

CHAOS DWARF

BESTIARY

CHAOS DWARFS

The exact origin of the Chaos Dwarfs is not known for certain. In the distant past some Dwarfs moved northwards into the Great Skull Lands or Zorn Uzkul, and then south along the Mountains of Mourn. These explorers were undoubtedly the ancestors of the Chaos Dwarfs.

The great influx of Chaos has since worked terrifying changes on their bodies and souls. Chaos Dwarfs are evil, self-centred creatures, caring nothing for the life of others and directing all their labours to the construction of their great city, the Tower of Zharr-Naggrund. Chaos Dwarf armies scour the Dark Lands and beyond for slaves to fill their city and labour beneath the earth in the pits that surround it.

Profile	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Champion	3	5	4	4	4	1	3	2	9
Hero	3	6	5	4	5	2	4	3	10
Lord	3	7	6	4	5	3	5	4	10
Sorcerer	3	4	4	3	5	1	3	1	9
Sorcerer Champion	3	4	4	4	5	2	4	1	9
Master Sorcerer	3	4	4	4	5	3	5	2	9
Sorcerer Lord	3	4	4	4	5	4	6	3	10

SPECIAL RULES

ARMOUR

Chaos Dwarfs are sturdy creatures who can bear the weight of armour more > easily than fragile humans and other races. A Chaos Dwarf therefore has a move value of 3" regardless of any armour he wears.

PURSUIT AND FLEE

Chaos Dwarfs are not particularly fast, even in the frantic running combat of close pursuit. To represent this, they flee and pursue 1" less than > other troops, i.e. 2D6-1" rather than 2D6".

PANIC

The Chaos Dwarfs and Bull Centaurs are arrogant and proud creatures who are not bothered in the slightest if lesser creatures flee past them. It just confirms the belief of the Chaos Dwarfs that they are superior to other races. Thus, when unit of Orcs or Goblins, or Hobgoblins breaks or flees past them during a turn, there is no need for Chaos Dwarfs or Bull Centaurs to test for panic.

CHAOS DWARF ALCHEMAGI

Alchemagi are the scientist-sorcerers of House Khash are greatly respected members of the Chaos Dwarf society. The Alchemagi are the greatest scientists of the Chaos Dwarf race. Their twisted inventions and war machines are a foundation of the military power of the Chaos Dwarfs. In battle the Alchemagi command the war machine batteries where their great expertise allows them to oversee the use of the Earthshaker cannons and the like. They also bring their own Greenskin slaves to battle, mutated and twisted creatures that have been forced to endure the cruelties of the scientists of House Khash.

Profile	M	WS	BS	S	T	W	I	A	LD
Alchemagi	3	5	4	4	5	2	3	2	10

SPECIAL RULES

EXPERTISE ON WAR MACHINES

In the beginning of the battle the Alchemagi may join any war machine or battery of war machines as any other character. The Alchemagi serves as the leader of the unit. If he leads a battery of war machines, he must choose one of the war machines which he operates. The Alchemagi counts as one of the crew as well, so the war machine may suffer one extra casualty without any effect on the firing rate of the war machine.

Due his expertise, this war machine will also ignore the first misfire rolled. Simply re-roll the dice. The second result stands even if you roll a misfire again.

SLAVE EXPERIMENTS

The Alchemagi may choose one of the Slave regiments in the beginning of the battle. He will have experimented on these unfortunate Greenskins. Roll D6 and consult the chart below to determine the effect. Note that this roll > may not be modified for any reason. All the models in the unit are affected, excluding any characters except unit Champion.

- 1. Lunacy. The minds of the Greenskins break in the unspeakable treatment of the Alchemagi. The unit becomes subject to stupidity as detailed in the Warhammer Rulebook.
- 2-3 Psychotic hatred. The Alchemagi has tormented the minds and the bodies of the Greenskins until they became psychopathic and dangerous, ready to vent their anger on anybody that comes in their way. The unit suffers from hatred as detailed in Warhammer rulebook.

- 4-5 Toughened. After their treatment of chemicals and spells the Greenskins are disfigured and deformed beyond description. The unit causes fear. See Warhammer rulebook for details.
- 6 Frenzy! The unit becomes insanely violent. The Greenskin unit becomes subject to the rules of frenzy. See Warhammer rulebook.

THE IMMORTALS

The Immortals are the hand-picked warriors of the Chaos Dwarf House Hargan. Since the time immemorial the thousand finest warriors of House Hargan have fought together as a single regiment. Place amongst the Immortals is a much sought-after honour amongst the warriors. Only by performing an exceptional act of prowess on battlefield will a young Chaos Dwarf warrior win his right to stand amongst the Immortals. The number of warriors in the immortal regiment always stays the same. Any casualties are always replenished after battle. This is where the name immortal is derived from, as the regiment always stays at full strength during a campaign no matter how many are slain. All the Chaos Dwarf warriors who have served with the Immortals will have their name carved in the obsidian pillar in the Temple of Hashut. Thus, his name will live forever and they will find favour in the eyes of Hashut.

The armour of the Immortals is especially thick, made from the iron ore of the Mountains of Mourn. The metallic masks of the Immortals are frightening in the extreme. In battle they wield hammers of black iron and carry shields decorated with the iron rune of House Hargan.

Profile	M	WS	BS	S	T	W	I	A	LD
Immortal	3	5	3	4	4	1	3	1	9

SPECIAL RULES

UNSTOPPABLE ASSAULT

The rank bonus of the Immortals is not negated by enemy charging on their flank or rear, though the usual +1/+2 bonus still applies. Being the masters of assault, the Immortals also ignore defended obstacles. Their opponents gain no bonuses for defending a wall, rampart, or other obstacle.

ARMOUR

Immortals, like other Chaos Dwarfs are sturdy creatures who can bear the weight of armour more easily than fragile humans and other races. A Chaos Dwarf therefore has a move value of 3" regardless of any armour he wears.

PURSUIT AND FLEE

Chaos Dwarfs are not particularly fast, and Immortals are no exception. To represent this, they flee and pursue 1" less than other troops, i.e. 2D6-1" rather than 2D6".

PANIC

The Immortals are arrogant and proud Chaos Dwarfs who are not bothered in the slightest if lesser creatures flee past them. It just confirms their belief that they are superior to other races. Thus, when unit of Orcs or Goblins, or Hobgoblins breaks or flees past them during a turn, there is no need for them to test for panic.

ASHODAR ENSLAVERS

House Ashodar sends relatively few warriors to battle, but these fighters are fearsome indeed. They are known as the Enslavers, and the enemies of Zharr-Naggrund fear them more than any other force in the Chaos Dwarf army.

Enslavers go to war for one reason only: to capture greatest possible number of new slaves. Slaves are important to all Chaos Dwarfs, but House Ashodar is obsessed with keeping the control of the Slave trade throughout the Empire of Zharr-Naggrund.

Enslavers are very strong and extremely cruel. In battle they wield heavy Chains and carry wickedly curved scimitars which they use to hamstring the enemies so they can be captured after the battle and dragged off to slavery.

Profile	M	WS	BS	S	T	W	I	A	LD
Enslaver	3	4	3	4	4	1	2	1	9

SPECIAL RULES

ARMOUR

Enslavers, like other Chaos Dwarfs are sturdy creatures who can bear the weight of armour more easily than fragile humans and other races. A Chaos Dwarf therefore has a move value of 3" regardless of any armour he wears.

PURSUIT AND FLEE

Chaos Dwarfs are not particularly fast, and the Enslavers are no exception. To represent this, they flee and pursue 1" less than other troops, i.e. 2D6-1" rather than 2D6".

PANIC

The Enslavers are arrogant and proud Chaos Dwarfs who are not bothered in the slightest if lesser creatures flee past them. They just get worried that their valuable slaves might escape

and fight harder to go after them! Thus, when a unit of Orcs, Goblins or Hobgoblins breaks or flees past them during a turn, there is no need for them to test for panic.

