



# CHAOS DWARFS

Far to the east in the ash-strewn lands of the Chaos Dwarfs lie the towers of Zharr Naggrund. In these blackened spires the Chaos Dwarfs plot their overthrow of the west and their eventual dominion over the world.

## Champions, Musicians & Standard Bearers

Any unit of foot troops or Hobgoblin Wolfboyz in the army may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of Bull Centaurs in the army may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Chaos Dwarf Warriors, or Bull Centaurs.

## Special Rules

The following special rules apply to the Chaos Dwarf army.

- Chaos Dwarfs only flee or pursue 2D6-1" instead of the normal 2D6".
- The Chaos Dwarfs can use blunderbusses. A unit with blunderbusses *may* move and fire in the same turn. When they shoot they project a 'fire zone' the width of the unit and 12" straight forward. Any model within this is a potential target and is hit on a 4+. The only exceptions are models behind extremely substantial cover such as a hill or a building. Models behind walls or in woods are hit as normal. Hits are resolved at S3 plus 1 per extra rank up to S5. Ranks count if at least 4 wide. A single character in the front rank will not effect the unit's fire.
- Animosity. Roll at the end of the Start of the Turn phase for each unit of Hobgoblins, Orc Boyz, Goblins and Sneaky Gits. On a 2-6 they are OK and do what you want, on a 1 they squabble amongst themselves and do nothing this turn.
- Chaos Dwarfs and Bull Centaurs ignore panic tests for breaking and fleeing Orc and Goblin units of all types.
- Orcs of all types ignore panic tests for breaking and fleeing Goblin units of all types.
- All troops ignore panic tests for breaking and fleeing Hobgoblin units *except other Hobgoblins*.
- Chaos Dwarf Wizards may use the Fire, Metal, Shadow and Death lores of magic from the Warhammer rulebook.

## LORDS

CHAOS DWARF LORD ..... 120 points per model  
 SORCERER LORD ..... 190 points per model  
 0-1 BULL CENTAUR LORD ..... 170 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Lord	3	7	4	4	5	3	4	4	10
Sorcerer Lord	3	4	3	4	5	3	1	1	10
Bull Centaur Lord	8	6	3	5	5	3	5	5	9
Great Taurus	6	5	0	6	5	4	3	4	6
Lammasu	6	3	0	5	5	4	2	2	8

**Equipment:** Hand weapon. A Sorcerer Lord may not have other equipment. May have an additional hand weapon (+6 pts) or Great weapon (+6 pts). May have light armour (+3 pts), heavy armour (+6 pts) and/or a shield (+3 pts).

A Chaos Dwarf Lord may ride a Great Taurus (+230 pts). A Sorcerer Lord may ride a Lammasu (+200 pts).

**Special Rules:** A Sorcerer Lord is a level 3 wizard. This may be increased to level 4 at a cost of +35 points. Great Taurus and Lammasu are *large targets*, cause *terror* and can *fly*. A Great Taurus is immune to fire-based attacks, has a 4+ save and breathes S3 fire. A Lammasu gives its rider +2 Dispel dice to dispel each spell that affects them.

## HEROES

CHAOS DWARF HERO ..... 60 points per model  
 CHAOS DWARF SORCERER ..... 65 points per model  
 BULL CENTAUR HERO ..... 100 points per model  
 HOBGOBLIN HERO ..... 40 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Hero	3	6	4	4	4	2	3	3	10
Sorcerer	3	4	3	3	4	2	2	1	9
Bull Centaur Hero	8	5	3	4	5	2	4	4	9
Hobgoblin Hero	4	5	3	4	4	2	3	3	7
Wolf	9	3	0	3	3	1	3	1	3

**Equipment:** Hand weapon. A Sorcerer may not have other equipment. May have an additional hand weapon (+4 pts) or Great weapon (+4 pts). May have light armour (+2 pts), heavy armour (+4 pts) and/or a shield (+2 pts).

A Hobgoblin Hero may ride a wolf (+12 pts).

One Chaos Dwarf or Bull Centaur Hero may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour. A Battle Standard Bearer may not be your army General.

**Special Rules:** A Sorcerer is a level 1 wizard. This may be increased to level 2 at a cost of +35 points.

## CORE UNITS

CHAOS DWARF WARRIORS ..... 9 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warrior	3	4	3	3	4	1	2	1	9

**Unit Size:** 10+

**Equipment:** Hand weapon, heavy armour and shield. May either have a Great axe (+2 pts) or replace their shield with a blunderbuss (+3 pts).

HOBGOBLINS ..... 2 points per model

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Wolf	9	3	0	3	3	1	3	1	3

**Unit Size:** 10+

**Equipment:** Hand weapon. May have bow (+3 pts). May have light armour (+1 pt) and/or shield (+1 pt). May ride wolves (+9 pts).

