

WARHAMMER FANTASY BATTLE

SEVENTH EDITION

CHAOS DWARF ARMY LIST

Zerkzes, Chaos Dwarf Overlord of Hattuzhan wrote:

I am kinder than your former masters, slave.
They asked that you stand beside them.
I only require that you kneel.

The mountain rumbled with sound. Animals had fled from the place, leaving it deserted for miles around. They might not have known the sound of an army on the march, but the smells that followed it were darkly familiar and screamed of danger. The stench of oiled metal, of blood, fear and poisonous smog hung over the steadily moving force.

Zharkon Revlid spat, clearing his tusked mouth of flem, darkened by the ash in the air. Turning, he stomped up the side of the mountain path to better survey his force. Following him were his Immortal bodyguard, elite warriors clad in black plate and wielding great curved axes, their heads protected by faceless steel helms.

Behind them stood disciplined regiments of warriors, clad in heavy leather and bronze armour. They wielded an eclectic array of weapons, from curved shamshirs to spiked bludgeons, and held shields of beaten brass and cast iron, evil runes and symbols etched onto their metal surfaces.

Some were equipped with leather-rimmed and polished goggles of thick glass, or wore masks fitted with grilles and cloth filters. They walked heavily, weighed down by the cannon-like blunderbusses that hung from their shoulders by heavy straps.

Following in a wide formation were a huge regiment of chanting dwarfs, garbed in heavy black-and-red robes, beneath which the glint of armour could be seen. The Ziggurat Guard. The guardians of the dark temples dedicated to the Bull God, Hashut. Daemon-like masks covered their faces, and sacred glaives sprouted from their formation like a viciously bladed forest.

In their midst was a great litter of black marble and gold, borne by the veterans of the cabal. Slouching on an ornate throne decorated with golden

bulls and iron daemons was High Sorcerer-Priest Ghorth the Cruel, of the cabal of Azakku, accompanied by many of his acolytes. Their presence signified the blessings of the Father of Darkness, something Zharkon was infinitely thankful for.

Casting his gaze further afield, the Overlord of Vorag Tower smiled. There were slaves, bedraggled and branded workers of all races, forced to a marching pace in huddled groups by leather-masked dwarfs and hunchbacked greenskins wielding hooked whips and serrated blades. They would be enough to build initial fortifications and serve as sacrifices to fuel the daemon engines and sate the Dark Father, but less than half of them would survive the journey West. Revlid was hoping to replenish his supplies as he went along, so to speak.

Behind the pitiful slaves and their brutal enforcers followed, at a careful pace with constant slight adjustments, slaves and enforcers of a very different kind. Daemonic engines of war, metal and magic and tortured flesh forged together in the bloodily consecrated forges of Zharr-Naggrund and Daemon's Stump. Squat Earthshakers, their blocky shells stacked high on metal carriages, were pushed by chained Ogre slaves. Hellcannons, vast and terrible, were dragged along the path in single file, the daemons within forced into uneasy hibernation by rituals, brands, and liberal application of boot. Dwarfed by these monstrous constructs were the smaller Death Rockets, strange platforms from which rune-cast explosives would be launched, and the Doomblasters, warmachines whose barrels of dark iron channelled blasts of fiery chaotic energy.

Guarding the artillery train from an enemy attack (and the crew from an artillery train attack) were more constructs, monstrous automotons powered by daemonic energy and oiled cogs. Though each Iron Golem differed in shape and materials, there were two camps of design obvious in those present: The engines of war guarding the right had been designed Arcane Engineer Baalzehn of Daemon's Stump, whose automotons were squat, ogre-like humanoids, relying less on daemonic engines and more on a hideously complex system of cogs, gears and chains.

To the left was his rival, Daemonsmith Ghanaz, who hailed from Western Zharr-Naggrund and had brought golems cast in the form of holy bulls, with horns of polished steel and hooves of brass.

The Overlord's smile quickly soured as one of Baalzehn's golems "accidentally" bumped into a bull-construct of Ghanaz, sparks scraping from their iron hides.

Fiery Razeph take them, they were acting like surly beardlings! The piloting engineers in question were saved from a rollocking by Despot Bhavar, mounted on one of the great mechanical chariots that were guarding the Chaos Dwarf rear, rumbling up to the golems and cracking his orc-hide whip angrily. A crude point, thought Zharkon as he watched the engineers piloting the metal monsters hurriedly directing them back into position, but one well made.

Returning his attention to the front of the column, the Chaos Dwarf commander's good humour was restored by the return of his scouts, a contingent of gorg-mounted Hobgoblins, led by Khan-Boss Zhanthillar of the Sneaky Git tribe. Famed for fast sneak-attacks, especially when mounted on his savage and wolf-like gorg, Zhanthillar was a living legend (or "target") among his tribe, a slaving boss of such ruthlessness and efficiency that he had been granted a Dawi Zharr name by Zhatan the Black himself.

They came to a stop a few feet from the Overlord, and Zhanthillar pushed back his charcoal-black hood to speak. He brought good news: the released and armed slaves had done their job, and the roads ahead were clear of all opposition. A quick detour to the South-West would yield an unguarded farmstead's worth of slaves, should the Chaos Dwarf supply be running low. Most importantly, the vast area of wood known by the human slaves as the Great Forest was no more than a few days march away, and would soon be in sight.

The Overlord acknowledged the Hobgoblin's words before sending him back on patrol. The Great Forest, he thought, as he settled back into a march. The location of High Prophet Astragoth's prize. A crown of legendary power, forged by one of their western kin in a moment of genius, hidden in a deep, dark woodland. A deep, dark woodland? Such places did not exist in the Darklands, or in the surrounding mountains, and certainly not in the dead desert lands across the Straits of Nagash. It would be the first true forest Zharkon had ever seen.

He could only imagine how well it would burn.

With thanks to Grimstonefire, Xander, Snotling, ExquisiteEvil, It_Came_From_The_Deep, Barbarus, GeOrc & the ChaosZwerge Crew, and everyone at Hammer and Anvil.

I. ARMY SPECIAL RULES

1. Unyielding – Chaos Dwarf units flee and pursue 2D6-1" instead of the normal 2D6".

2. Implacable – Chaos Dwarf units may march even if there are enemy units close enough to inhibit march moves.

3. Daemonic Engines – Daemonic Engines, metal shells bound with daemons, appear in the Chaos Dwarf Army List. The following rules are uniquely used by Daemonic Engines.

a) Unbreakable – Daemonic Engines follow the rules for Unbreakable units as described in the Warhammer Fantasy Rulebook. Non-Unbreakable models that are in a unit with Daemonic Engines (Crew members, or riders of Daemonic Engine mounts, for example) are Unbreakable as long as the Daemonic Engine they accompany is 'alive'.

b) Monsters & Handlers – Daemonic Engines are treated as war machines with the exceptions that they follow the rules for Monsters & Handlers in Close Combat. When moving normally, the unit uses the Chaos Dwarfs movement rate. When rampaging, the whole unit moves 2D6" (see below).

c) Rampage - As warmachines, Daemonic Engines may not declare charges. However, in the Compulsory Moves phase, roll 2D6. If the number rolled is equal to or greater than the distance between the Daemonic Engine and the nearest enemy unit, the Daemonic Engine will immediately charge into combat with that unit if possible (considering Line of Sight, etc.)

The Charged unit may react as usual - Treat the 2D6 as both the Warmachine's maximum and failed charge range.

When the Warmachine is Rampaging or in combat it may only Spew Ichor in the Shooting Phase - it may not fire normally.

A Warmachine may never pursue.

d) Loss Of Crew - If all crew are lost, the test for Rampaging must be checked against all units, not just the enemy's - It may therefore charge friendly units. Furthermore, it will move the 2D6 result rolled towards the nearest unit even if it does not make contact with it.

e) Unstable - If the Daemonic Engine loses a combat, then it takes one wound in addition to any it may have incurred in the combat. This is multiplied to two wounds if there are no crew left to man the Daemonic Engine at the end of a Combat Phase.

f) Unpredictable – If at any point you must consult a Misfire Table for a Daemonic Engine, consult the Daemonic Engines Misfire Table below.

Daemonic Engines Misfire Table:

D6 Roll:

Stats:

1–2: Raaargh!: The Engine breaks its bonds, kills its crew, and attempts to charge the nearest unit (see Rampage).

3: Grumble: The Engine fights against itself, shaking itself apart. It takes D6 wounds with no Armour or Ward Saves allowed.

4: Chomp: A massive backdraft from the Engine sucks one of the crew into it. Remove him. If there are no crew, remove a wound with no Armour or Ward saves allowed.