BULL CENTAURS

Bull Centaurs are creatures with the upper torso of a Chaos Dwarf but the body of a ferocious bull. Many centuries ago, when the Chaos Dwarfs were twisted by Chaos, some of their race were transformed by the changeling powers of Chaos into Bull Centaurs. Since those days the Bull Centaurs have guarded the great statue of Hashut in the temple high atop the Tower of Zharr-Naggrund. They are as keen-witted and intelligent as Chaos Dwarfs and completely devoted to the worship of Hashut the Father of Darkness.

The Chaos Dwarf Sorcerers trust them completely, and often entrust them with complex or dangerous tasks. Although they are few in number, they are more powerful than Chaos Dwarfs and much swifter in battle. Even though there are mighty individual amongst them, there are no sorcerers in their number.

Captain of the Bull Centaurs is the warden of the entire city of Zharr-Naggrund, and one of the most influential and powerful of all the lords of the Chaos Dwarf Empire.

Profile	M	WS	BS	S	T	W	I	A	LD
Bull Centaur	8	4	3	4	4	2	3	2	9

SPECIAL RULES

ARMOUR

Bull Centaurs are sturdy creatures who can bear the weight of armour more > easily than fragile humans and other races. A Chaos Dwarf therefore has a > move value of 3" regardless of any armour he wears.

PANIC

The Bull Centaurs are arrogant and proud creatures who are not bothered in the slightest if lesser creatures flee past them. It just confirms their > belief that they are superior to them! Thus, when unit of Orcs or Goblins, or Hobgoblins breaks or flees past them during a turn, there is no need for them to test for panic.

HOBGOBLINS

Through years of selective breeding and the use of evil magic Chaos Dwarf Sorcerers first created the Black Orc race in the foul depths of Zharr-Naggrund. Far stronger and tougher than Orcs and Goblins, Black Orcs > were intended as a race of super slaves. The experiment worked at first, but the Chaos Dwarfs soon realised that although their creations were much tougher, they were far too independent-minded to make good slaves. After several armed revolts when Black Orcs led Orc and Goblin rebellions, ravaging parts of the tower of Zharr-Naggrund, the Chaos Dwarfs decided to drive them from the city forever. With utter ruthlessness the Chaos Dwarfs purged the tower of their creations.

Many Black Orcs escaped the dire retribution of the Chaos Dwarfs, fleeing to the Mountains of Mourn and across the Dark Lands to the Worlds Edge Mountains during the time of Sigmar. The Chaos Dwarfs destroyed many Black Orcs, but left small tribes free to roam the mountains so that they could recruit them later as troops in their armies. Black Orcs have skin which is black or extremely dark green. They are bigger than normal Orcs and pride themselves on being the best fighters of the Orc and Goblin races. They take war much more seriously than other Orcs, and are usually better armoured and carry more, bigger, and better weapons. Black Orcs prefer to fight at close quarters, where their brute strength and determination makes them fearsome

and powerful opponents. They often carry two weapons, one in each hand, rather than a shield, so they can strike their enemies two at a time.

Profile	M	WS	BS	S	T	W	I	A	LD
Hobgoblins	4	3	3	3	3	1	2	1	6

SPECIAL RULES

TREACHEROUS GITS

Unlike other Greenskins, Hobgoblins are not subject to Animosity. Instead they test against Treachery in the beginning of each of your turns. Roll a D6. If you roll 2 or more the unit has passed the test and may fight normally. If the dice roll is 1 then the unit has been affected by Treachery. To determine what the unit does roll a D6 and consult the Treachery table. Note that you do not need to test if the Hobgoblins are already engaged in hand-to-hand combat.

- 1. The Hobgoblins halt and shoot at the nearest regiment in their own army! Turn the Hobgoblins towards the unit and resolve the shooting immediately. Note that this means that shooting due Treachery is worked out before normal shooting. The Hobgoblins do nothing else this turn. If there are no troops within range, then the Hobgoblins do nothing this turn, preventing them from moving and shooting while they argue who to fight for.
- 2-5. The cowardly Hobgoblins refuse the shoot or charge the enemy, though they may otherwise act normally. If already engaged in hand-to-hand combat, they may fight as normal.
- 6. The Hobgoblins decide to fight till the bitter end! No further Treachery test are made, and the unit may act normally this turn.

SNEAKY GITS

Hobgoblins are such an utterly evil and treacherous race that it is hard to imagine a tribe of Hobgoblins whose double dealing and back stabbing is renowned even amongst their own fickle kind, yet it exists. This tribe, the Sneaky Gits as it is called, lives in the mountain clefts of Gash Kadrak to the east of Zharr Naggrund. Here, in the legendary Vale of Woe, thousands of slaves toil under the cruel lashes of their Hobgoblin overseers.

Sneaky Gits fight in battle with two long curving knives, ideally suited to their back stabbing methods. In battle the Sneaky Gits rely upon an envelopment tactic to catch their enemy off guard. The front rank of the Sneaky Gits' formation keeps the enemy busy while the rear ranks dash round the sides to attack the enemy from the side or rear.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Sneaky Git	4	3	3	3	3	1	2	1	6
Champion	4	4	4	4	3	1	3	2	6

SPECIAL RULES

TREACHEROUS GITS

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- 1. The Hobgoblins halt and shoot at the nearest regiment in their own army! Turn the Hobgoblins towards the unit and resolve the shooting immediately. Note that this means that shooting due Treachery is worked out before normal shooting. The Hobgoblins do

nothing else this turn. If there are no troops within range, then the Hobgoblins do nothing this turn, preventing them from moving and shooting while they argue who to fight for.

- 2-5. The cowardly Hobgoblins refuse to shoot or charge the enemy, though they may otherwise act normally. If already engaged in hand-to-hand combat, they may fight as normal.
- 6. The Hobgoblins decide to fight till the bitter end! No further Treachery tests are made, and the unit may act normally this turn.

ENVELOPMENT

The first turn of hand-to-hand combat is always fought as normal. Whether the Hobgoblins win the hand-to-hand combat or not they are allowed to bring models from rear ranks to lap around the enemy formation. The enemy may never lap round the Sneaky Gits, not even if they win the combat. However, where a normal unit can only lap round by a maximum of two models on each flank, the Sneaky Gits can move an unlimited number of models from their rear ranks around the sides or rear of the enemy unit. This enables the Sneaky Gits to surround the enemy quickly and stab them in the back. Remember that if you have more than five models lapping round in this way you will get a combat bonus for side or rear attack (+1 side or +2 rear).

SNEAKY GIT POISON DAGGERS

The Sneaky Gits' daggers are coated with deadly poison. This reduces the armour saving throw of the enemy by -1 because the slightest scratch can kill.

SNEAKY GIT ATTACKS

As Sneaky Gits have an extra weapon, they automatically receive an extra attack - so they normally have two attacks rather than one.

SNEAKY GIT CHAMPION

A Sneaky Git Champion has the same profile and points cost as any other Hobgoblin Champion. He may be armed with either a hand weapon and shield, or two poisoned daggers, like the rest of the Sneaky Gits.

BLACK ORCS

Through years of selective breeding and the use of evil magic Chaos Dwarf Sorcerers first created the Black Orc race in the foul depths of Zharr-Naggrund. Far stronger and tougher than Orcs and Goblins, Black Orcs were intended as a race of super slaves.

The experiment worked at first, but the Chaos Dwarfs soon realised that although their creations were much tougher, they were far too independent-minded to make good slaves. After several armed revolts when Black Orcs led Orc and Goblin rebellions, ravaging parts of the tower of Zharr-Naggrund, the Chaos Dwarfs decided to drive them from the city forever. With utter ruthlessness the Chaos Dwarfs purged the tower of their creations. Many Black Orcs escaped the dire retribution of the Chaos Dwarfs, fleeing to the Mountains of Mourn and across the Dark Lands to the Worlds Edge Mountains during the time of Sigmar. The Chaos Dwarfs destroyed many Black Orcs, but left small tribes free to roam the mountains so that they could recruit them later as troops in their armies.

Black Orcs have skin which is black or extremely dark green. They are bigger than normal Orcs and pride themselves on being the best fighters of the Orc and Goblin races. They take war much more seriously than other Orcs, and are usually better armoured and carry more, bigger, and better weapons. Black Orcs prefer to fight at close quarters, where their brute strength and determination makes them fearsome and powerful opponents. They often carry two weapons, one in each hand, rather than a shield, so they can strike their enemies two at a time.

