

WARHAMMER ARMIES BOOK:

Chaos Dwarfs FAQ

Q. Can you fire Chaos Dwarf blunderbusses if there is a friendly unit in combat with an enemy in the zone of fire?

A. No, only Skaven can shoot when there is a chance of hitting their own units.

Q. How exactly do Chaos Dwarf blunderbusses work with the stand & shoot charge reaction?

A. The rules are applied exactly as with any other unit. If the chargers start within 12", then any models within 12" may be hit. If the chargers are outside 12", the charging unit is stopped at maximum range as normal – so in this case only the front rank of the charging unit will be in the zone of fire.

For US Grand Tournaments and Games Day Tournaments Only:

Chaos Dwarf Warrior with Blunderbuss

All the rules in Ravening Hordes for the Blunderbuss apply. When calculating the strength of the blunderbuss, a rank must contain 4 models to count for the +1 strength when shooting. However, you must still have 5 models to gain a bonus to your Combat Resolution.

Sneaky Gitz

When Sneaky Gitz are in combat, they may perform a Free Maneuver after every combat. When an opponent wins combat against Sneaky Gitz, they may turn to face, but may never increase their frontage.

Bull Centaurs

For the Grand Tournaments and Games Day Tournaments, Bull Centaurs are considered Infantry models on 25mm x 50mm bases. They may use hand weapon and shield and receive the armor bonus; they receive +2 Strength from great weapons; and they receive +1 attack from having an additional hand weapon. They are not considered mounted for armor save purposes.

Bull Centaurs are Unit Strength 2.

Orcs and Goblins

Orcs and Goblins in the Chaos Dwarf list use the point values and rules in the 7th Edition Warhammer Armies: Orcs and Goblins. Only regular Goblins may be taken, not Night Goblins.

The Animosity chart on page 16 of Warhammer Armies: Orcs and Goblins is used for all Hobgoblins, Goblins, and Orcs in the Chaos Dwarf army list.

Black Orcs in a Chaos Dwarf army MAY NOT take a Magic Banner.

Common Magic Items

The Chaos Dwarfs use the following chart and point values for their Common Magic Items:

Sword of Striking	30 pts (Magic Weapon)
Sword of Battle	25 pts (Magic Weapon)
Sword of Might	20 pts (Magic Weapon)
Biting Blade	10 pts (Magic Weapon)
Enchanted Shield	10 pts (Magic Armor)
Staff of Sorcery	50 pts (Arcane)
Power Stone	25 pts (Arcane)
Dispel Scroll	25 pts (Arcane)
Talisman of Protection	15 pts (Talisman)
War Banner	25 pts (Banner)