5: Clang!: The Engine's arcane workings snarl and grind; it loses its Daemonic Aura and any other Ward Saves for the rest of the battle.

6: Thzzzz: The Engine's Chaotic energies go haywire, inflicting a wound on every magic user within 24" with no Armour Saves allowed.

4. Black Plate – 4+ Armour Save.

5. Daemonic Aura - Models with a Daemonic Aura have a 5+ Ward save and count as having magical attacks.

II. ARMY BESTIARY

CHAOS DWARFS

Overlords

<http://i94.photobucket.com/albums/l111/Revlid/Despot2.jpg>

<http://i94.photobucket.com/albums/l111/Revlid/snotlinglord.jpg>

Though they wield the influence of Hashut on earth, Zharr-Naggrund has not been truly ruled by the Sorcerer-Priests since the rise of Hattuzhan, Subjugator of the Darklands. Rather, various fortresses and city-areas are ruled over by the Overlords, who employ their elite soldiers, the Immortals, to keep order. Whether born into a noble family, or a veteran and trusted soldier, Despots are those Chaos Dwarfs with enough authority to lead slave raids and command other Dawi Zharr in the defense of the Chaos Dwarf empire, or to act as a second-in-command to an Overlord.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Overlord	3	7	4	4	5	3	4	4	10
Despot	3	6	4	4	5	2	3	3	9

Arcane Engineers

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The best of the Chaos Dwarf engineers, the Dumendrikuli are an elite group whose bureaucracy oversees every construction, from bridges to Hellcannons. The lower ranking and more machine-oriented members of this profession often take to the battlefield to watch over their creations and test new upgrades. Some of these Engineers have magical talent, and are partially inducted into the ranks of the Sorcerer-Priests, given the title of Daemonsmith.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Arcane Engineer	3	4	4	4	4	2	2	2	8

Engineer - The character may join a warmachine crew and act as a replacement crewman if one is killed. Any warmachine the Arcane Engineer is attached to may re-roll a single Artillery Dice or D6 once per turn. Any warmachine the Arcane Engineer is attached to may also re-roll any result rolled on a Misfire table.

Firebomber:

A curved iron barrel with a roaring daemon decorating the muzzle, the Firebomber could easily be mistaken for a bulky and ornate Blunderbuss - until it fires, launching an iron-bound globe that bursts explosively apart, spilling sulphurous flames onto the unfortunate foe.

The Bomb-Throwing Device is a Ranged Weapon. 18" Range, Move or Shoot. S5, Flaming. Each hit is multiplied into D3 Hits on the targeted unit (not just one model).

Swivel Gun:

A rather complicated multi-barreled Blunderbuss, the Swivel Gun is, once the bovine ornamentation is stripped away, kin to the repeater-guns manufactured in the Empire of Sigmar. But, as befits the Chaos Dwarf mindset, much bigger. The Swivel Gun is a Blunderbuss, with the following exceptions - a Swivel Gun fires x4 Multiple Shots, rather than x2.

Chaos Dwarf Warriors

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<http://i94.photobucket.com/albums/l111/Revlid/immortal3.jpg>

<http://i94.photobucket.com/albums/l111/Revlid/immortal2.jpg>

In order to keep the slave population of the Darklands high, all Chaos Dwarf males are obliged to serve in a number of slaving expeditions per year. Chaos Dwarf Warriors are therefore effectively well-trained militia drawn from the civilian population, all of whom have some fighting experience, and led by slavers.

Immortals, however, are professional soldiers in the pay of the resident Overlord or Despot. They act as the elite soldiers or bodyguards to such high-ranking Chaos Dwarfs, clad in heavy black plate-armour and wielding great curved axes or pairs of shamshirs. Often the sons of Overlords or Despots will spend time in the ranks of the Immortals.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Warrior	3	4	3	3	4	1	2	1	8

Enforcer	3	4	3	3	4	1	2	2	8
Immortal	3	5	3	4	4	1	2	1	9
Eternal	3	5	3	4	4	1	2	2	9

Chaos Dwarf Blunderbussiers

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Wielded by trained marksmen who serve as guards or slavers, blunderbusses were developed due to a need to hit as many targets as possible with as few Chaos Dwarfs as possible. They also present the ability to maim rather than kill opponents, leaving them as potential slaves. It was these brutal weapons that inspired Grog Thunderfist to demand a cannon as payment for his mercenary actions, creating the first Leadbelcher.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Blunderbussier	3	4	3	3	4	1	2	1	8
Enforcer	3	4	3	3	4	1	2	2	8

Blunderbusses - The Blunderbuss is a Ranged Weapon. 12" Range, x2 Multiple Shots, Move and Shoot. S3, Armour Piercing. The Blunderbuss does not count any To Hit penalties or bonuses except those conveyed by cover. If there is a complete (i.e. of at least 5 models) Blunderbussier rank behind the first, each Blunderbussier in the first rank may fire an extra shot for each additional rank, up to a maximum of 2 complete ranks behind the first.

Darklands Chariots

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Developed as a way to travel across the plains of the Darklands quickly, and to counter the Nehekaran chariots in the War of the Broken Teeth, the four wheels of this heavy metal chariot are powered by a daemon engine. Occasionally the engine will be removed and the daemon bound directly inside the chariot, creating a snarling, snapping metal monster called a Tenderizer that has to be restrained, rather than driven, by its crew.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Chariot	7	-	-	5	5	4	-	-	-
Tenderizer	7	4	-	5	5	4	0	2	-
Chaos Dwarf Crew	-	4	3	3	-	-	2	1	8

Tenderizer - Darklands Chariots and Tenderizers are, despite being Chariots, *not* automatically destroyed by wounds of S7 or above. Tenderizers have the Bound Rage and the Daemonic Aura special rules.

CHILDREN OF HASHUT

Sorcerers

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Priests of Hashut and his various aspects, the Sorcerer-Priests hold great power, although not as much as they once did. The Priesthood of Hashut comprises of those Dawi Zharr who show magical talent, removed from their families to be tutored in the ways of Priesthood. Some Sorcerer-Priests are brought into battle on palanquins of marble and worked metal, or more comfortable (though less dignified) stone litters. Each High Sorcerer heads one of the seven cabals of the Ziggurat Guard, with the eighth and most powerful cabal headed by the current High Prophet, Astragoth. The younger Sorcerer-Priests often accompany slave raids or armies, to guard against enemy wizards or to unleash the wrath of Hashut.

Stats:

	M	WS	BS	S	T	W	I	A	Ld	
Sorcerer		3	4	3	3	4	2	2	1	8
High Sorcerer		3	4	3	4	5	3	0	1	9

Palanquin - A Sorcerer with a Palanquin consists of a Sorcerer on a platform carried by four Chaos Dwarf Bearers. A Sorcerer with a Palanquin has a Movement value of 3. A Sorcerer and his Bearers fight as a single model with a Unit Strength of 4 (even in challenges). They are mounted on a 40mm wide by 40mm deep base. The Palanquin adds 1 to the Armour Save of the Sorcerer mounted on the Palanquin in the same way as any other mount. The Bearers give the Sorcerer two extra WS5 Strength 4 Initiative 3 close combat attacks, but these attacks do not benefit from any weapon carried by the Sorcerer. If a Sorcerer with a Palanquin fights with a unit, he counts as two normal models (in each rank) for the purposes of working out if there is a complete rank of five models. Note that when in a unit, a Sorcerer and his Bearers may still use the 'Look out, Sir!' rule.

The Ziggurat Guard

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The Ziggurat Guard consists of elite fighting units of religious fanatics among the Dawi Zharr, equivalent to the Knightly Orders of the Empire or the Witch Elves of the Druchii. They are formed into seven different cabals, each venerating a different aspect of Hashut, as represented by his daemon-children. These each serve the High Sorcerer-Priest of their cabal.

There is an eighth cabal, formed of the absolute veterans of each of the other seven, that venerate Hashut in all his glory. This cabal acts as bodyguards to the High Prophet of the time.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Ziggurat Guard	3	5	3	4	4	1	2	1	9
Dark Cantor	3	5	3	4	4	1	2	2	9

Glaives - May be used as a Halberd or a Spear.

Blessing of Darkness - Units with the Blessing of Darkness have MR (1) and are Stubborn when accompanied by a Sorcerer or High Sorcerer.

Bull Centaurs

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Bull Centaurs, half Chaos Dwarf and half Bull, are to a Dawi Zharr what Grail Knights are to the impetuous Questing Knights of Brettonia, unstoppable avatars of their deity imbued with a fraction of their power.