**Special rules: IMPORTANT:** Hobgoblins do not count towards the minimum number of Core units required in the army ie you must have some units of Chaos Dwarf Warriors regardless of the number of Hobgoblins present.

If Hobgoblins are mounted on wolves they are *fast cavalry*.

## SPECIAL UNITS

### ORC BOYZ GOBLINS

See the entries in the Orcs & Goblins list.

### DEATH ROCKET ..... 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Death Rocket	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

**Unit Size:** 1 war machine with 2 Chaos Dwarf crew.

**Equipment:** Hand weapon and heavy armour.

**Special Rules:** Treat as a stone thrower in the rulebook with the following exceptions. You may only guess up to 48" for range. Use the cannon misfire table if you roll a misfire and an arrow. However, if you roll a hit and a misfire the rocket hits the ground where you aimed and then shoots off in a random direction before exploding. Roll 4D6" for the distance the rocket moves (in the direction of the arrow on the hit symbol), and resolve the explosion there. It does no damage where it lands originally.

### 0-1 UNITS OF BLACK ORCS

See the entry in the Orcs & Goblins list.

### HOBGOBLIN BOLT THROWER ..... 30 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	2	1	6

**Unit Size:** 1 war machine with 2 Hobgoblin crew. You may take up to 2 Hobgoblin Bolt Throwers as a single Special choice.

**Equipment:** Hand weapon.

**Special rules:** See the Warhammer rulebook for details.

### SNEAKY GITS ..... 5 points per model

	M	WS	BS	S	T	W	I	A	Ld
Sneaky Git	4	3	3	3	3	1	2	1	6

**Unit Size:** 10+

**Equipment:** Two hand weapons.

**Special rules:** *Poisoned attacks.* Enemy units may never lap round Sneaky Gits. Sneaky Gits may always lap round any number of models against enemy units regardless of whether they won the round of combat or not.

## RARE UNITS

### BULL CENTAURS ..... 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	4	3	4	4	1	3	2	9

**Unit Size:** 5+

**Equipment:** Hand weapon, Great axe, light armour and shield. May swap Great axe for additional hand weapon for free. May upgrade light armour to heavy armour (+1 pt).

**Special rules:** Bull Centaurs have a Unit Strength of 2 per model.

### EARTHSHAKER ..... 110 points per model

	M	WS	BS	S	T	W	I	A	Ld
Earthshaker	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

**Unit Size:** 1 war machine with 3 Chaos Dwarf crew.

**Equipment:** Hand weapon and heavy armour.

**Special Rules:** Treat as a stone thrower in the rulebook with the following exceptions. You may only guess between 12" and 48" for range. Use the cannon misfire table. In addition to normal damage, roll 2D6 once you have worked out where the shell lands. Any troops within this distance in inches from the centre of the template move at half rate in their next turn and may not shoot missile weapons. War machines caught in the area may only fire on a 4+.

## MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

**Black Hammer of Hashut (magic weapon):** +2S. Flammable targets are automatically killed if they take a single wound. **45 pts.**

**Obsidian Blade (magic weapon):** No armour save allowed. If target takes an unsaved wound his armour and shield (including magic armour and shield) is destroyed. **70 pts.**

**Dark Mace of Death (magic weapon):** Once per battle bearer may make a single special attack instead of rolling to hit, etc as normal. All models in base contact (not the bearer's mount) take D3 wounds with no armour save. **100 pts.**

**Armour of Gazrakh (magic armour):** Gives wearer a 1+ armour save that cannot be improved. **30pts.**

**Armour of the Furnace (magic armour):** Counts as wearing armour (4+ armour save). 5+ ward save. Wearer (and his mount) is immune to fire based attacks and spells. **45 pts.**

**Talisman of Obsidian (talisman):** Wearer cannot be affected by spells at all (not even friendly spells), and obviously cannot cast any himself. Wizards in base contact cannot cast spells. **100 pts.**

**Gauntlets of Bazhrakk the Cruel (enchanted item):** +1S. If the wearer rolls a 1 to hit, this blow strikes a random friendly model in base contact instead. This could be his mount. **20 pts.**

**Black Gem of Gnar (enchanted item):** Can be activated at the beginning of either player's Close Combat phase, after challenges are issued and accepted. The bearer and one model in base contact (bearer's choice) may not attack or be attacked for the duration of that phase. Work out combat resolution as normal. Steeds may not attack either. One use only. **35 pts.**

**Chalice of Darkness (arcane item):** You may choose to roll a D3 at the start of either player's Magic phase. Remove this many dice from both player's magic pools. **50 pts.**

**Banner of Slavery (magic banner):** Orc, Goblin and Hobgoblin units within 12" of the banner may re-roll any failed Psychology tests. **50 pts.**