Profile	M	WS	BS	S	T	W	I	A	LD
Black Orc	4	4	3	4	4	1	2	1	8
Boss Orc	4	5	4	5	4	1	3	2	8

SPECIAL RULES

ANIMOSITY

Black Orcs are not affected by the squabbling and in-fighting that characterises other Orcs and Goblins, and never need test for animosity. Note that because Black Orcs don't suffer from animosity, they cannot be the victims of animosity themselves.

BLACK ORC LEADERS

Black Orc characters can join up with other Orc and Goblin units and lead them. Because the unit is led by a Black Orc it wouldn't dare start scrapping amongst itself and so doesn't suffer from the normal animosity rules. Black Orcs will have nothing to do with Hobgoblins and may not be chosen to lead any Hobgoblin unit.

PANIC

Black Orcs think so little of other Orcs and Goblins that they do not have to take a panic test if they break or flee past them during the turn. Black Orcs do not expect other Orcs and Goblins to run away - when they do, it merely confirms the Black Orcs' conviction that they are the best. This applies only to Black Orcs, not to units of other Orcs or Goblins being led by a Black Orc character.

LAMMASU

The Lammasu has a body of a gigantic bull, a powerful mace-tipped tail, and massive, ugly head. The Chaos Dwarfs believe that the Lammasu is rare mutation of the Great Taurus, a creature

whose forebears were once Chaos Dwarfs, but which has become twisted by the Chaotic power of Hashut the Father of Darkness.

The Lammasu's ancestry is evident in its tusked head, its thickly curled beard, and its great intelligence. It is a chaotic creature with magical properties. It breaths not ordinary air but the power of magic itself, drawing in the winds of magic. As it exhales the creature breathes out whirling clouds of black sorcery which wreath themselves around the Lammasu, enwrapping it with protective magic. because of this magical protection, the Lammasu is the favourite mount of Chaos Dwarf Sorcerers.

Profile	M	WS	BS	S	T	W	I	A	LD
Lammasu	6	6	0	6	7	5	6	3	8

SPECIAL RULES

Fly

The Lammasu has huge membranous wings which enable it to fly as described in the Warhammer rulebook.

Terror

The Lammasu is a huge and terrifying creature which causes terror as described in the Warhammer rulebook.

Sorcerous Exhalation

The Lammasu breathes out whirling tendrils of magic which enwrap and it in a cloud of sorcerous protection. If a spell is cast on the Lammasu and/or its rider then it will be dispelled on a roll of 4+ on D6.

In addition, the smoky black threads of sorcery may entangle and foul any magical weapons wielded against the Lammasu and its rider in hand-to-hand combat. If an enemy attempts to hit

the Lammasu or its rider with a magic weapon then the chance of hitting is reduced by -1 regardless of any other bonuses. The greatest chance of hitting is therefore 2+ because even a weapon which would normally hit automatically must roll to hit requiring 2+. An enemy armed with magical weapon may choose to use an ordinary weapon instead, which hits and causes damage as normal. Note that this affects only the hand-to-hand attacks of the weapon and has no effect on any other special abilities it may have.

In addition, a Chaos Dwarf Sorcerer riding the Lammasu may draw upon the winds of sorcerous breath to power his spells. He receives an additional magic card in the beginning of each magic phase, which can be used only by him.

GREAT TAURUS

Great Taurus is a huge and terrifying monster with a body of a massive bull, large as a house, and membranous wings like a dragon. These creatures are stabled in the great pens beneath the temple of Hashut, the bull god of the Chaos Dwarfs. Powerful Chaos Dwarfs ride the ride Great Tauruses into battle. The creature burns with terrifying intensity, so that whole body is wreathed in fire and smoke. When it moves across the ground sparks fly from its hooves and lighting plays about its feet. It breathes fire in great snorting bursts and black smoke curls from its gaping maw. The Chaos Dwarfs believe that the Great Tauruses were once Chaos Dwarfs, and that they were mutated by the warping power of Chaos into living bull-furnaces like the statue of the god Hashut himself. Thus, the Chaos Dwarfs call the Great Tauruses the Red Bulls of Hashut.

Profile	M	WS	BS	S	T	W	I	A	LD
Great Taurus	6	6	0	6	6	5	7	4	8

SPECIAL RULES

Fly

The Great Taurus has huge membranous wings which enable it to fly as described in the Warhammer rulebook.

Terror

The Great Taurus is a huge and terrifying creature which causes terror as described in the Warhammer rulebook.

Fiery Skin

The Great Taurus' hide glows red hot and flickers with sparks and can turn weapons in the similar way to armour. The Great Taurus has an armour save of 4+. It also makes the Great Taurus completely immune to all fire-based attacks and spells.

Fiery Breath

The Great Taurus can breathe flames over its enemy. This attack is used in shooting phase, and the Great Taurus may breathe even if engaged in hand-to-hand combat. Use the large teardrop-shaped flame template and place the narrow end at the mouth of the Great Taurus and the broad end over the target. Any model under the template is hit on a roll of 4+ on D6. Each model hit suffers a single strength 3 attack. Work out the damage and saving throws normally. In addition, the fiery breath causes double damage on flammable targets such as mummies.

CHOOSING A CHAOS DWARF ARMY

The Chaos Dwarf army list is designed so that players can choose an army to a pre-set points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size that will allow you to field a battleworthy force. Battles of 2,000 points a side will usually last an

entire evening, whilst 3,000 points will give you enough troops to enable battle to rage for most of the day.

Most players prefer to collect their armies in manageable chunks of 1,000 or 500 points, starting with a 'core' force of 1,000 points and adding 500 points or so at a time. This makes it easier to plan future purchases, and gives a player time to paint models and try out the army on the tabletop before deciding what to add next.

It is usual for both players to begin the game with the same points value of troops - 2,000 points a side, for example. Before the game, each player picks an army worth up to the agreed points value. The Chaos Dwarf player uses the Chaos Dwarf list while his opponent uses the list for his own army. The total value for the army may be less than the total agreed, and will often be a few points short simply because there is nothing to spend the last odd points on.

The list that follows tells you what proportion of your army's points you may spend on characters, regiments, monsters and allies. All armies are subject to similar restrictions, and they are imposed to ensure that armies are reasonably well balanced and don't consist entirely of monsters or war machines.

CHARACTERS

The points allowed for characters includes the value of their armour and weapons, any magic items they have, and a steed if they are mounted.

Monster Mounts

If a character rides a monster then its points value is added to that of the character and included in the total permitted for characters. The allowance for monsters is specifically for monsters without riders.

Equipment

A character may be equipped with any of the weapons or armour indicated in the Characters Equipment List printed at the end of this section. The points values of these items are the standard values paid by ordinary troops. Champions of regiments must be

equipped in the same way as their regiment, except that a Champion may carry a magic weapon or may wear magic armour instead of his standard equipment.

Magic Items

A character may carry appropriate magic items chosen from the magic item cards in Warhammer Magic. The points value is included on the cards themselves. Characters are permitted no more than the number of magic items shown on the chart below.

Character	Maximum Number of Magic Items
Champion	1
Hero	2
Lord	3
Wizard	1
Wizard Champion	2
Wizard Mage	3
Wizard Lord	4

REGIMENTS

Unit Size

Models are organised into units which we refer to as regiments. Regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit on the size of a regiment. The minimum of five includes its leader, standard bearer, musician and Champion, if it has them.

Leaders

All regiments are assumed to include a leader equipped in the same way as the other troopers in the regiment and with identical characteristics. He costs the same points as the ordinary troopers, and his inclusion is intended to provide an appropriately brave and determined looking individual to lead the unit.

Standards and Musicians

All regiments may include a standard bearer and/or a musician. The usual cost for these is double the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons and armour as their fellows, and fight just like ordinary troopers.

Magic Standards

Some regiments are allowed magic standards. These are magic items and are chosen from the magic items in the Warhammer Magic supplement. If a regiment includes a magic standard then its points value is added to that of the regiment.