These chosen of the Father of Darkness are created when a Chaos Dwarf offers himself up to the Hashut as a sacrifice in the Bull God's sacred forge, a white-hot bull cast of precious metals. If he is deemed worthy by his god then he will walk out of the flame transformed, one of the creatures of Hashut.

If he is considered unworthy, however, he will be turned to ashes, or crawl out scorched and blackened, an utterly insane ranting maniac.

The immense bull body half is disproportionately large to the Dawi before the transformation. This is balanced after the ascension of the chaotic dwarf, as they are far bigger and stronger than their normal kinsmen. The most favoured of the Bull Centaurs have flame coloured hides and a berserker temper, and are said to burn with the heat of a furnace.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	5	3	5	4	4	3	3	9
Hand of Hashut	8	5	3	5	4	4	3	4	9

ENGINES OF CHAOS**Death Rocket**

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The Death Rocket is a warmachine consisting of a special firing platform, from which its Chaos Dwarf crew fire off explosive rockets daubed with dark runes and bound with daemons. Despite the attentions of the highest Arcane Engineers to the lowliest apprentices, the rockets have the unpredictable tendency to spiral violently in a direction completely other than the intended, as evidenced by the near-destruction of Zharr Naggrund by the Hammer of Hashut, a vast Death Rocket the size of a tower that was meant to impact on the Dwarfen hold of Karaz-a-Karak . Needless to say, such an experiment has not yet been repeated and the Dumendrikuli headquarters have since been quietly moved to a more isolated area of the Darklands, to avoid both catastrophe and mob violence.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Death Rocket	-	4	0	5	6	3	0	2	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Death Rocket - The Death Rocket fires in the same way as a Stonethrower as described in the rulebook with the following exceptions. Only roll the Scatter Dice on the D6 roll of a 5+. Otherwise, the Rocket 'scatters' straight forward. Hits caused by the Death Rocket are *Flaming*. The Death Rocket uses the Cannon Misfire Table, unless it has taken any Daemonic Upgrades from the Engine category, in which case it uses the Daemonic Engines Misfire Table.

Doomblaster

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<http://i94.photobucket.com/albums/l111/Revlid/DoomblasterLeft.jpg>

The smaller cousin of the Hellcannon, the Doomblaster uses the souls of slaves or captives to fire a stream of screeching, mutating energy, the very stuff of

chaos. Only those with an innate resistance to the warping power of change or with a particularly tough constitution can survive being hit by the Doomblaster, whilst their less fortunate comrades are churned up and torn apart from within by unnatural growths and twisting bones.

Some of those Dwarfs who have faced these machines and survived have likened its power to that of a pyroclastic surge, as the chaotic energy boils blood, strips flesh, and shatters bone like a hot glass plunged into icy water.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Doomblaster	-	4	0	5	6	3	0	2	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Doomblaster - Fire as a Bolt Thrower from the Warhammer Rulebook with the following exceptions:

The Doomblaster has a 24" Range and ignores all To Hit modifiers except for cover. The Doomblaster Misfires on the roll of a 1 To Hit.

If you hit successfully, rather than rolling to wound, add +2 to the successful To Hit roll. For each point by which the roll beats the target's Toughness, the target unit suffers 1 Wound. If targeting war machines with varied crews or monsters with riders, use the highest Toughness value available. Distribute each wound as for shooting hits. No Armour Saves are allowed against Wounds caused by the Doomblaster.

e.g. A Doomblaster shoots at a unit of Night Goblins. It is within range, and hits the unit on a roll of a 5. The Chaos Dwarf player adds +2 to this roll for a total of 7. This is 4 points better than the Goblins' Toughness value of 3. The Night Goblins take 4 Wounds, and the Shooting Phase continues.

Bull Golems

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<http://i94.photobucket.com/albums/l111/Revlid/SchlachtenwuterFinal02.jpg>

<http://i94.photobucket.com/albums/l111/Revlid/BossMaghras2.jpg>

Bull Golems are automotons crafted in the volcanic forges of Daemon's Stump and Zharr-Naggrund, where they are cast in the form of bovine daemons, brazen minotaurs and horned ogres. Whether piloted by a budding engineer or guided by a dark and bound intellect of its own, groups of Bull Golems smash through armoured knight and lowly infantry alike, accompanied at times by their larger cousins, the Kolossi.

A Kolossus is the greatest achievement of the Arcane Engineers, a huge daemonic-powered construction of iron and brass, hissing out sulphurous smoke as it stomps across the battlefield. Each Kolossus is an individual, different from its brothers depending on its materials, design, upgrades, and even the souls used to power its unholy mechanisms. Where one might seem to be a brass bull that leaks fire from its hinges, another might be more humanoid in shape, a squat juggernaut of iron draped in chains.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Kolossus	6	4	0	6	5	6	0	Special	8
Bull Golem	5	4	0	5	5	3	0	3	8

Bound Rage - The unit follows the rules for Rampaging and Unstable as detailed in the rules for Daemonic Engines, with the following exceptions: It is counted as always having at least one crewman left for the purposes of Rampaging, and may declare charges.

Special Attacks - Roll an Artillery Dice for each Kolossus in combat. This is the number of attacks the model makes this round. On a Misfire consult the Daemonic Engine Misfire Table. Every wound caused by the Kolossus is multiplied into two wounds (after saves, etc).

Earthshaker

<http://i94.photobucket.com/albums/l111/Revlid/hotstuffearth.jpg>

Earthshakers are huge daemon-cannons that fire shells packed with explosives or other, more sinister payloads. Upon impact the shells detonate, sending shockwaves through the ground to slow enemy troops, scattering formations and throwing the aim of bowmen. Once the dark arts of daemonology are applied to the shells, they become host to hordes of imps, charges of daemonic energy, and bound hellfire.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Earthshaker	-	4	0	5	6	4	0	3	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Earthshaker - The Earthshaker fires in the same way as a Stonethrower as described in the rulebook with the following exceptions. You may only guess between 12" and 48" for range. In addition to normal damage, once you have worked out where the shell lands, place the large template centred over the

point of impact. Any troops under the template are treated as moving through difficult terrain and may not shoot missile weapons next turn. Artillery dice based ranged weapons under the template may only shoot on a 4+. The Earthshaker uses the Cannon Misfire Table, unless it has taken any Daemonic Upgrades from the Engine category.

Hellcannon

<http://i94.photobucket.com/albums/l111/Revlid/CopyofHellcannon2.jpg>

Part daemon, part warmachine, the Hellcannon of Chaos is a massive construct of iron and brass that growls and shakes with diabolic sentience. In battle, these arcane engines heave great blasts of daemonic energy arcing through the air toward their targets, incandescent explosions liquefying anything they touch and sending the survivors screaming in all directions.

These hell-forged beasts are guided rather than crewed by their teams of corrupt and twisted Chaos Dwarfs, in whose volcanic furnaces the Hellcannons are created. It is their duty to restrain the Hellcannon in the fires of battle, for the daemons bound within each war-construct hunger constantly for a banquet of warm flesh and hot blood laced with the taste of fear. The Dawi Zharr load their charge brutally by shovelling the bodies of their foes into the dire-furnace at the Hellcannon's rear. Flesh runs like wax, dribbling onto the earth under the crew's feet in thick, hissing gobs as the daemonic fires strip away and feed upon the captives' souls. These are perverted into wailing bolts of pure chaos, and vomited toward the Hellcannon's target in powerful spasms of hate and malice.

A Hellcannon, towering above the Chaos Dwarfs and their greenskin allies, is virtually indestructible. Such is the strength and bloodlust of the Daemonic machine that it must be chained to the ground to prevent it from rampaging toward the enemy lines, intent on gorging itself on raw flesh. Even these precautions prove inadequate should the enemy draw too close; it is whispered that there is nothing that can truly stay a Hellcannon's insatiable lust for destruction. A single Hellcannon is quite capable of blasting apart the walls of even the most stalwart fortress.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Hellcannon	-	4	0	5	6	5	0	5	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Spew Ichor - Instead of firing normally, the unit may choose to spew out a great gout of body parts and daemonic ichor. Spew Ichor is a S6 Breath

Weapon. Any unit with a model even partially under the Flame Template must take a Terror Test.

Doomfire - The Hellcannon fires in the same way as a Stonethrower as described in the rulebook with the following exceptions. All hits caused by the Hellcannon are S10, and any wounds caused are multiplied into D6 wounds (D6+2 against buildings and castle sections). Determine partial hits as normal. Units hit by the template must take a Panic test at -1Ld.

