

CHAOS DWARF ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
<i>Chaos Dwarfs</i>	Infantry	3	4	5+		3	90	2/-	-
<i>Blunderbusses</i>	Infantry	3/1	4	6+		3	105	-/3	*1
<i>Hobgoblins</i>	Infantry	3/1	3	-		3	50	1/-	*2
<i>Black Orcs</i>	Infantry	4	4	5+		3	110	-/1	*3
<i>Orc Slaves</i>	Infantry	4	3	-		3	35	-/2	*3*4
<i>Hobg. Wolf Riders</i>	Cavalry	3/1	3	6+		3	80	-/-	*2
<i>Bull Centaurs</i>	Cavalry	4	4	5+		3	150	-/3	-
<i>Earthshaker Cannon</i>	Artillery	1/3	2	6+		1	100	-/1	*5
<i>Death Rocket</i>	Artillery	1/1D6	2	6+		1	75	-/1	*6
<i>Bolt Thrower</i>	Artillery	1/1 per stand	2	-		2	65	-/1	*7
<i>General</i>	General	+2			9		125		
<i>Bull Centaur Hero</i>	Hero	+2			8		90		
<i>Chaos Dwarf Hero</i>	Hero	+1			8		80		
<i>Sorcerer</i>	Wizard	+1			8		85		
<i>Great Taurus</i>	Mounstrous	+3/3					+100		*8
	Mount								
<i>Lammasu</i>	Mounstrous	+2					+40		*9
	Mount								

Special Rules (as written by Gert Hansen and Brian Hansen)

1. Blunderbusses. When a unit of Blunderbusses is in irregular formation it shoots as per standard rules, except the range is limited to 15cms. If in Column or Row formation it may use these following rules: Extend a zone 15cms in front of the Blunderbuss unit. The zone is as wide as the unit's frontage. Each unit partially or wholly in that zone, both friendly and enemy, will take a number of shooting attacks equal to the number of Blunderbuss stands in column. Eg a unit of 3 stands in column will do 3 shots, while the same unit in a row will do 1 shot.

2. Hobgoblins. Hobgoblins and Hobgoblin Wolf Riders carry an assortment of smaller ranged arms, so may only shoot up to 15cms. Hobgoblins and Orcs have a strong hatred and so units of Hobgoblins or Wolf Riders may not brigade with units of Black Orcs or Orc Slaves.

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4. Orc Slaves. Slaves are just that, captives forced to work and fight for their cruel masters' enjoyment. A

unit of Slaves suffer an additional -1 Command penalty when given an order. This penalty is waived, however, if the Slaves are brigaded with Black Orcs, Chaos Dwarfs or Blunderbusses.

5. Earthshaker Cannon. The Earthshaker acts as a Stone Thrower except, the Drive Back from the Earthshaker shot causes confusion on rolls of 4+ rather than the usual 6+. In addition the Earthshaker shot causes confusion in units in base contact with the victim unit on rolls of 6 on a D6 (roll for each unit).

6. Death Rocket. The Death Rocket acts exactly like a Stone Thrower except it shoots D6 times per round. If the roll for the number of shots comes up a 1, the Rocket has misfired and you must roll a D6 against the following chart:

1-2: KABOOM! The Death Rocket explodes in spectacular fashion and is removed from play.

3-4: Dud. The Rocket only does one attack.

5: Whoosh! The Rocket overshoots

and does D6 attacks on the first unit past the original target, regardless of range. If no target is behind the victim the Rocket leaves the battlefield without causing any damage.

6: Big badaboom! The rocket does 2D6 attacks instead of the normal 1D6.

7. Bolt Thrower. The Chaos Dwarfs Bolt Thrower functions as an Undead Bone Thrower.

8. Great Taurus. Any character may be mounted on a Great Taurus. This mighty beast is fearsome to

face on the battlefield. The Great Taurus causes Terror and is able to Fly. A Great Taurus may make a shooting attack with a range of 20cms if it joins a unit.

9. Lammasu. The Lammasu is a magical creature trained to serve the Chaos Dwarfs. A Chaos Dwarf Sorcerer may be mounted on a Lammasu. A Lammasu is able to Fly. In addition any hostile spell cast on a unit joined by the Lammasu may be dispelled on a roll of 4+ on a D6. (This acts like the Dwarf dispel except it only works when the Lammasu's unit is targeted).