

## 2500 Pts - Chaos Dwarfs - CZ2500Liga3

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Sorcerer-Prophet (2 <sup>+</sup>, 625 pts)</b>														
Sorcerer-Prophet	1	3	5	4	4	5	3	2	3	10	2+	4+, 5+*	4	625
Composition: Lord Contempt; Deamonsmith; <b>General</b> ; Infernal Engineer; Relentless; Resolute; Sorcerer's Curse; Level 4 Upgrade; Hand Weapon; Blackshard Armour; The Blood of Hashut; Immune to Psychology														
Bale Taurus	1	6	5	-	6	6	5	3	4	6	-			[225]
<b>Molten Ash:</b> Breath weapon with Strength 4; Blazing Body; Causes Terror; Flaming Attacks; Flyer; Large Target; Swiftstride; Swiftstride; Thunder Stomp														
Darkforge Weapon	1	Roll D6 at start of game. No two Darkforged Weapons may be the same so re-roll any duplicated ability.												[0]
Charmed Shield	1	Shield; First hit is discounted on 2+.												[5]
Sceptre of Stability	1	One use: Increase dispel by D6 after dispel rolled.												[15]
Talisman of Preservation	1	4+ Ward Save.												[45]
The Other Trickster's Shard	1	All models in base contact must re-roll successful Ward Saves.												[15]
The Lore of Hashut	1	Must choose spells from the Lore of Hashut												[0]
<b>Daemonsmith Sorcerer (1 <sup>+</sup>, 155 pts)</b>														
Daemonsmith Sorcerer	1	3	4	4	4/5	4	2	2	2	9	4+	5+*	2	155
Composition: Hero Ensorcelled Weapons: Count as magic weapons, +1 St; Contempt; Deamonsmith; Infernal Engineer; Relentless; Resolute; Sorcerer's Curse; Level 2 Upgrade; Ensorcelled Hand Weapon; Blackshard Armour; Immune to Psychology														
Dispel Scroll	1	One use: Automatically dispels an enemy spell.												[25]
The Lore of Death	1	Must choose spells from the Lore of Death												[0]
<b>Dark Castellean (1 <sup>+</sup>, 205 pts)</b>														
Dark Castellean (Battle Standard Bearer)	1	3	6	4	4/6	5	2	3	3	9	3+	4+*, 5+*		205
Composition: Hero Always Strikes Last; Contempt; Relentless; Resolute; Hand Weapon; Great Weapon; Blackshard Armour; Battle Standard Bearer; Stubborn														
The Mask of the Furnace	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														
Ironcurse Icon	1	Character and unit gain 6+ Ward Save against war machines.												[5]
<b>Hobgoblin Khan (1 <sup>+</sup>, 54 pts)</b>														
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]
<b>Hobgoblin Khan (1 <sup>+</sup>, 58 pts)</b>														
Hobgoblin Khan	1	4	4	3	4	4	2	4	3	7	5+			58
Composition: Hero Hand Weapon; Spear; Throwing Knives; Light Armour; Fast Cavalry; Vanguard														
Wolf	1	9	3	-	3	3	1	3	1	3	-			[0]
<b>Chaos Dwarf Infernal Guard (30 <sup>+</sup>, 497 pts)</b>														
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 <sup>♫</sup> ; Standard Bearer <sup>♣</sup> ; 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 Swiftness	1	Unit has +1 to Movement												[15]

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Hobgoblins Cutthroats (20 ⚔, 104 pts)</b>														
Hobgoblins Cutthroats	20	4	3	3	3	3	1	2	1	6	6+			104
Composition: Core Backstabbers; Hobgoblin Animosity; Musician ⚔; Hand Weapon; Bow; Throwing Knives; Light Armour; Volley Fire														
<b>Chaos Dwarf Magma Cannon (4 ⚔, 145 pts)</b>														
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														
<b>Deathshrieker Death Rocket (4 ⚔, 100 pts)</b>														
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														
<b>K'daai Destroyer (1 ⚔, 325 pts)</b>														
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														
<b>Hobgoblin Khan (1 ⚔, 58 pts)</b>														
Hobgoblin Khan	1	4	4	3	4	4	2	4	3	7	5+			58
Composition: Hero Hand Weapon; Spear; Throwing Knives; Light Armour; Fast Cavalry; Vanguard														
Wolf	1	9	3	-	3	3	1	3	1	3	-			[0]
<b>Hobgoblin Wolf Riders (5 ⚔, 70 pts)</b>														
Hobgoblin Wolf Riders	5	4	3	3	3	3	1	2	1	6	5+			70
Composition: Rare Cowardly Despoilers; Hobgoblin Animosity; Musician ⚔; Hand Weapon; Spear; Light Armour; Fast Cavalry; Vanguard														
Wolf	5	9	3	-	3	3	1	3	1	3	-			[0]
<b>Hobgoblins Cutthroats (20 ⚔, 104 pts)</b>														
Hobgoblins Cutthroats	20	4	3	3	3	3	1	2	1	6	6+			104
Composition: Core Backstabbers; Hobgoblin Animosity; Musician ⚔; Hand Weapon; Bow; Throwing Knives; Light Armour; Volley Fire														
													<b>Total Cost:</b>	<b>2500</b>

### Option Footnotes

Options	
Blackshard Armour	4+ armour save. 5+ Ward Save vs. Flaming Attacks.
Bow	24" Range, Strength 3, Volley Fire.
Ensorcelled 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.
Spear	+1 Strength when charging.
Standard Bearer <sup>lr</sup>	+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.
Cowardly Despoilers	Hobgoblin Wolf Riders gain a +1 to their combat result on the first turn of combat if they successfully charge an enemy in the rear or flank, but if they themselves are charges they suffer a -1 to hit on the first turn of combat. This rule applies to the hobgoblins themselves including any Hobgoblin character in the unit, but not to their wolves!
Deamonsmith	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 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.
Fuelled by Fire	A Great Taurus cannot be wounded by Spells from the Lore of Fire. If it is the target of successfully cast spell from Lore of Fire, it regains D3 lost wounds.
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. <b>1 We'll get a better view from further back</b> : Must make a panic test. If passed unit may act as normal. <b>2-5 Cut 'em good</b> : Unit may act as normal. <b>6 Bloody Murder</b> : 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.
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.
Swiftstride	When charging / fleeing, units made entirely of models with Swiftstride roll 3D6 and discard the lowest instead of 2D6 for distance.
Thunder Stomp	D6 automatic hits at creature's Strength, Always Strikes Last.
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.
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### 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: 91

Total Characters: 1155

Total Core: 705

Total Magic Items: 190

Total Rare: 395

Total Special: 245

% Characters: 46.2

% Core: 28.2

% Magic Items: 7.6

% Rare: 15.8

% Special: 9.8

Fortitude: 4

Group	Min	Max	Used
Points of Lords	0	625	625
Points of Heroes	0	625	530
Points of Core	625	Unlimited	705
Points of Special	0	1250	245
Points of Rare	0	625	395