GREENSKIN ALLIES

Hobgoblin Mercenaries

<http://i94.photobucket.com/albums/l111/Revlid/Hobkhan.jpg>

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Close allies with the Chaos Dwarfs, the large number of Hobgoblin Tribes from the Steppes bartered their permanent freedom from slavery during the Great Rebellion by betraying their fellow greenskins, realising that they would be no better off under the Black Orcs than they were under the Chaos Dwarfs. Now they live in and around the Darklands, working alongside the Chaos Dwarfs as mercenaries in return for weapons, armour, meat and gold.

The Darklands are bleak and desolate for the most part, and what prey there is is tough and usually snarling. Due to this, the mounted hordes of the Steppes have dwindled in the Darklands, making the once-scorned infantry of the Hobgoblins a necessity. A mount is still seen as a status symbol, however, and a large number of the potbellied greenskins still ride forth on leather-skinned, wire-furred and dagger-fanged beasts known as Gorgs.

Amongst the Hobgoblin tribes that roam the Darklands and surrounding areas, the more wily or tough greenskins are known as Khan-Bosses, brutal leaders who act as intermediaries for their tribe and their Dawi allies, setting the often-exorbitant price for their services.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Khan-Boss	4	4	4	4	4	2	4	3	7
Hobgoblin Warrior	4	3	3	3	3	1	3	1	6
Hobgoblin Boss	4	3	3	3	3	1	3	2	6
Gorg	9	3	0	3	3	1	3	1	4
Gorg Rider	4	3	3	3	3	1	3	1	6
Gorg Rider Boss	4	3	3	3	3	1	3	2	6

Mercenary - Chaos Dwarfs ignore fleeing and wiped out Hobgoblin units. Chaos Dwarf characters may not join Hobgoblin units, and vice versa. If the Chaos Dwarf General is killed, every Hobgoblin unit must take a Panic Test at the start of every Chaos Dwarf turn thereafter.

Slavering Charge - Gorgs have +1S on the turn they charge.

BEASTS OF HASHUT

Lammasu

<http://i94.photobucket.com/albums/l111/Revlid/Lammasu-1.jpg>

<http://i94.photobucket.com/albums/l111/Revlid/great-taurus-.jpg>

The Lammasu is a great beast, ancient as Zharr-Naggrund itself, and those granted the honour of riding one are truly the favoured of Hashut. A great bull, borne on vast feathered wings, with lion-like claws instead of hooves and the face of a huge Chaos Dwarf, cloaked in smoke and shadow. It is rumoured that the Lammasu were once Chaos Dwarfs, the first to open his prison and to lay eyes upon the glory of Hashut, blessed by the Bull God beyond all others.
The Taurus is another steed blessed by the Father, although not so great in power. A red daemon-bull, with eyes of fire and bones of metal, its thunderous charge can throw grown men into the air. Some Engineers have created machines that mimic this mighty beast, bovine engines that snort sulphurous smoke from cast-iron nostrils.

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Lammasu	6	4	0	5	5	4	3	4	9
Taurus	8	5	0	5	5	3	2	3	8

Thunderous Charge - The Great Taurus causes D3 impact hits at its base Strength on the charge.

Darkfire Breath - A Lammasu generates one Dispel Dice in the same manner as a Wizard, that may be used normally.

□ Posted: Sat, 17 Mar 2007 11:07 pm Post subject:

QUOTE

III. RECRUITING YOUR OWN ENSLAVING FORCE

A. Army composition rules

Stats:

Army Points Value	Max Total of Characters	Max Lords	Max Heroes
Less than 2000	3	0	3
2000 or more	4	1	4
3000 or more	6	2	6
4000 or more	8	3	8
Each additional 1000 pts	+2	+1	+2

Stats:

Army Points Value	Core Units	Special Units	Rare Units
Less than 2000	2+	0-3	0-1
2000 or more	3+	0-4	0-2
3000 or more	4+	0-5	0-3
4000 or more	5+	0-6	0-4
Each additional 1000 pts	+1 Minimum	+0-1	+0-1

- One Despot can be promoted to the Army Battle Standard Bearer for +25 pts. The Battle Standard Bearer may have any Magic Banner at no points limit, but if he does so, he may not have other Magic Items.
- Chaos Dwarf units are: Overlords, High Sorcerers, Despots, Sorcerers, Arcane Engineers, Warriors, Blunderbussiers, Immortals, Ziggurat Guard, and Chaos Dwarf Crew.
- Hobgoblin units are: Hobgoblin Khan-Bosses, Hobgoblin Warriors, and Hobgoblin Gorg Riders.
- Hobgoblin units do not count towards the minimum number of Core units required.
- A Hobgoblin Khan-Boss may not be the general.

Base Size Guidelines:

Chaos Dwarf Models: 20x20mm

Hobgoblin Models: 20x20mm

Hobgoblin Gorg Rider Models: 25x50mm

Bull Golem Models: 40x40mm

Darklands Chariot Models: 50x100mm

Bull Centaur Models: 50x50mm

Kolossus Models: 50x50mm

Taurus Models: 50x50mm

Lammasu Models: 50x50mm

B. Lords

1. Overlord: 135 PTS

Stats:

M	WS	BS	S	T	W	I	A	Ld
Overlord	3	7	4	4	5	3	4	4

Weapons: Handweapon, Black Plate

Options:

- May ride a Lammasu (+225), a Taurus (+75), or may be mounted on a Darklands Chariot, replacing one of the crew (+95).
- May choose a mix of Common or Chaos Dwarf magic items with the total value of maximum 100 pts.
- May have either a Great Weapon (+6), an Additional Handweapon (+6), and/or a Glaive (+6).
- May carry a Shield (+3).
- May have a Blunderbuss (+6).

Special Rules: *Unyielding, Implacable*

2. High Sorcerer: 185 PTS

Stats:

M	WS	BS	S	T	W	I	A	Ld
High Sorcerer	3	4	3	4	5	3	0	1

Weapons: Hand Weapon

Magic: Level 3 Wizard. May use the Lore of Fire, Metal, Shadow, Death or Hashut.

Options:

- May be upgraded to a Level 4 Wizard for 35 points.
- May ride a Lammasu (+225), a Taurus (+75), or may be given a Palanquin (+40).
- May choose Common or Chaos Dwarf magic items with the total value of maximum 100 pts.

Special Rules: *Unyielding, Implacable, Scaly Skin (4+)*

C. Heroes

1. Despot: 65 PTS

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Despot	3	6	4	4	5	2	3	3	9

Weapons: Hand Weapon, Black Plate

Options:

- May ride an Taurus (+75) or may be mounted on a Darklands Chariot, replacing one of the crew (+95).
- May choose a mix of Common or Chaos Dwarf magic items with the total value of maximum 50 pts.
- May be promoted to the Army Battle Standard Bearer, as detailed in the Army Composition rules.
- May have either a Great Weapon (+4), an Additional Handweapon (+2) and/or a Glaive (+3).
- May carry a Shield (+2).
- May have a Blunderbuss (+4).

Special Rules: Unyielding, Implacable

2. Chaos Dwarf Sorcerer: 65 PTS

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	3	4	3	3	4	2	2	1	8

Weapons: Hand Weapon

Magic: Level 1 Wizard. May use either the Lore of Fire, Shadow, Metal, or Hashut.

Options:

- May be upgraded to a Level 2 Wizard for 35 points
- May ride a Palanquin (+40).
- May choose Common or Chaos Dwarf magic items with the total value of maximum 50 pts.

Special Rules: *Unyielding, Implacable*

3. Arcane Engineer: 65 PTS

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Arcane Engineer	3	4	5	4	4	2	2	2	8

Weapons: Handweapon, Black Plate

Options:

- May ride a Kolossus (+285, Rare Choice) or a Taurus (+70).

- May be upgraded to a Level 1 Wizard for +50 pts. May use either the Lore of Metal, Fire, or Death, and may cast spells in armour.
- May have a Blunderbuss (+4), a Swivel Gun (+8.) or a Firebomber (+8.)
- May choose a mix of Common or Chaos Dwarf magic items with the total value of maximum 50 pts.

Special Rules: *Unyielding, Implacable, Engineer*

4. Hobgoblin Khan-Boss: 35 PTS

Stats:

M	WS	BS	S	T	W	I	A	Ld
Khan-Boss	4	4	4	4	4	2	4	3

Weapons: Handweapon, Light Armour

Options:

- May ride a Gorg (+12)
- May wear Heavy Armour (+4), and/or a Shield (+2).
- May have a Spear (+2) a Great Weapon (+4) and/or an Additional Handweapon (+2).
- May have a Bow (+6).
- May choose a mix of Common or Chaos Dwarf magic items with the total value of maximum 50 pts.

