




2000 Pts - Dogs of War - XHC09 - Wim - Dogs of War

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
Mercenary Captain (1$\frac{1}{2}$, 76 Pts)																		
Mercenary Captain	1	4	5	5	4	4	2	5	3	8	2+		2				76	
Composition: Hero General; Barding; Hand Weapon; Morning Star; Lance; Heavy Armour; Shield																		
Warhorse	1	8/7	3	-	3	3	1	3	1	5	-						[0]	
Heavy Cavalry (5$\frac{1}{2}$, 150 Pts)																		
Heavy Cavalry	4	4	4	3	3	3	1	3	1	8	2+		2				150	
Composition: Core Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; Barding; Hand Weapon; Lance; Heavy Armour; Shield																		
Champion	1	4	4	3	3	3	1	3	2	8	2+		2				[36]	
Barding; Hand Weapon; Lance; Heavy Armour; Shield																		
Warhorse	5	8/7	3	-	3	3	1	3	1	5	-						[0]	
Voland's Venators (6$\frac{1}{2}$, 219 Pts)																		
Voland's Venators	5	4	4	3	4	3	1	3	1	8	2+		2				219	
Composition: Core Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; Barding; Hand Weapon; Lance; Heavy Armour; Shield																		
Voland	1	4	5	5	4	4	2	5	3	8	2+		1				[99]	
Hand Weapon; Lance; Heavy Armour; Shield																		
Warhorse	6	8/7	3	-	3	3	1	3	1	5	-						[0]	
Wizard Lord (1$\frac{1}{2}$, 215 Pts)																		
Hireling Wizard Lord	1	4	3	3	3	4	3	3	1	8	-	6+	1	3	3	2	215	
Composition: Lord Hand Weapon																		
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.															[25]	
<i>Talisman of Protection</i>	1	6+ Ward save.															[15]	
<i>1. Burning Gaze</i>	1	5+ Cast. Magic Missile, 24" Range, D6 S4 hits (S6 against Daemons and Undead). Flaming attack.															[0]	
<i>2. Pha's Illumination</i>	1	5+ Cast. Remains in Play. 12" Range. Cast on the Wizard or any friendly character with US1. The target has 3 Attacks and Strength 5 while the spell lasts, but can't use any weapons. Magic weapons used to attack him count as mundane.															[0]	
<i>3. Healing Hand</i>	1	5+ Cast. Any model anywhere regains 1 wound. No effect on undead, daemons, war machines, or other unliving things.															[0]	
<i>4. Dazzling Brightness</i>	1	6+ Cast. Cast on an enemy unit within 18" engaged in close combat. That unit is at WS1 for the next close combat phase.															[0]	
<i>5. Guardian Light</i>	1	8+ Cast. Remains in Play. All friendly units within 12" automatically rally and are immune to psychology.															[0]	
<i>6. Cleansing Flare</i>	1	10+ Cast. Affects all enemy units within 12". Each takes D6 S5 hits (S6 if daemons or undead) as if from shooting.															[0]	
Paymaster (1$\frac{1}{2}$, 89 Pts)																		
Paymaster	1	4	4	4	4/5	4	2	4	2	8	3+		1				89	
Composition: Hero Treated like a Battle Standard. If the Paymaster dies, every unit in the army must take a Panic test. After that, every unit Hates the enemy unit that captured the Paymaster's key.; Hand Weapon; Heavy Armour																		
<i>Sword of Might</i>	1	+1 Strength.															[20]	
<i>Enchanted Shield</i>	1	Shield. 5+ Armour save.															[10]	
Paymaster's Bodyguard (12$\frac{1}{2}$, 150 Pts)																		
Paymaster's Bodyguard	11	4	4	3	3/4	3	1	3	1	8	5+		1				150	
Composition: Special Stubborn as long as the Paymaster is alive and with the unit.; Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; Hand Weapon; Halberd; Heavy Armour																		
Champion	1	4	4	3	3/4	3	1	3	2	8	5+		1				[20]	
Hand Weapon; Halberd; Heavy Armour																		