Champions

Any regiment may include a Champion. Champions are characters, and they are always equipped exactly like the rest of their unit except that they are allowed one magic item. In the case of a magic weapon or magic armour, this can replace their standard weapon or armour. A Champion may also be the unit's leader, but does not have to be - a unit can have a separate leader and Champion model if desired.

Champions always fight as part of their unit and cannot leave it. The points value of the Champion including any magic item he has comes from the army's points allowance for characters, as described already.

MONSTERS

Monsters are beasts which have been brought along to fight beside the army. They include trained creatures, captive monsters goaded into fighting, and monsters magically bound by spells of obedience. Monsters chosen as mounts for characters are not included in the points allocation for monsters they are included in the points for characters, as described above.

ALLIES

The Chaos Dwarf army may include a proportion of allies up to a quarter of its total points value, chosen from the Warhammer Armies books indicated. You may choose allies from several lists if you wish. Including allies is good way of expanding your collection, and allows you to paint include > something different in your battles.

When choosing allies you may spend freely within the Characters, Regiments, and War Machines sections of the allied army list. You do not have to divide the points spent between these categories.

SPECIAL CHARACTERS

After the army list you will find a section devoted to special characters. These represent famous individuals from the Plain of Zharr, some with special rules and magic items unique to themselves. You can incorporate these special characters into your army if you wish, in which case their points value is included in the Characters allowance as normal.

It has become standard practice amongst Warhammer players to agree with their opponent beforehand whether or not to use special characters. Some players prefer to play games without special characters, or to use them only occasionally, as they are powerful individuals whose presence will give a distinct twist to the game.

LIMITATIONS

The army list presents the player with a choice of characters, regiments, monsters and so forth. In most cases there is no limit on the number of characters, regiments, etc of any type that an

army can include. For example, you could include as many Chaos Dwarf Warrior regiments as you like within the total points value agreed for the army.

Some characters and regiments are limited to a maximum number. For example, you can only ever have one Bull Centaur Lord or one unit of Immortals. These limitations are indicated in the lists.

REPRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, nor do they include armour saving throws as these can vary depending on how players choose to equip their troops. Cavalry are shown with two profiles, one for the rider and a separate profile for the mount.

M = Movement

WS = Weapon Skill

BS = Ballistic Skill

S = Strength

T = Toughness

W = Wounds

I = Initiative

A = Attacks

Ld = Leadership

ARMOUR

Armour saving throws are not included in the profiles because they can depend on how players choose to armour their troops. The following chart summarises the saving throws for armour.

Armour	Save	Cavalry Save
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None	None	6+
Shield or Light Armour	6+	5+
Shield and Light Armour or Heavy Armour only	5+	4+
Shield and Heavy Armour	4+	3+
Cavalry with barding	-	Adds further +1

CHARACTERS EQUIPMENT LIST

The following chart gives all the ordinary weapons and armour that can be given to a Chaos Dwarf character. The list is divided into two parts: Chaos Dwarf characters (which includes Sorcerers and Bull Centaurs), and Greenskins. Magic items are chosen from the cards in Warhammer Magic. Champions are always armed in the same manner as their regiment. Models > must carry the weapons ascribed to them.

EQUIPMENT LIST

CHAOS DWARFS AND BULL CENTAURS

A single sword, mace, axe, or other hand weapon	Free
Additional sword, axe, etc.	1
Double-handed sword or axe	2
Shield	1
Light Armour	2
Heavy Armour	3

Blunderbuss	3
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BLACK ORCS AND HOBGOBLINS

A single sword, mace, axe or other hand weapon	Free
Spear	1
Halberd	2
Bow	2
Shield	1
Light Armour	2

ARMY SELECTION

Characters - 0 to 50%. Up to three quarters of the points value of the army may be spent on characters. This includes the cost of monsters ridden by characters.

Regiments - 25%+. At least a quarter of the points value of the army must be spent on Regiments. This does not include the cost of Champions who are paid for out of the Characters allowance.

War Machines - 0-25%. Up to a quarter of the points value of the army may be spent on War Machines.

Monsters - 0 to 25%. Up to a quarter of the points value of the army may be spent on monsters. This does not include the cost of monsters ridden by characters, which must be paid for from the Characters allowance.

Allies – 0 to 25%. Up to a quarter of the points value of the army may be spent allies chosen from any one or more of the following lists: Orcs & Goblins, Undead and Skaven.

CHAOS DWARF ARMY

CHARACTERS

The Chaos Dwarf army may include up to 50% of its points value as characters chosen from the list below. You must always include a General, but apart from this you are free to choose as many or as few characters as you wish.

1 CHAOS DWARF GENERAL

Lord.....160 points

Sorcerer Lord.....328 points

Your army must include a General to lead it. Your General can either be a Lord or a Sorcerer Lord. He represents a servant of the Masters of Zharr-Naggrund, or perhaps even one of the Masters themselves.

Profile	M	WS	BS	S	T	W	I	A	LD
Lord	3	7	6	4	5	3	5	4	10
Sorcerer Lord	3	4	3	4	5	4	5	3	10

Equipment

Hand weapon -axe, mace, club etc.

Weapons/Armour

The General may be armed with any combination of > weapons/armour chosen from the Equipment List.

May Ride

The General may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or Great Taurus.

Magic Items

The General is a Lord Character and is therefore entitled up to three magic items. If he is a Sorcerer Lord he may carry up to four items. Magic items may be chosen from the appropriate cards in Warhammer magic.

0-1 BATTLE STANDARD

Chaos Dwarf.....98 points

Bull Centaur.....156 points

If you wish your army may include a battle standard together it's bearer. The bearer can be either Chaos Dwarf or a Bull Centaur.

Profile	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf	3	5	4	4	4	1	3	2	9
Bull Centaur	8	5	4	5	4	2	3	3	9

Equipment

Hand weapon - axe, mace, club etc. and battle standard.


Weapons/Armour

The Battle standard bearer may be armed with any combination of weapons/armour chosen from the Equipment List.

May Ride:

If the Battle Standard Bearer is a Chaos Dwarf he may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or Great Taurus. Magic Items: The Battle Standard Bearer is a Champion

Character and is therefore entitled to one magic item as described in Warhammer magic. This may be a magic standard, effectively turning the army's banner into a magic standard.

0-1 CHAOS DWARF ALCHEMAGI.  143 points

Your army may include a single Chaos Dwarf Alchemagi if you wish.

Profile	M	WS	BS	S	T	W	I	A	LD
Alchemagi	3	5	4	4	5	2	3	2	10

Equipment

Hand weapon - axe, mace, club etc. and battle standard.

Weapons/Armour

Alchemagi may be armed with any combination of weapons/armour chosen from the Equipment List.

May Ride:


Alchemagi may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or Great Taurus.

Magic Items

An Alchemagi is entitled up to two magic items as described in Warhammer magic.

Spells

Chaos Dwarf Alchemagi are Wizards and may have one spell. Chaos Dwarf Alchemagi use Chaos Dwarf Magic.

0-1 BULL CENTAUR LORD.  368 points

You may include a Bull Centaur Lord – the most powerful of all the race of Bull Centaurs and most trusted of all captains of the masters of Zharr-Naggrund.

Profile	M	WS	BS	S	T	W	I	A	LD
Bull Centaur Lord	8	7	6	5	5	4	6	5	10

Equipment

Hand weapon -axe, mace, club etc.

Weapons/Armour

The Bull Centaur Lord may be armed with any combination of weapons/armour chosen from the Equipment List.

Magic Items

The Bull Centaur Lord is a Lord Character and is therefore entitled to three magic items as described in Warhammer magic. These may be chosen from the appropriate cards in Warhammer/Warhammer Magic.

HEROES

Chaos Dwarf. 98 points

Bull Centaur. 156 points

The army may include as many Heroes as you wish within the normal limitations of the points available. Heroes represent great captains amongst the Chaos Dwarfs, the most trusted and mightiest of all the servants of the Sorcerer Lords.

Profile	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf	3	6	5	4	5	2	4	3	10
Bull Centaur	8	6	5	5	5	3	5	4	10

Equipment

Hand weapon -axe, mace, club etc.