Special Rules: *Mercenary*

D. Core Units

1. Chaos Dwarf Warriors: 8 pts per model

1+ Unit Choice

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Warrior	3	4	3	3	4	1	2	1	8
Enforcer		3	4	3	3	4	1	2	2

Unit Size: 10+

Equipment: Hand Weapon, Heavy Armour, Shield

Options:

- Any unit may be given Spears (+1 pt per model), replace their Shields with Great Weapons (+1pt per model) or replace their Shields with Additional Handweapons at no extra cost.
- One Chaos Dwarf may be upgraded to a Musician for +5 pts.
- One Chaos Dwarf may be upgraded to a Standard Bearer for +10 pts.
- One Chaos Dwarf may be upgraded to an Enforcer for +10 pts.

Special Rules: *Unyielding, Implacable*

2. Chaos Dwarf Blunderbussiers: 12 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Blunderbussier	3	4	3	3	4	1	2	1	8
Enforcer		3	4	3	3	4	1	2	2

Unit Size: 10+

Equipment: Handweapon, Blunderbuss, Heavy Armour

Options:

- One Blunderbussier may be upgraded to a Musician for +5 pts.
- One Blunderbussier may be upgraded to a Standard Bearer for +10 pts.
- One Blunderbussier may be upgraded to an Enforcer for +10 pts.
- Any Blunderbussier Enforcer may replace his Blunderbuss with a Swivel Gun for +4 pts, or a Firebomber for +4 pts.

Special Rules: *Unyielding, Implacable*

3. Hobgoblin Warriors: 3 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Warrior	4	3	3	3	3	1	3	1	6
Hobgoblin Boss		4	3	3	3	3	1	3	2

Unit Size: 10+

Equipment: Handweapon

Options:

- Any unit may be given Spears (+1 pt per model), Additional Handweapons (+2 per model) and/or Bows (+3 pts per model).
- Any unit may be given Light Armour (+1 pt per model) and/or Shields (+1 pt per model).
- One unit may be upgraded to Sneaky Gitz for +2 points per model. Sneaky Gitz have the Scouts special rule and Poisoned Attacks.

Special Rules: *Mercenary*

4. Hobgoblin Gorg Riders: 12 pts per model

0-1 per Hobgoblin Warriors Unit Choice

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Gorg		9	3	0	3	3	1	3	1
Gorg Rider		4	3	3	3	3	1	3	1
Gorg Rider Boss	4	3	3	3	3	1	3	2	6

Unit Size: 5+

Equipment: Handweapon

Options:

- Any unit may be given Spears (+1 pt per model), Shields (+1 pt per model), and/or Bows (+3 pts per model).
- Any unit may be given Light Armour (+1 pt per model). If they choose to do so they lose the Fast Cavalry Special Rule.
- One Gorg Rider may be upgraded to a Musician for +6 pts.
- One Gorg Rider may be upgraded to a Standard Bearer for +12 pts.
- One Gorg Rider may be upgraded to a Boss for +12 pts.

Special Rules: *Mercenary, Fast Cavalry, Slavering Charge*

E. Special Units

1. Immortals: 13 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Immortal	3	5	3	4	4	1	2	1	9
Eternal	3	5	3	4	4	1	2	2	9

Unit Size: 10+

Equipment: Handweapon, Great Weapon, Black Plate

Options:

- Any unit may replace their Greatweapons for Additional Handweapons at no extra cost.
- One Immortal may be upgraded to a Musician for +7 pts.
- One Immortal may be upgraded to a Standard Bearer for +14 pts.
- One Immortal may be upgraded to an Eternal for +14 pts.
- A Standard Bearer may take a Magic Standard worth up to 50 pts.

Special Rules: *Unyielding, Implacable, Immune To Psychology*

2. Ziggurat Guard: 13 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Ziggurat Guard	3	5	3	4	4	1	2	1	9
Dark Cantor	3	5	3	4	4	1	2	2	9

Unit Size: 10+

Equipment: Handweapon, Glaives, Heavy Armour, Shields

Options:

- One Ziggurat Guard may be upgraded to a Musician for +7 pts
- One Ziggurat Guard may be upgraded to a Standard Bearer for +14 pts.

- One Ziggurat Guard may be upgraded to a Dark Cantor for +14 pts.
- A Standard Bearer may take a Magic Standard worth up to 50 pts.

Special Rules: *Unyielding, Implacable, Blessing of Darkness*

3. Bull Golems: 70 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Bull Golem	5	4	0	5	5	3	0	3	8

Unit Size: 3+

Equipment: Crushing Iron Fists, 4+ Armour Save

Options:

- Any unit may be given one Daemonic Upgrade from the Automoton category.

Special Rules: *Fear, Daemonic Aura, Bound Rage, Unbreakable*

4. Death Rocket: 100 pts

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Death Rocket	-	4	0	5	6	3	0	2	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Unit Size: 1 Death Rocket and 3 Chaos Dwarf Crew

Unit Strength: 3+1 per Chaos Dwarf Crew

Equipment: The Death Rocket has a 4+ Armour Save. The three Chaos Dwarf Crew wear Heavy Armour.

Options:

- Any Death Rocket may be given one Daemonic Upgrade from the Engine or Ammunition categories.

Special Rules: *Daemonic Engine, Daemonic Aura, Death Rocket, Fear*

5. Doomblaster: 100 pts

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Doomblaster	-	4	0	5	6	3	0	2	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Unit Size: 1 Doomblaster and 3 Chaos Dwarf Crew

Unit Strength: 3+1 per Chaos Dwarf Crew

Equipment: The Doomblaster has a 4+ Armour Save. The three Chaos Dwarf Crew wear Heavy Armour.

Options:

- Any Doom Blaster may be given one Daemonic Upgrade from the Engine category.

Special Rules: *Daemonic Aura, Fear, Doomblaster*

6. Darklands Chariot: 95 pts

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Chariot	7	-	-	5	5	4	-	-	-
Tenderizer	7	4	-	5	5	4	0	2	-
Chaos Dwarf Crew	-	4	3	3	-	-	2	1	8

Unit Size: 2 Chaos Dwarf Crew, 1 Chariot

Equipment: The two Chaos Dwarf Crew have Spears, and one has a Swivel Gun. The Chariot has a 3+ Armour Save

Options:

- Any number of Chariots may be given a single extra Chaos Dwarf Crewman (+9 pts).
- Any number of Chariots may be upgraded to Tenderizers (+45 pts). The Crew of a Tenderizer may not use a Swivel Gun.

Special Rules: *Chariot, Scythed Wheels, Tenderizer*

F. Rare Units

1. Kolossus: 285 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Kolossus	6	4	0	6	5	6	0	Special	8

Unit Size: 1 Kolossus

Equipment: Metal Fists, 3+ Armour Save

Options:

- Any Kolossus may be given up to two Daemonic Upgrades from the Automoton or Engine categories.

Special Rules: *Terror, Large Target, Special Attacks, Daemonic Aura, Bound Rage, Unbreakable*

2. Bull Centaurs: 85 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	5	3	5	4	4	3	3	9
Hand of Hashut	8	5	3	5	4	4	3	4	9

Unit Size: 1+

Equipment: Hand weapon, Black Plate

Options:

- Any unit may have Additional Handweapons (+4 pts per model) or Great Weapons (+6 pts per model).
- One Bull Centaur may be upgraded to a Musician for +10 pts.
- One Bull Centaur may be upgraded to a Standard Bearer for +20 pts.
- One Bull Centaur may be upgraded to a Hand Of Hashut for +20 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.

Special Rules: *Fear, Immune to Flaming Attacks*

3. Earthshaker: 150 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Earthshaker	—	4	0	5	6	4	0	3	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Unit Size: 1 Earthshaker and 3 Chaos Dwarf Crew

Unit Strength: 5 +1 for each Chaos Dwarf

Equipment: The Earthshaker has a 4+ Armour Save, the three Chaos Dwarf Crew have Heavy Armour.

Options:

- Any Earthshaker may be given up to two Daemonic Upgrades from the Ammunition or Engine categories.

Special Rules: *Daemonic Engine, Daemonic Aura, Earthshaker, Terror*

4. Chaos Dwarf Hellcannon: 200 pts per model

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Hellcannon	—	4	0	5	6	6	1	5	4
Chaos Dwarf Crew	3	4	4	3	4	1	2	1	8

Unit Size: 1 Hellcannon and 3 Chaos Dwarf Crew

Unit Strength: 5 +1 for each Chaos Dwarf

Equipment: The Hellcannon has a 4+ Armour Save, the Chaos Dwarf Crew have Heavy Armour.