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Hireling Wizard (1x, 124 Pts)																	
Hireling Wizard	1	4	3	3	3	3	2	3	1	7	5+		2	1	1	1	124
Composition: Hero Barding; Hand Weapon																	
Warhorse	1	8/7	3	-	3	3	1	3	1	5	-						[0]
Dispel Scroll	1	Once per battle, automatically dispels an enemy spell.															[25]
Power Stone	1	Once per battle, adds 2 dice to a casting roll.															[25]
1. Burning Gaze	1	5+ Cast. Magic Missile, 24" Range, D6 S4 hits (S6 against Daemons and Undead). Flaming attack.															[0]
2. Pha's Illumination	1	5+ Cast. Remains in Play. 12" Range. Cast on the Wizard or any friendly character with US1. The target has 3 Attacks and Strength 5 while the spell lasts, but can't use any weapons. Magic weapons used to attack him count as mundane.															[0]
3. Healing Hand	1	5+ Cast. Any model anywhere regains 1 wound. No effect on undead, daemons, war machines, or other unliving things.															[0]
4. Dazzling Brightness	1	6+ Cast. Cast on an enemy unit within 18" engaged in close combat. That unit is at WS1 for the next close combat phase.															[0]
5. Guardian Light	1	8+ Cast. Remains in Play. All friendly units within 12" automatically rally and are immune to psychology.															[0]
6. Cleansing Flare	1	10+ Cast. Affects all enemy units within 12". Each takes D6 S5 hits (S6 if daemons or undead) as if from shooting.															[0]
Light Cavalry (6x, 84 Pts)																	
Light Cavalry	6	4	3	3	3	3	1	3	1	7	5+		2				84
Composition: Core Hand Weapon; Spear; Shield; Fast Cavalry																	
Warhorse	6	8	3	-	3	3	1	3	1	5	-						[0]
Light Cavalry (5x, 90 Pts)																	
Light Cavalry	5	4	3	3	3	3	1	3	1	7	6+		2				90
Composition: Core Musician  ; Hand Weapon; Bow; Fast Cavalry																	
Warhorse	5	8	3	-	3	3	1	3	1	5	-						[0]
Duellists (8x, 72 Pts)																	
Duellists	8	4	4	3	3	3	1	4	1	7	-		1				72
Composition: Core Hand Weapon; Pistol; Skirmishers																	
Duellists (8x, 72 Pts)																	
Duellists	8	4	4	3	3	3	1	4	1	7	-		1				72
Composition: Core Hand Weapon; Pistol; Skirmishers																	
Leadbelchers (3x, 165 Pts)																	
Leadbelchers	3	6	3	3	4	4	3	2	3	7	6+		3				165
Composition: Special Bull Charge; Leadbelcher Cannon; Light Armour; Causes Fear																	
Ironguts (3x, 144 Pts)																	
Ironguts	3	6	3	2	4/6	4	3	2	3	8	5+		3				144
Composition: Special Bull Charge; Great Weapon; Heavy Armour; Causes Fear																	
Rhinox Riders (6x, 348 Pts)																	
Rhinox Riders	3	6	3	2	4	5	5	2	3	7	3+		4				348
Composition: Special, Rare May not use Ironfist to gain +1 attack. Bad Tempered: Must pass Ld test or charge if the unit is able. Thunderous Charge: When charging more than 7", each model causes D3 impact hits. Single-minded: May not change formation unless the entire movement phase is spent reforming. May not wheel more than once per turn.; Rhinoxes (x3); Ogre Club; Ironfist; Heavy Armour; Causes Fear																	
Rhinoxes	3	7	3	-	5	-	-	2	3	5	-						[0]
																Total Cost:	1998

Option Footnotes

Options	
Barding	+1 Armour save bonus; -1 Movement.

Bow	24" Range, Strength 3.
Great Weapon	+2 Strength when on foot; +1 Strength if mounted. Always strikes last unless charging. Two-handed.
Halberd	+1 Strength. Two-handed.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ Armour save.
Ironfist	Choose to use either as an extra hand weapon or a shield at the beginning of each combat.
Lance	+2 Strength when charging.
Leadbelcher Cannon	12" Range; Strength 4; Multiple Shots [Artillery Dice], Armor Piercing; If you roll a misfire, the unit takes D6 S4 hits. May not fire again until the unit spends an entire Ogre turn stationary and out of base contact with the enemy (or a turn spent rallying). Move and Fire, Stand and Shoot, no penalties for moving and shooting, long range or multiple shots. Count as Ogre Club in close combat.
Light Armour	6+ Armour save.
Morning Star	+1 Strength in the first round of any combat.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Ogre Club	Extra -1 armor save, unless used in combination with another weapon.
Pistol	8" Range, Strength 4, Armour Piercing. Ignores penalties for movement and long range, and may always stand & shoot as a charge reaction. May be used in combat as a Hand Weapon.
Shield	+1 Armour save bonus.
Spear	May fight in two ranks to the front if on foot; +1 Strength when mounted and charging.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Mount	
Barding	+1 Armour save bonus; -1 Movement.
Spells	
Miscast Table	Roll 2D6 on this table: 2) The wizard dies. All models (and his mount/chariot) in base contact take a Strength 10 hit. 3-4) The wizard and all models in base contact take a S6 hit with no armor saves. 5-6) The opposing player may immediately cast one spell with the same casting rating or less. You can try to dispel it using your casting dice, using the base power value required to cast the spell. 7) The caster suffers a Strength 2 hit (no armor save), loses his power dice, and can't do anything else this phase. 8-9) The caster suffers an S4 hit (no armor saves), all spells are dispelled and the magic phase ends. 10-11) The caster suffers an S8 hit (no armor saves) and loses a level and the spell he just tried to cast. 12) The spell is cast as with Irresistable Force, but the caster may not cast it again this battle.

Validation Report

Army Subtype: *Dogs of War Army*; Edition: *7th Edition*; Game Type: *Normal Game*; Special Rules: *Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Allow Forge World*

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 6

Dispel Dice: 5

General's Ld: 8

Models: 66

Total Characters: 504.0

Total Core: 687.0

Total Magic Items: 120.0

Total Rare: 348.0

Total Special: 807.0

% Characters: 25.2

% Core: 34.4

% Magic Items: 6.0

% Rare: 17.4

% Special: 40.4

Group	Min	Max	Used
Heroes	0	4	3
Lords	0	1	1
Core	3	Unlimited	6
Special	0	4	4
Rare	0	2	1