Weapons/Armour

The heroes may be armed with any combination of weapons/armour chosen from the Equipment List.

May Ride

A Chaos Dwarf hero may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or Great Taurus.

Magic Items

A Hero character is entitled up to two magic items as described in Warhammer Magic. These may be chosen from the appropriate cards in Warhammer Magic.

CHAMPIONS

Chaos Dwarf.....98 points

Bull Centaur.....156 points

The army may include as many Heroes as you wish within the normal limitations of the points available. Heroes represent great captains amongst the Chaos Dwarfs, the most trusted and mightiest of all the servants of the Sorcerer Lords.

Profile	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf	3	6	5	4	5	2	4	3	10

Bull Centaur	8	6	5	5	5	3	5	4	10
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Equipment

Hand weapon -axe, mace, club etc.

Weapons/Armour

The heroes may be armed with any combination of weapons/armour chosen from the Equipment List.

May Ride

A Chaos Dwarf hero may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or Great Taurus.

Magic Items

A Hero character is entitled up to two magic items as described in Warhammer Magic. These may be chosen from the appropriate cards in Warhammer Magic.

CHAOS DWARF SORCERERS

Sorcerer.....59 points

Sorcerer Champion.....121 points

Master Sorcerer.....219 points

Sorcerer Lord.....328 points

Your army may include any number of Chaos Dwarf Sorcerers within the limits of points available. Chaos Dwarf Sorcerers are important members of their race, it's they who organise and direct the Chaos Dwarfs.

Profile	M	WS	BS	S	T	W	I	A	LD
Sorcerer	3	4	3	4	5	1	3	1	9

Sorcerer Champion	3	4	3	4	5	2	3	1	9
Master Sorcerer	3	4	3	4	5	3	4	2	9
Sorcerer Lord	3	4	3	4	5	4	5	3	10

Equipment

Hand weapon -axe, mace, club etc.

Weapons/Armour

A Sorcerer may be armed with any combination of weapons/armour chosen from the Equipment List.

May Ride

A Chaos Dwarf Sorcerer may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance either a Lammasu or Great Taurus.

Magic Items

A Sorcerer may have one magic item, a Sorcerer Champion two items, a Master Sorcerer three items, and a Sorcerer Lord four items. Magic items may be chosen from the appropriate cards in Warhammer magic.

Spells

Chaos Dwarf Sorcerers use Chaos Dwarf Magic. Chaos Dwarf Sorcerer has one spell, Sorcerer Champion has two spells, Master Sorcerers has three spells, and Sorcerer Lord has four spells.

UNITS

The Chaos Dwarf army is built from core of Chaos Dwarf Warriors: grim and cruel, confident in their superiority over the lesser races of the world Your army must contain at least 25% of its points value as units chosen from the list below, and it may include more if you wish.

Chaos Dwarf Warriors..=====14 points per model

Your army may include any number of units of Chaos Dwarf Warriors. They form the backbone of Chaos Dwarf armies: sturdy, arrogant and dependable, they regard all foes with contempt and are utterly loyal to the evil Masters of Zharr-Naggrund.

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

Weapons/Armour

Chaos Dwarf Warriors wear heavy armour made from metal scales and carry shields. They carry hand weapons and brutal double-handed axes with heavy cleaving blades.

Save: 4+

Options

Any unit may replace their double-handed weapons with halberds at no point cost. One unit of Chaos Dwarf Warriors may carry a magic standard This may be chosen from the appropriate cards in Warhammer Magic.

Chaos Dwarf Blunderbusses.....14 points per model

Your army may include any number of units of Chaos Dwarfs with blunderbusses. The blunderbuss is an unusual and deadly weapon with shorth range but devastating effect.

Profile	M	WS	BS	S	T	W	I	A	LD
Blunderbuss	3	4	3	3	4	1	2	1	9

Weapons/Armour

Chaos Dwarfs wear heavy armour made from metal scales.

They are armed with blunderbuss and hand weapon.

Save: 5+-

Options

Any unit of Chaos Dwarf Blunderbusses may be equipped with shields at an additional cost of +1 point per model.

Bull Centaurs.....39 points per model

Your army may include any number of units of Bull Centaurs. Bull Centaurs are arrogant and cruel creatures, utterly dedicated to the Masters of Zharr-Naggrund and their horrifying deity Hashut the Father of Darkness.

Profile	M	WS	BS	S	T	W	I	A	LD
Bull Centaur	8	4	3	4	4	2	3	2	9

Weapons/Armour

Hand weapon and heavy armour.

Save: 5+.

Options

Any unit of Bull Centaurs may be equipped with shields at the cost of +1 point per model. Any unit of Bull centaurs may carry additional hand weapons at the cost of +1 point per model or with double-handed weapons at the cost of +2 points per model. One unit of Bull Centaurs may carry a magic standard. This may be chosen from the appropriate cards in Warhammer Magic.

Slavers.....13 points per model

Your army may include any number Chaos Dwarf Slavers. Slavers are Warriors of House Ashodar, experts at crippling their opponents with their spiked > chains so that they may be captured later and dragged to slavery.

Profile	M	WS	BS	S	T	W	I	A	LD
Slavers	3	4	3	4	4	1	2	1	9

Weapons/Armour

Slavers wear heavy armour made from metal scales. They carry heavy chains and scimitars (count as two hand weapons).

Save: 5+.

Options

None.

0-1 Unit of Immortals...————— 15 points per model

Your army may include a single regiment of Immortals. The Immortals are the elite regiment of Clan Hargan. For each warrior that falls in battle, a new one is placed in their ranks so the number of warriors in the regiment always stays same.

Profile	M	WS	BS	S	T	W	I	A	LD
Immortals	3	5	3	4	4	1	3	1	9

Weapons/Armour

Heavy armour, shield and hammer.

Save: 4+ (Heavy armour and shield).

Options: None

Special Rules: A unit of Immortals may carry a magic standard. This may be chosen from the appropriate cards in Warhammer Magic. Immortals disregard defended obstacle penalties and do not lose their rank bonus when charged on the flank or rear.

SLAVES

Your Chaos Dwarf army may include up to two units of slave troops for each regiment of Chaos Dwarf Warriors, Enslavers, Immortals or Bull Centaurs it includes. The point cost of the Slave units counts towards the value of the Regiments.

Hobgoblin Sneaky Gits..... 5.5 points per model

Your army may include any number of units of Hobgoblin Sneaky Gits. Sneaky Gits fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. They are the most treacherous and conniving of all their twisted self-serving race.

Profile	M	WS	BS	S	T	W	I	A	LD
Sneaky Gits	4	3	3	3	3	1	2	1	6

Equipment: Sneaky Gits are armed with two long, curved daggers (hand weapons).

Save: None.

Options: None.

SPECIAL RULES

Envelopment. Sneaky Gits can lap round any number of rear rank models in combat. See the Sneaky Git rules for details. Champion. Sneaky Gits champions are an exception to the normal Champion rules. They can be armed with 2 daggers as the other Sneaky Gits (+1 point for 2 daggers) or they can be armed with shield and hand weapon (+1 point for shield).

Poison Daggers. Sneaky Gits are armed with deadly poisoned daggers. Any wounds inflicted by these impose an additional -1 armour save modifier (i.e. -1 for a S3 attack).

Hobgoblin warriors.....4.5 points per model

Your army may include any number of units of Hobgoblin warriors.

Profile	M	WS	BS	S	T	W	I	A	LD
Hobgoblins	4	3	3	3	3	1	2	1	6

Equipment: Hobgoblins are armed with hand weapons and carry shields.

Save: 6+.

Options: Any units of Hobgoblins may be equipped with light armour at an additional cost of +2 points per model.

Hobgoblin Archers.....5 points per model

Your army may include any number of units of Hobgoblins armed with bows. Hobgoblins favour the bow as it allows them to attack their enemies from a distance.

Profile	M	WS	BS	S	T	W	I	A	LD
Hobgoblin Archers	4	3	3	3	3	1	3	1	6

Equipment: Hobgoblin archers are armed with hand weapons and bows

Save: None.