Options:

- Any Hellcannon may be given up to three Daemonic Upgrades from the Engine category.

Special Rules: *Daemonic Engine, Daemonic Aura, Doomfire, Spew Ichor, Terror, Large Target*

G. Chaos Dwarf Mounts

1. Taurus: Depends on rider

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Taurus	8	5	0	5	5	3	2	3	8

A Taurus can be ridden by Overlords, Despots, and Arcane Engineers.

Equipment: 4+ Armour Save

Special Rules: Daemonic Aura, Fear, Thunderous Charge

2. Lammasu: Depends on rider

Stats:

	M	WS	BS	S	T	W	I	A	Ld
Lammasu	6	4	0	5	5	4	3	4	9

A Lammasu can be ridden by High Sorcerers and Overlords.

Special Rules: Daemonic Aura, Terror, Fly, Blessing of Darkness

IV. MAGIC ITEMS

1. Common Magic Items

Sword of Striking: 20 Points

Magic Weapon. The wielder has +1 to all his to Hit rolls in Close Combat.

Sword of Battle: 15 Points

Magic Weapon. The wielder has +1 Attack.

Sword of Might: 15 Points

Magic Weapon. The wielder has +1 Strength.

Biting Blade: 5 Points

Magic Weapon. The wielder's attacks incur an extra -1 penalty to enemy Armour Saves.

Enchanted Shield: 10 Points

Magic Armor. The wearer has +2 to their Armour Save.

Talisman of Protection: 15 Points

Talisman. The bearer has a 6+ ward save

Dispel Scroll: 25 Points**One Use Only**

Arcane Item. Automatically Dispel an enemy spell instead of making a normal Dispel attempt.

Power Stone: 20 Points**One Use Only**

Arcane Item. The bearer has +2 power dice to cast a spell.

Staff of Sorcery: 35 Points

Arcane Item. +1 to all Dispel rolls.

War Banner: 25 Points

Magical Banner. +1 Combat Resolution

2. Chaos Dwarf Magic Weapons

Obsidian Blade: 75 Points

A black blade of pure Obsidian from the centre of the Darklands, this razor-sharp blade slices through armour and flesh alike with chilling ease, the twisted Rune of Disruption inscribed on its blade shattering any protection.
No Armour Save is allowed against wounds caused by the Obsidian Blade. Any model that is wounded by the Obsidian Blade has his armour and shield (including Magic Armour and Magic Shields) destroyed.

Dark Mace of Death: 60 Points

With a head of black iron and carved with evil runes, this weapon contains a powerful curse. On the wielder's command a sound like a hundred death rattles tears through the air, accompanied by a burst of dark energy that sweeps out from the mace, maiming those near its master.

Once per game the wielder may choose to make a single special attack instead of rolling to hit, etc as normal. Every model in base contact (including the wielder's mount) immediately takes D3 wounds with no save of any kind allowed. Monstrous Mounts and their riders take D3 wounds each. Models in challenges count as the only model in base contact.

Black Hammer of Hashut: 50 Points

Forged by the first prophet of Hashut with his bare hands, this immense black hammer grants the wielder the raging power of an inferno. It was first wielded by its maker to drive back the bull centaur Zhor the Mad, driven insane by the corrupting power of Chaos.

+2 Strength. Flaming Attacks. Flammable targets wounded by the wielder are autokilled with no saves of any kind allowed.

Clockwork Axe: 35 Points

Grimy cogs power the vicious, snarling blades that rotate on the edge of this axe, tearing chunks of flesh out of foes like a greedy animal. It was created by the second Engineer Lord, who lost both his hands to its jagged edges soon after. Cursing the weapon for his accident, it is only the strong willed that avoid spilling their own blood.

Every wound inflicted by the wielder is multiplied into two wounds.

Shamshir of Zormogandr: 35 Points

A weapon from the original treasure horde of Zharr Naggrund, this curved blade is studded with dark emeralds, each one containing a vile spirit of venom and plague. The peculiar nature of the gems makes the Shamshir a charm against magic, as demonstrated in the Battle of Vorag.

MR (1). In addition, the wielder has Poisoned Attacks that automatically wounds on a To Hit roll of a 5 or a 6.

Git's Sneaky Stabbas: 25 Points

Hobgoblin Khan-Boss Only

These two jagged knives have been wielded down the centuries by generations of Chaos Dwarf lackeys, given an oily black sheen by the corruption thick in the air of the Darklands. Their almost sentient bloodlust allows them to seek out the enemy's vital organs.

Two Hands, +1 Attack. The Wielder may re-roll all failed rolls to Wound. Note that these **may** be used by a mounted Khan Boss, such is the skill of the Khan-Boss who holds them.

Daemon's Breath: 25 Points

One Use Only

Another example of the work of the Daemonsmiths of Daemon's Stump, this semi-metal blunderbuss vomits chaotic fire and spews acidic pus.

Once per game the character with this item may Spew Ichor.

3. Chaos Dwarf Magic Armor

Cloak of Cavebeast Fur: 50 Points

A cloak made from hide shorn from a still-living Rhinox in the dawn of the existence of the Dawi Zharr, this cloak grants a measure of the beast's toughness to the wearer.

+1 Toughness. Note that taking this armour does not stop you from taking any mundane armour as well, and that this armour may be given to characters who could not normally purchase Magic Armour.

Bull Helm: 40 Points

A great symbol of the authority of the wearer, this helm is only gifted to a chosen few, those who have proved their loyalty to Zharr Naggrund time and again. The bovine horns attached to the brow of the helm arc into the sky, proclaiming the wearer's power to all.

+1 Armour Save. +6" to the range in which the wearer can pass on his Leadership value to troops. Note that this means that a character who is not the General can pass on his Leadership to friendly units within 6".

Armour of Gazrahk: 30 Points

A demonstration of the genius of the greatest of Chaos Dwarf armoursmiths, this enchanted suit of plate emulates the armour of the Darklands Stonebeetle, a highly complex, interlinking exoskeleton that forms a spiked, nigh impenetrable shell around the wearer.

Gives the wearer a 1+ armor save which can't be improved in any way.

Daeozh Plate: 25 Points

Commissioned from one of the daemonsmiths that frequent the outposts and cities of the Chaos Dwarfs, this suit of armour is still hot from the forge, brought into being by daemonic flames that still reflect in its blackened surface, flickering and leering between gently glowing runes of binding.
Black Plate. The wearer has a Daemonic Aura and is immune to Flaming Attacks.

Shield of Daemonic Mercury: 20 Points

The raging daemon trapped within this curved shield was bound when its iron surface was still molten. Now it is solid, but its surface swirls like mercury, a clawed hand of liquid metal reaching out to strike those who get too close.
A Shield. In addition, if the character fails his Armour save, the enemy who wounded him takes a single S5 hit.

4. Chaos Dwarf Talismans

Talisman of Obsidian: 50 Points

This iron-rimmed talisman of purest obsidian completely cuts off the winds of magic within its small but complete area of influence. It is said that wizards who look too deeply into its pitch black depths can go insane, isolated from the mystical winds that have surrounded them throughout their lives.

The bearer is not affected by any spells, and cannot cast any himself.

Heart of Stone: 45 Points

The fossilised heart of one of the stone dragons that roamed the Darklands in ages past, this relic was torn from the chest of the last of this long-dead breed, and passes on the dragon's regenerative abilities to the holder.

The bearer has the Regeneration Special Rule.

Amulet of Spite: 40 Points

One Use Only

The infamous amulet of spite appears, at first, to be nothing more than a pretty trinket, a fine black diamond on a delicate red chain. But those who hold it in their hands are possessed by a desperate urge to keep it, no matter the cost to their mind or body...

When the character wearing this loses their last wound, they get back up again on the D6 roll of a 2+, with only one wound remaining.

Relic of Hthark: 30 Points

A worn token of iron and bone from the entombed remains of the greatest Bull Centaur ever to live, this relic grants the protection of the Father of Darkness. The character wearing this has a 5+ Ward Save.

Ichor Charm: 20 Points

This pendant was crudely crafted by Hobgoblin Shamans from the bone and blood of daemons. It grants protection against all magic that would harm the wearer, save for the dark arts which brought the charm into being.

Bearer gains a 4+ Ward Save against wounds caused on him by spells, except for those from the lores of Nurgle, Tzeentch, and Slaanesh.

5. Chaos Dwarf Arcane Items

Infernal Distillery: 50 Points

This small construction resembles a strange hourglass welded to a series of pipes, scales and valves, a delicate balance of mysticism and machinery. It siphons off excess magic from the wearer into the air, preventing magical errors from turning into fatal disasters.

