1 extra wound per point they lose the combat. No saves allowed.
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 (x) are subject to the following in-play usage considerations:

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Roster Statistics

General's Ld: 10

Models: 77

Total Characters: 868

Total Core: 626

Total Magic Items: 210

Total Rare: 325

Total Special: 680

% Characters: 34.7

% Core: 25.1

% Magic Items: 8.4

% Rare: 13

% Special: 27.2

Fortitude: 4

Group	Min	Max	Used
Points of Lords	0	625	395
Points of Heroes	0	625	473
Points of Core	625	Unlimited	626
Points of Special	0	1250	680
Points of Rare	0	625	325