Options: Any units of Hobgoblin archers may be equipped with light armour at an additional cost of + 1 points per model. Any units of Goblins may be equipped with shields at an additional cost of +0,5 points per model.

Hobgoblin Wolf Riders..... 14 points per model

Your army may include any number of units of Hobgoblin Wolf Riders.

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

Equipment: Hobgoblins are armed with hand weapons and carry shields. They ride slaving Giant Wolves.

Save: 5+.

Options: Any units of Hobgoblins may be equipped with light armour at an additional cost of +2 points per model. Any unit may be armed with bows at the cost of +2 points per model.

Special Rules: Hobgoblin Wolf Riders are allowed to skirmish.

0-1 Unit of Black Orcs.....9 points per model

Your army may include a single unit of Black Orcs.

Profile	M	WS	BS	S	T	W	I	A	LD
Black Orc	4	4	3	4	4	1	2	1	8

Equipment: Orcs are armed with hand weapons.

Save: None.

Options: Any units of Orcs may be equipped with light armour at an additional cost of +2 points per model. Any units may be equipped with shields at a cost of +1 point per model. Any units may be equipped with the one of the following weapons: either double-handed weapon (+2

points per model), a halberd (+2 points per model), a spear (+1 point per model) and additional hand weapon (+1 point per model) or a bow (+2 points per model).

CHAOS DWARF WAR MACHINES

The Chaos Dwarfs are great artificers and their war machines are huge and powerful. Your army may include up to 25% of its points value as war machines chosen from the list below.

HOBGOBLIN BOLT THROWER.....40 points each

Your army may include any number of Hobgoblin bolt throwers if it includes at least one unit of Hobgoblins of any type. Each bolt thrower has a crew of two Hobgoblins to operate the weapon and defend it if necessary.

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

BOLT THROWER:

Maximum Range: You may guess 48"

Strength: 5-1 per rank

Wounds: D4

Save: None

Equipment: The crew are armed with hand weapons.

Save: None.

DEATH ROCKET.....65 points each

Your army may include any number of Death Rockets. Each rocket has a crew of two Chaos Dwarfs to operate the weapon and defend it if necessary.

Profile	M	WS	BS	S	T	W	I	A	LD
Launcher	-	-	-	7	3	-	-	-	-
Chaos Dwarf Crew	3	4	3	4	3	1	2	1	9

LAUNCHER

Maximum Range: You may guess 48"

Strength: 5

Wounds D3

Save: -2

Equipment: The crew are armed with hand weapons.

Save: 5+ (Heavy Armour).

EARTHSHAKER CANNON..... 140 points each

Your army may include any number of Earthshaker Cannons. Each Earthshaker has a crew of three Chaos Dwarfs to operate the weapon and defend it if necessary.

Profile	M	WS	BS	S	T	W	I	A	LD
Cannon	-	-	-	7	3	-	-	-	-
Chaos Dwarf Crew	3	4	3	3	4	1	2	1	9

Maximum Range: You may guess 12-48"

Strength: 7

Wounds: D3

Save: -4

Equipment: The crew are armed with hand weapons.

Save: 5+ (Heavy Armour).

GOLEM.....235 points each

Your army may include any number of Golems. Golems are artificial constructions of the Chaos Dwarf Sorcerers.

Profile	M	WS	BS	S	T	W	I	A	LD
Golem	5	4	3	6	6	5	2	5	10

Upgrades: The Chaos Dwarf Golem can be bought up to two upgrades chosen from the list below. See the War Machines section for details.

- Firethrower +50 points
- Great Hammer +20 points
- Daemon Crystal +50 points
- High-Powered engine +40 points
- Furnace of Hashut +50 points
- Armoured plating +35 points

CHAOS DWARF EARTHSHAKER CANNON

The Earthshaker cannon is a massive weapon of destruction and one of the most deadly weapons in the arsenal of the Chaos Dwarfs. It fires a heavy shell full of powerful explosive. When the shell lands it smashes into the ground burying itself deeply before it explodes creating devastating shock waves. As well as blowing its target apart, the shockwaves of the explosion are so strong that nearby models are knocked to the ground. Troops close to the blast will be far too shocked by the impact to fight or even to move. All they can do is lie on the ground, dazed and confused until they recover their senses.

The Earthshaker cannon's shots are worked out in the similar way as shots from a stone thrower. You will need the standard missile template with the hole in the centre, the artillery dice, and the scatter dice.

First pivot the cannon so that it is pointing in the direction you wish to fire. Now declare how far you want to fire the Earthshaker shell. As with stone throwers, you must do this without measuring, guessing the range as accurately as you can. You must guess a distance of between 12" and 48" You cannot guess less than 12" because the barrel can only be depressed by a certain amount. Once you have made your guess place the missile template directly over the spot you have estimated.

To see where the shell lands roll both the scatter and artillery dice. If the scatter dice rolls a HIT then the shell lands where you have aimed it. If you roll an arrow then the shell veers off in the direction indicated.

If the artillery dice rolls a MISFIRE then something has gone wrong – roll a D6 and consult the Earthshaker Misfire Chart below. A misfire roll automatically cancels out the whole shot regardless of the scatter dice result. If you roll a number on the artillery dice then this is the distance in inches the shell veers off target as shown by the arrow on the scatter dice. Move the template the distance indicated in the direction shown by the arrow. If you roll a HIT on the scatter dice then the numbers are ignored: a number simply indicates that the shot has not misfired.

EARTHSHAKER MISFIRE CHART

D6	Result
----	--------

1-2	Boom! The shell explodes as it is being loaded. The cannon is destroyed and the crew slain Any troops within 2D6" are thrown to the ground as described in the text
3-4	The fuse fizzles out and the cannon fails to fire It takes a complete turn to replace the shell and prepare to fire, so you not only fail to shoot this turn but you cannot shoot again next turn either.
5-6	The shell explodes in mid-air causing no damage. Your shot has no effect this turn.

DAMAGE

Once you have established where the shell lands damage can be worked out. Any model that lies directly under the hole in the template is hit automatically. Note that only one model can lie within the hole and if there is any doubt, it is the model under the exact centre of the template which is hit. Models whose bases lie under the rest of the template are hit on the D6 roll of a 4+. As with stone throwers this is a matter of judgement and common sense. A good rule of thumb is that a model may be considered potential hit if at least half its base area lies under the template, while models whose bases are only touched or grazed can be ignored.

Once you have worked out which models have been struck by the exploding shell work out damage in the normal way. Roll for each target to determine if you have caused damage. the exploding shell has a Strength of 7. A damaging hit from an Earthshaker cannon causes D3 wounds, but as most creatures have only one wound it is not always necessary to make this dice roll. This ability to inflict several wounds at once on a large target does, however, make the Earthshaker cannon extremely useful against big monsters.

Maximum Range: You may guess 12-48"

Strength: 7

Wounds: D3

Save: -3

The Earthshaker cannon is a massive and extremely solid. As a result it has a high Toughness and is difficult to damage.

Profile	Move	Toughness	Wounds
Cannon	3"	7	3

An Earthshaker cannon can be moved by its Chaos Dwarf crew at 3" per turn so long as it has a full crew of three. Loss of crew members reduces the movement rate proportionately. The Earthshaker cannon cannot move and fire during the same turn, other than to pivot on the spot to aim at its target. If crew are lost the Earthshaker cannon's rate of fire may be affected. If a single crewman is slain the cannon can continue to fire normally. If two crewman are slain the remaining crewman may fire, but it takes him a complete turn to load the cannon which may therefore only fire every other turn. This is in addition to any penalty imposed by a misfire result.

Should all the crew be slain the weapon is useless and may not fire.

EARTHSHAKER

In addition to the damage it causes the Earthshaker shell literally shakes the ground when it lands, causing troops to fall to their knees and drop their weapons. The area affected by the Earthshaker shell is established by rolling 2D6. This establishes the radius of the Earthshaker effect measured in inches from the point of impact. Any models within the range of the Earthshaker effect may be temporarily thrown to the ground and disorientated by the blast. Roll a D6 and consult the Earthshaker Chart below. The result applies to all troops within the area.