The bearer cannot roll on a Miscast Table. If he needs to roll on a Miscast Table for any reason, the spell he was trying to cast just fails as though he did not meet the Casting level.

Bull Icon: 30 Points

This ruby eyed golden icon was found by one of the first Sorcerer-Priests of Hashut, who coveted it until he was finally claimed by Hashut. Plucked from his stone hands by his apprentice, it is said that the bovine statuette allows the Sorcerer to commune with the Bull God himself.

The bearer has +1 to Cast for all spells from the Lore of Hashut.

Horned Staff: 30 Points

Carefully crafted from the bones of liches and the tainted black iron of the Broken Teeth, the eyes of the horned skull on this staff flare with power, power drawn from the wizard's defences...

All spells cast by the wizard are cast with Irresistible force on a double roll of 5s or 6s. In addition, the wizard generates one less Dispel Dice than normal.

Chalice of Darkness: 30 Points

Sorcerers or High Sorcerers Only

When one properly schooled in the arts of the priesthood drinks from the vile, tarry liquid in this ornate goblet, the Winds of Magic die down. Calming an arcane tempest to a gentle breeze restricts the power of nearby wizards, forcing them to push to their limits to cast spells that would otherwise come easily.

At the beginning of either player's Magic Phase, you may roll D3 and remove that many dice from both sides Power or Dispel dice pools. Note that you may choose to take Power Dice from the main pool (Basic Dice, Mark of Tzeentch dice, etc) or from individual wizards. The owner of the dice chooses which dice are removed.

Brass Homunculus: 25 Points

Arcane Engineer Only

This tiny caged creature is a strange mix of magic, flesh and intricate brass mechanisms, a walking storage for useful, though minor, spells. Such mechanical imps are often crafted as the masterpiece of engineer apprentices.

Bound Spell, Power Level 3. When rolling for spells, choose the first spell of any Lore except the Lores of Light and Life to be bound within the Brass Homunculus.

Third Tablet of Hashut: 20 Points

This chipped slate holds the many secrets of the darker powers of the Realm, as chronicled by the third prophet of Hashut. One who has read it can make contact with such beings, resulting in dark, although not forbidden, pacts for power.

The bearer generates one extra Power Dice.

6. Chaos Dwarf Enchanted Items

Kazzik's Scorchey Orb: 45 Points

Hobgoblin Khan-Boss Only

This fiercely glowing orb shines with the colours of fire, the deep black scorch marks on it the result of a series of disastrous experiments by Kazzik, a Hobgoblin Shaman of the Steppes.

The bearer is a Level 1 Wizard and may use the Lores of Fire or Death.

Void Gem of Gnar: 40 Points

One Use Only

This pitch-black gem contains a powerful spell of translocation, that traps the bearer and a foe in a shadowed realm of utter cold and darkness until the enchantment ends. Once used, the gem is left colourless, a flawless diamond, until the darkness slowly seeps back into it so it can be used again.

Can be activated at the beginning of any close combat phase, yours or your opponent's, after challenges are issued and accepted or rejected. The bearer and one model of the bearer's choice in base contact are removed from the fight and may not strike blows, nor can they be attacked in any way for the duration of that close combat phase.

Ring of Molten Rock: 25 Points

This trinket is made of cooled volcanic rock, and topped with a goblet of still-liquid lava, kept in its molten state through enchantment, and containing the fiery might of Hashut. The enchantment is as unreliable as an active volcano, however, and occasionally dies down, the rock hardening until the spell is ready again.

Bound Spell: Power Level 5: Rune of Immolation. Every time the spell is successfully cast, roll a D6. On a roll of a 1, this item cannot be used again for the rest of the game.

Gauntlet of Bazrokh: 20 Points

This possessed mechanical hand was forged with daemonfire and cursed metal, at the order of Despot Bazrokh, to replace his withered hand. It grants great power to the one it is attached to, but is used at the wielder's risk, as Bazrokh himself was found strangled behind locked doors.

The bearer has +1S. On a roll of 1 to Hit, treat that attack as though it had hit one friendly model in Base to Base contact, excluding the bearer's mount. If there are no friendly models in Base to Base contact, the attack misses as normal. Note that these rules do not apply to ranged attacks made by the bearer.

Brand of Servitude: 15 Points

Arcane Engineer Only

This white hot length of metal bears the runes of binding and slavery, used by the overseers of daemonic engines to reinforce their control or simply for their own amusement.

Any unit the Arcane Engineer joins may choose to roll one additional or one less D6 when it rolls for Rampaging. If it chooses to do so, it may not subsequently declare a charge.

6. Chaos Dwarf Magic Banners

Standard of Despair: 70 Points

This banner is one of the few relics left to the Chaos Dwarfs from their time in the west. Formerly emblazoned with runes of courage, the stylised face that topped it is now a twisted daemon-head that screams its fury at the enemy, lending them a fearful aspect.

The unit with this banner causes Fear. If it already causes Fear, it now causes Terror.

Ceremonial Icon: 50 Points

Symbols of Hashut cover this ever-burning banner, instilling the bearers with religious fervour for their Bull God. It is said that the flames that eternally rage on the black cloth of the standard were started by Hashut himself, taken from the column of fire that guided the Dawi Zharr through the Darklands.

Units of Bull Centaurs with this banner are Stubborn. The unit with this banner has +1 Combat Resolution.

Bull Standard: 40 Points

The flaming brazier that tops this golden bull-headed standard roars with an unnatural strength, filling those around it with the power of Hashut.

All of the models in the unit Hate everything. In addition, their attacks count as Magical and Flaming.

Ash Totem: 40 Points

A black cloud of ash drifts around the bearer of this standard, concealing him from those who would do him harm from afar.

Missiles fired at the unit suffer -1 to hit.

Banner of Slavery: 35 Points

The skulls and rotting heads of those slaves who thought to escape the toil of the Darklands dangle from the arms of this banner, hung by chains and manacles. The finishing touch is the embalmed head of a Black Orc, impaled on the spiked top, to remind the Chaos Dwarfs' Greenskin allies where their tenuous loyalties lie.

All Hobgoblin units within 12" of this standard must re-roll all Psychology and Break tests, as well as ignoring the *Mercenary* special rule.

Petrified Reverence: 25 Points

Ziggurat Guard Only

"We of Hashut, we Sorcerer-Priests that claim His blessing, must accept with it the price. As the heat of a furnace on soft clay, the power of our Bull God slowly hardens us, until our souls are returned to Him, while our shells are left behind, an immortal reminder to our kin of His might and our dedication. Let mine, at least, be borne into battle, that the most dedicated of the common herd may gaze upon it and rejoice."

The unit with this banner are treated as always having a High Sorcerer in the unit (for the purposes of the Blessing of Darkness rule), making them Stubborn.

Black Cogs of Compulsion: 25 Points

The strangely shaped cogs that whir irregularly on the pole of this standard contain dark enchantments that force the legs of its bearers to move in time with them, regardless of their physical limits.

During their Movement Phase, after charges are declared, the unit may choose to move directly forward 2D6" rather than making a normal move.

V. DAEMONIC UPGRADES

A. What are Daemonic Upgrades?

Daemonic Upgrades are improvements made to the daemonic warmachines of the Chaos Dwarfs. When buying a Death Rocket, Doomblaster, Earthshaker, Bull Golems, Kolossus or a Hellcannon you may buy various upgrades to use with each one. The nature of these upgrades varies greatly, from spellbinding runes to new types of ammunition. To distinguish these Daemonic Upgrades they are split into three separate categories: Automoton Upgrades, Engine Upgrades, and Ammunition Upgrades. The categories the unit may purchase upgrades from and the number of those upgrades it may choose are detailed in its unit entry. A single warmachine may not have multiples of the same upgrade, but different warmachines can buy the same upgrade(s) if you wish.

B. Daemonic Upgrades

1. Automoton Upgrades

Bull Form: 45 Points

Some daemonic engines are cast in the form of bulls or other daemon-beasts, or are equipped with powerful hoofed legs that propel them across the battlefield.

The unit has +1 Movement.

Unholy Strength: 30 Points

Whether equipped with improved pistons or bulging with unnatural muscle, this automoton is even stronger than normal, smashing through armour plate with ease.

The unit has +1 Strength.

Iron Whirlwind: 30 Points

Designed with additional metal arms, a prehensile tail, or simply swifter on the attack than its fellows, these dark engines can tear through enemy regiments in moments.

The unit has +1 Attack. A Kolossus with this upgrade adds 1 attack to its total after the Artillery Dice has been rolled, unless it misfires or rolls a 10.

Reinforced Armour: 25 Points

The automoton has been gifted with further protection, heavy metal plates welded over its vulnerable areas to shield them from the enemy.

The unit has +1 to its Armour Save.

Arcane Equalizer: 15 Points

An engineer has upgraded the machine to include a complex device developed by the Dumendrikuli, designed to siphon off daemonic energy and lessen the engine's vulnerability to magic.

The unit loses Daemonic Aura and Daemonic Attacks, but gains a 5+ Ward Save.

2. Engine Upgrades

Chaos Disruption: 50 Points

A dense heat shimmer rises from the ground around the machine, distorting the air and breaking the focus of those who try to concentrate on it.

Shooting at the Daemonic Engine has a -1 To Hit Penalty.

Daemon Bile: 30 Points

The foul spirit bound inside the warmachine can spew out acidic bile, daemonic fire, or any manner of deadly and disgusting substances, burning through armour and flesh.

The Daemonic Engine gains the special rule Spew Ichor.

Spell Eater: 25 Points

Sickly runes engraved on the warmachine draw mystical energy toward it, whilst the daemons trapped within its shell thirst for the cool gush of magic to fill their stomachs.

The Daemonic Engine counts as having a Dispel Scroll.

Soul Hunger: 25 Points

The monster of flesh and brass seeks to devour the souls and flesh of mortals to quench the flames of hunger that burn in the bowels of its metallic belly.

The Daemonic Engine can re-roll failed To Wound rolls in the first round of Close Combat.

Malevolent Intellect: 25 Points

A brooding and malevolent intelligence lurks within the machine's iron shell, guiding the shells and rockets it spits with an uncanny accuracy.

The Daemonic Engine can re-roll the Scatter Dice once per turn.

3. Ammunition Upgrades

Diabolic Payload: 35 Points

A malicious horde of tiny, minor daemons swarm from the detonations of the engine's missiles, picking flesh from bone and clawing at the eyes of those who get too close in their brief time in the material plane.

One unit that is hit at least once by the Daemonic Engine in the Shooting Phase take an additional 2D6 S2 Armour Piercing Hits.

Daemonic Pulse: 30 Points

A strange wave of daemonic energy flows from the point of impact, filling the minds of those it is directed against with an all-consuming fear and panic.

Any units hit by the Daemonic Engine in the Shooting Phase must take a Panic Test, as though they had taken 25% casualties.

Blood Rune: 25 Points

Daemonsmiths have etched or seared marks of their bull god onto the shells and rockets of the warmachine, and further consecrated them with burning entrails and slave blood.

Re-roll all failed Partial Hits rolls.

Ethereal Flames: 20 Points

A sure sign of Tzeentchian daemons bound to the ammunition, multicoloured flames swirls around the craters left by the machine. The strange fires dance and whirl, twisting and mutating that which should have simply burned.

Any unit that is hit at least once by the Daemonic Engine in the Shooting Phase takes an additional D6 SD6 hits.

Bound Hellfire: 5 Points

Alchemical and arcane flames trail after the shots of the warmachine, scorching the enemy with the intensity of a volcano.

Wounds caused by the Daemonic Engine in the Shooting Phase are Magical and Flaming.

VI. LORE OF HASHUT

When Hashut was released from his underground imprisonment, he granted the gift of Sorcery to the runesmiths and runelords that had served him most faithfully. Once all the Dwarfs in the Darklands had been brought under his rule, he called from the dark corners of the world seven powerful daemons who owed him their allegiance, and used his might to bind them into seven runes of great power.

The master copies of these runes are works of dark art, and are kept in the Temple of Hashut in Zharr Naggrund. Each priest of the Father of Darkness learns their form and meaning, and in doing so gains the power to inscribe lesser copies upon the air, the ground, or the flesh of a slave, allowing them to use the power of the seven children of Hashut to wreak havoc among their enemies.

And so the Father of Darkness did call forth his seven children, and all came forth, from far and near. And he bade them to aid his servants in their task, and all but one did obey.

And the Hanbekt the greatest of them did say "I care not for your servants, I will not serve them", and for his arrogance Hashut bound him against his will, that his craftsmen might use him to bind as he had been bound.

And each was bound into a rune of power, that his favoured servants might call upon them, for each had inherited an aspect of his power.

Razhekt who is the fiery rock, the burning flame

Molakh who is the dark lurker, the sudden fear

Tazhuk who is the storm of shadow and ash, the endless darkness

Azakku who is the unflinching hatred, the eternal malice

Pazazzu who is the burning forge, maker and unmaker

Bazhalt who is the erupting ruin, the sundered earth

Hanbekt who is the unwilling one, the bound slave

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Spell generation rules for the Lore of Hashut are as normal; a wizard may automatically substitute one of his spells for the first spell on the list (*Rune of Immolation*).

Stats:

D6	SPELL	CASTING VALUE
1	Razekt, Rune of Immolation	5+
2	Azakku, Rune of Malice	7+
3	Molakh, Rune of Horror	7+
4	Tazhuk, Rune of Ash	7+
5	Pazazzu, Rune of Unforging	11+

1. Rune of Immolation

Cast on 5+

Marking a twisting rune of fire that emits a burning heat shimmer, the Sorcerer's bids Razeph's power to burn his enemies, magical fire playing around them, melting their skin like wax.

The Rune of Immolation is a magic missile with range of up to 24". If successfully cast, the Rune of Immolation causes D6 Strength 4 Flaming hits

2. Rune of Malice

Cast on 7+

Etching a glittering rune of hatred and vengeance, the Sorcerer empowers the faithful of Hashut with the malice of Azakku, their blades glowing darkly with the power of his magic.

This spell may be cast on one Chaos Dwarf or Bull Centaur unit in Close Combat within 18". If successfully cast, all of the models in the unit may re-roll failed To Hit rolls, and must pursue if possible. In addition, their attacks count as Magical and Flaming. The effects of this spell last until the end of the next Combat Phase.

3. Rune of Horror

Cast on 7+

Tracing a grimy rune that seems to writhe and contort like a living thing, as shadows of creatures from the darkest pits of the world are forced into the minds of the Sorcerer's foes by Molach, the rune of horror.

This spell can be cast on an enemy unit visible to and within 24" of the caster, and which is not engaged in close combat. If successfully cast, the unit immediately takes a Panic test. Units immune to panic are immune to the effect of this spell.

4. Rune of Ash

Cast on 7+, Remains in Play

Inscribing a vague rune that is cloaked in shadow and seems to smoke gently, the Sorcerer calls upon Tashub to create a cloud of darkness that spreads out from him, cloaking the followers of the Father of Darkness in a dense smog. If successfully cast, centre the Large Template over the caster. Units partially covered by the template incur an extra -1 To Hit penalty when shot at with ranged weapons. Units completely covered by the template cannot be hit on better than a 6. In addition, if any shot that requires the use of an Artillery or

Scatter Die (e.g. Cannon or Stonethrower shots) is targeted in the area of the Large Template, the Chaos Dwarf player may choose to force the firing player to re-roll the Scatter Die.

5. Rune of Unforging

Cast on 11+

Defining a metallic rune that runs as though liquid, the Sorcerer directs the mastery of Pazazzu at those who would bear weapons against him, destroying them in a burst of power that causes their blades to rust and melt.

This spell has a range of 12" and can be cast on an enemy unit which is visible to the caster. If successfully cast no weapon bonuses or penalties are applied to the affected unit for the rest of the battle. For example, a unit wielding Great Weapons will not get their +2 Strength bonus in combat, but will now no longer have to strike last. A unit with missile weapons may not shoot for the duration of the entire battle. Affected units cannot benefit from the rules for two Handweapons or Handweapons and Shields. Warmachines and Magic Weapons cannot be affected by the Rune of Unforging.

6. Rune of Ruin

Cast on 14+

Engraving a squat, blocky rune of power that crackles and glows, the Sorcerer channels the might of Baelath to break the earth's crust, bringing forth molten rock and deadly heat as the ground rumbles violently.

Mark a point on the table within 24" as the target of this spell. Place the small (3") template there. Models completely under the template take a single S5 Flaming hit. Models partially under the template are hit on a 4+. Then place the Large (6") Template centered on the chosen point. Any troops under the template are treated as moving through difficult terrain and may not shoot missile weapons next turn. Artillery dice based ranged weapons under the template may only shoot on a 4+.

At the start of each Chaos Dwarf Magic Phase, place the templates in the same place (a marker may be needed) and apply the effects described above again.