1. **QUAKE!** Troops are thrown to the ground and may neither move, shoot. fight in their following turn. Wizards can still cast spells and characters may use magic items normally.

2-5. **RATTLE!** Although severely rattled by the shaking ground the troops stay on their feet. In the following tum movement is at half rate and troops may not shoot. Troops may fight

normally in hand-to-hand combat. War machines such as cannons and stone throwers may shoot on the D6 roll of a 4+

6 WOAH! Bracing themselves against the shock waves the troops suffer no ill effects and are ready to move and fight as normal. The shock waves affect models from both sides. It is quite likely for some members of a unit to be affected while others are not. In this case the entire unit is bound by any movement penalties that apply, but only models actually within the Earthshaker's effect range suffer the shooting or fighting penalties. This may mean that some models can shoot or fight while other members of the same unit are unable to do so.

If a unit is broken while some of its members are suffering from a Quake or Rattle result then any models suffering movement penalties are destroyed automatically, while the rest flee at their normal rate. If a unit pursues while some of its member are suffering a Quake or Rattle result then the pursuit is worked out as normal and the move, shoot and fighting penalties cease to apply immediately.

CHAOS DWARF DEATH ROCKET

The Death Rocket is a fiendish invention of the Chaos Dwarf Sorcerers. It consists of a tubular rocket packed full of a chemical propellant synthesised from the abundant raw materials of the Plain of Zharr. The propellant chemicals are highly unstable and extremely toxic and the slaves that work in the rocket factories of Zharr rarely last for long. The poisonous fumes and deadly chemicals inevitably kill those lucky enough not to be involved in one of the regular explosions. Although the Chaos Dwarfs have built and launched some extremely large rockets, they have achieved the greatest success with the small battlefield weapon known as the Death Rocket. This is about seven or eight feet long and is packed full of propellant. It contains a small explosive charge at its tip and is stabilised in flight by means of fins at the rear.

Despite the grand ambitions of the Chaos Dwarfs' experiments, their rockets have not proven very reliable. One especially large rocket, a huge thing as high as a tower and known as the Hammer of Hashut, went disastrously off-course and almost hit Zharr-Naggrund itself,

eventually landing on a Goblin camp, blowing a crater in the plain of Zharr hundreds of yards across. Fortunately, on this occasion little damage was done, Goblins excepted but the Chaos Dwarf Sorcerers wisely decided to confine their experiments to the distant and mostly uninhabited Howling Wastes to the south.

The Death Rocket carries an explosive charge, but due to its unpredictable nature it does not always explode when the rocket lands. Sometimes the rocket will smash into the ground and simply bury itself without exploding.

On other occasions the rocket will hit the ground and spin round madly before its propellant splutters into life once more carrying the rocket off in a new direction. A rocket which goes wild in this way can sometimes hop and skip across the battlefield, changing direction several times before it explodes.

The Death Rocket's shots are worked out in the same way as shots from a stone thrower or the Earthshaker cannon already described. First pivot the launcher so that it is pointing in the direction you wish to fire, then declare how far you want to fire the rocket, guessing the range as accurately as you can. The maximum range you are permitted to guess is 48".

Once you have made your guess place the missile template directly over the spot you have guessed. To see where the rocket lands roll both the scatter and artillery dice. If the scatter dice rolls a HIT then the rocket lands where you have aimed it. If you roll an arrow then the rocket veers off-course and lands in the direction indicated. If the artillery dice rolls a MISFIRE then something has gone wrong - roll a D6 and consult the Death Rocket Misfire Chart opposite. If you roll a number on the artillery dice then this is the distance in inches the shell veers off target as shown by the arrow on the scatter dice. Move the template the distance indicated in the direction shown by the arrow. If you roll a HIT on the scatter dice then a numbers score on the artillery dice is ignored (a number simply indicates that the shot has not misfired).

DAMAGE

The rocket only causes damage when it explodes; it inflicts no damage if it merely strikes the ground and shoots off in another direction. Once you have established where the rocket

explodes damage can be worked out. Any model that lies directly under the hole in the template is hit automatically. Note that only one model can lie within the hole and if there is any doubt it is the model which lies under the exact centre which is hit. As with stone throwers and the Earthshaker cannon models whose bases lie under the rest of the template are hit on the D6 roll of a 4+.

Once you have worked out which models have been struck by the exploding shell work out damage in the normal way. Roll for each target to determine if you have caused damage. The exploding shell has a Strength of 5. A damaging hit from a Death Rocket causes D3 wounds, but as most creatures have only one wound it is not always necessary to make this dice roll.

DEATH ROCKET MISFIRE CHART

D6	Result
1-2	Boom! The rocket explodes as it is being loaded. The machine is destroyed and the crew slain.
3-4	The fuse fizzes out and the rocket fails to fire. It takes a complete turn to replace the rocket and prepare to fire, so you not only fail to shoot this turn but you cannot shoot again next turn either.
5-6	The rocket goes out of control and lands 4D6" in the direction you have aimed it. Place a small token, dice, or other convenient marker on the spot and roll a D6. 1, 2 or 3: The rocket explodes. Place the template where the rocket lands and work out damage as normal. 4, 5 or 6: The rocket strikes the ground and spins like crazy before relaunching itself into the air. The rocket lurches a further 4D6" through the air in a random direction (use scatter dice). Mark where the rocket lands and roll another D6 on this chart (1-3 explodes, 4-6 spins

off randomly 4D6"). Continue rolling until the rocket explodes.

Maximum Range: You may guess 48"

Strength: 5

Wounds: D3

Save: -2 Modifier

The rocket launcher itself is solidly built and difficult to damage. It has a profile as shown below and has 3 wounds. However, because of the explosive nature of the rockets, every time a wound is suffered roll a D6. On the score of a 6 the launcher explodes and is destroyed together with its crew.

Profile	Move	Toughness	Wounds
Rocket Launcher	3"	7	3

A Death Rocket launcher can be moved by its Chaos Dwarf crew at 3" per turn so long as it has a full crew of two. If one crew member is slain movement is reduced proportionally (i.e. halved). The Death Rocket cannot move and fire during the same turn, other than to pivot on the spot to aim at its target. If one crewman is slain the weapon may continue to fire normally. Should both crew be slain the weapon is useless and may not fire.

HOBGOBLIN BOLT THROWER

Bolt or dart throwers are large crossbows which shoot a spear-sized missile. They are so large that they are mounted on their own stands, often with wheels so they can be pivoted easily. A crew of two is required to wind back the powerful torsion arms and position the huge bolt

ready for firing. On the whole these weapons are nowhere near as large or cumbersome as stone throwers and cannons.

Bolt throwers are fired in the shooting phase along with other missile weapons. To shoot your bolt thrower first turn it on the spot so that it points towards your intended victim. The bolt travels straight forward and (hopefully) hits the first target in its path. To determine if the bolt strikes its target roll a D6 to hit using the crew's BS in the same way as bow shots, crossbows, and other missile weapons. The basic score needed to hit is therefore shown on the standard Missile Fire Chart (below). The usual modifiers apply, see the Shooting section in the Warhammer rulebook for details. If you score a hit work out damage as described below. If you miss then the bolt hits the ground or sails into the air and comes down harmlessly somewhere else.

WORKING OUT DAMAGE FROM HITS

A bolt thrower is a powerful weapon which can hurl its bolt through several ranks of troops, piercing each warrior in turn. If you hit resolve damage against the target using the bolt thrower's full Strength of 5. If the model is slain then the bolt hits the trooper in the second rank directly behind: resolve damage on the second model with a Strength of 4. If the second rank trooper is slain then a model in the third rank is hit: resolve damage with a Strength of 3. Continue to work out damage as the bolt pierces and slays a model in each rank, deducting -1 from the Strength for each rank pierced.

A model damaged by a bolt thrower sustains not 1 but D4 wounds, which means that large monsters can be hurt or even slain by a hit from a bolt thrower.

Armour saves are not allowed for hits from a bolt thrower, because the missiles are so fast and deadly that any armour is pierced along with its wearer. Because saves are not taken, a target with only one wound will be slain automatically if it takes damage, so there is no need to roll a D4 to decide the number of wounds.

PROFILES

The bolt thrower hurls a sharp-tipped spear which causes considerable damage. The chart below shows its details.

RANGE	STRENGTH	DAMAGE	SAVE
48"	5-1 per rank	D4	No Save is allowed

Bolt throwers are solid constructions made from wood and iron. They have a profile like a creature with a Toughness value and a number of wounds which they can sustain before they are destroyed.

The move rate is the speed the bolt thrower can be moved by its full complement of two Hobgoblin crew. If either of the crew is slain the bolt thrower's speed is reduced proportionately. A bolt thrower cannot move and shoot in the same turn except to turn to face its target.

Profile	Move	Toughness	Wounds
Bolt Thrower	3"	7	3

LOSS OF CREW

A bolt thrower has a crew of two and if one crewman is slain then the remaining crewman can just about get by without slowing up the machine noticeably. If both crewmen are slain the bolt thrower may not fire!

SUMMARY OF BOLT THROWERS

- Align bolt thrower on target and roll to hit.
- Resolve damage at Strength 5. No save is allowed for a bolt thrower.
- If the target is slain roll damage against the second rank at Strength 4.
- Continue rolling for damage until you fail to slay the target or run out of ranks. Deduct -1 from the Strength for each rank already pierced.

CHAOS DWARF GOLEM

Over a thousand years ago it was the will of Lord Khaddash of House Khash that his Sorcerers would create life from unliving materials. They would create ultimate soldiers to serve the Chaos Dwarfs in their conquests. And so it was that the great Alchemagi Mardukh created life from unlife, a horrific construction made from ruddy bronze and brass, a great mechanical fighting machine made of Bronze. These constructs were named Golems, and they were the jewels of the black genius of Mardukh.

Vaguely humanoid shape, the Golems are frightening machines. Tubes pump corpse-fluids, and brass wiring crackles with electrical charges. Powered by arcane machinery, the Golem lurches forward in a hideous parody of nature, hissing steam pouring from the joints and exhaust pipes, causing cacophonous and terrifying noise. The heads of Golems are ornately decorated, shaped to resemble either Chaos Dwarf, Great Taurus or the visage of Hashut the Father of Darkness.

Golems are solidly built from molten bronze and iron, and even a direct hit from a Cannon is not likely to destroy it. Golems have no mind, save the will of their Chaos Dwarf masters. Thus, they can be sent to perform missions that any living creature would dread to undertake.

For two long centuries Mardukh laboured in the pits of Zharr, creating variants of Golems and improving his original design. But then the dreaded Sorcerer's curse settled in. His body started to turn into stone.

Desperately the great Alchemagi tried to find a cure. But it was all in vain. First his feet and then his hands started to turn stone. Desperate, Mardukh started experimenting with magic to escape the curse. He summoned daemons, sacrificed innumerable slaves and read forbidden spells. But all his efforts were in vain. His hands and feet turned to stone, and finally he banished all his apprentices and locked himself inside his chambers. For three years Mardukh remained in his laboratory until all believed he had perished, and broke down the door of the laboratory to remove his body and place it in the temple of Hashut as is the custom of Chaos Dwarfs.

Inside they found a Golem, a massive mountain of Bronze of Iron, which became animated the moment the magically sealed doors were broken. It crushed the horrified Chaos Dwarfs under its massive feet and lumbered out of the fortress, slaying any it came across.

The gigantic Golem shambled to east and was never seen again. Only a pile of rubble was found in the workshop of Mardukh. The Chaos Dwarfs believed that Mardukh had perished in some horrifying accident in his research. The great Alchemagi was never seen again. What happened to him, no-one knows.

Many Chaos Dwarf Sorcerers speculate that he somehow transferred his essence to the Golem, but equally many were certain that the Great Alchemagi was dead.

Golems are very rare, for the secret of their making was lost with Mardukh, and thus no new Golems have been built for seven decades. Many Sorcerers have tried to examine and copy Mardukh's work, but always without success. Their attempts to dismantle and study Golems have failed: and many have gone berserk, slaying the knowledge-hungry Sorcerers and his servants before being hunted down and destroyed by Chaos Dwarfs.

The remaining Golems are owned and maintained by House Khash, and sent to aid Chaos Dwarf armies only for an exceedingly high price. They are ideal for breaking the enemy battle line, taking on large monsters and War Machines and Chariots, as well as dislodging stubborn fighters from defended positions. The Golems are used extensively in Sieges, where they can crush the gates of the fortresses in mere moments, and the enemy arrows can do little to damage the Golem. Golem was built to break backs of armies, and thus far they have never failed.

Profile	M	WS	BS	S	T	W	I	A	LD
Golem	5	4	3	6	7	5	2	5	10

FEAR

The Golem is a gigantic and terrifying creations which cause fear as explained in the psychology section in Warhammer Rulebook.

PSYCHOLOGY

Golems are artificial beings with no feelings or emotions. Thus, Golems are immune to psychology and break tests. In addition, the Golem always passes any Leadership-based tests it is required to take. Thus, the Leadership value of Golem is never used, and it has been included for the comparative purposes only.

METAL BODY

A Golem is covered in metal armour plates which gives it an armour save of 5+ against each wound suffered. This save is never reduced for the strength of the attack.

CRUSH

A Golem can use its immense bulk and flailing limbs to crush things that would resist any other weapons.

A Golem can make a single Strength 10 attack an unmovable target such as building, chariot body, war machine etc. This hits automatically and inflicts D6 wounds with absolutely no save possible! These wounds apply only to the structure or monster, not to the crew, escorts or creatures pulling it. It is most often used to batter down fortress gates.

DESTROYED GOLEM

If a Golem is destroyed in battle, it will explode with an earth-shaking noise. Any models in base contact with the Golem take single S5 hit.

GOLEM UPGRADES

Several of the Golems feature upgrades to the original design of Mardukh.

You may buy any two of these for each of your Golems at the point cost indicated below. You may not buy duplicates unless otherwise indicated.

Lavathrower +50 points

The Golem is fitted with naphtha and sulphur lavathrower, often placed in the cavernous mouth of the Golem.

This attack uses the Dragon breath template, and any models under the template are automatically hit. Each model hit suffers 1 Strength 4 hit with -2 armour save modifier. It causes double damage against flammable targets such as Mummies. The Golem may use this attack in each of its own shooting phases, even if it is engaged in hand-to-hand combat.

Great Hammer +20 points

This gives the Golem +1 Strength bonus, and each hit of the Golem causes wounds. If you replace both of the Golem's hands with a Great Hammer, the Golem gains an extra attack as well.

Daemon Crystal +50 points

Inside the Golem is a crystal which contains a bound Daemon. The machinery draws of Daemon's power to create a strong anti-magic field around the Golem.

The Golem has a 2+ save against all effects of spells. Note that this is not a dispel, and this roll can save a Golem even if you have failed to dispel a spell targeted at Golem.

High-powered engine +40 points

The Golem has an unusually powerful spells cast over it, and it is of exceedingly good construction.

The Golem gains the following bonuses to its profile: +1 M, +1 S. +1 A.

However, the machinery of the Golem is so delicate that it suffers double number of wounds from any attacks. (For example, a cannon shot which would normally cause 2 Wounds on Golem causes 4 Wounds).

Furnace of Hashut +50 points

The Golem is fitted with a Furnace of Hashut blessed by the Chaos Dwarf Sorcerers. It may draw upon the corrupt flames of the Father of Darkness raging inside it, but only at great cost.

The Golem may use the Furnace at the beginning of each of its turns. It then gains +2 movement and +D6 extra attacks in hand-to-hand combat, but the Golem takes D6 S6 hits, for the fires corrode even the metal from which the golem is made of. Apply the damage in the beginning of the turn.

Armoured plating +35 points

The Golem is covered with thick bronze plates and bound with reddish iron, making it even more resistant to harm.

The Golem has an unmodified save of 4+ instead of 5+ like normally.

My candle burns at both ends, it will not last the night, but ah my foes and oh my friends, it gives a lovely light!

Tuomas Pirinen AKA Longsword, Games Designer