

# CHAOS DWARF ARMY LIST

## CHAOS DWARF MAGIC ITEMS

### **Black hammer of Hashut (magic weapon)**

+2S. Flammable targets are automatically killed if they take a single wound. 45pts.

### **Obsidian Blade (magic weapon)**

No armour save allowed. If target takes an unsaved wound his armour and shield (including magic armour and shield) are destroyed. 70pts

### **Dark Mace of Death (magic weapon):**

Once per battle the bearer may make a special attack instead of rolling to hit, etc as normal. All models in base contact (except bearers mount) take D3 wounds with no armour save. 100pts

### **Armour of Gazrakh (magic armour)**

Gives wearer a1+ armour save that cannot be improved. 30pts

### **Armour of the Furnace (magic armour)**

Counts as wearing armour (4+ armour save). 5+ ward save. Wearer (and his mount) is immune to fire based attacks. 45pts

### **Talisman of Obsidian (talisman)**

Wearer cannot be affected by spells (not even friendly ones, and cannot cast any himself. Wizards in base contact cannot cast spells. 100pts

### **Gauntlets of Bazhrakk the Cruel (enchanted item)**

+1S. If the wearer rolls a 1 to hit, this blow strikes a random friendly model in base contact. This could be his mount. 20pts

### **Black gem of Gnar (enchanted item)**

Can be activated at the start of either players Close Combat phase, after challenges have been issued and accepted. The bearer and one other model in base contact (bearers choice) may not attack or be attacked for the duration of that phase. Work out combat resolution as normal. Steeds may not attack either. One use only. 35pts

### **Chalice of Darkness (arcane item)**

You may choose to roll a D3 at the start of either players magic phase. Remove this many dice from both players magic pools. 50pts

### **Banner of Slavery (magic banner)**

All Hobgoblin or Slave units may re-roll any failed psychology tests. 50pts

## CHAOS DWARF MAGIC SPELLS

Chaos dwarf Sorcerers may use the following magic lores: Fire, Metal, Shadow, Volcano.

### LORE OF VOLCANO

May switch any spell with the Axe of Flame if it was not randomly generated.

**1. Axe of Flame** **Cast 5+**  
Gives casting Sorcerer +2A, +2S, all attacks hit on 2+ and count as magic weapon. Remains in play

**2. Shower of Ash** **Cast 6+**  
Cast on unit within 24". Causes D6 Strength 3 *magic missile* hits. No armour save.

**3. Smoke of Obstruction** **Cast 7+**  
Cast on friendly unit within 24". Shooting at unit requires 6 to hit. Weapons that use scatter dice automatically scatter. Remains in play.

**4. Great Balls of Fire** **Cast 8+**  
Cast on unit within 24". Causes 2D6 Strength 4 *magic missile* hits.

**5. Earthly Speed** **Cast 10+**  
May be cast on a friendly unit which is not in close combat. The unit can make an 8" move. Can be used to charge an enemy in which case the enemy can only hold their ground.

**6. Eruption** **Cast 12+**  
Place the 3" template anywhere on the table. A volcano erupts from the ground. Work out results as if Earthshaker hit there. If a 6 is rolled on the results table, treat as a 2-5 result.



### Blunderbuss

A unit armed with a blunderbuss may move and fire in the same turn. It may choose to use either of the following options in the Shooting phase:

**Fire Zone:** The unit projects a fire zone which is the width of the unit and 12" straight forward. Any model within this fire zone is a potential target and is hit on a 4+. The only exceptions are models behind substantial cover like a hill or a building (ie not models in a wood or behind a wall). Hits are resolved at S3 plus 1 per extra rank up to S5. Ranks count if at least 4 models wide. A single character in the front rank will not affect the unit's fire.

**Concentrate Fire:** The unit may choose to concentrate fire on one unit or character. This method is used as a charge reaction for Stand and Shoot. One shot per model in the front rank, range 12". Strength bonuses apply as with the normal fire zone.

### Mechanical Bodysuit

Mechanical body suits are large heavy carapaces that cover much of the wearers body. They consist of numerous hydraulic rams and combustion engines. Although hot and uncomfortable to wear, they give the wearer immense strength. Chaos Dwarfs also enjoy the increased height it gives them over other races on the battlefield.

Astragoth the sorcerer was the first to use mechanical body suits for war. They were previously only used for mining work which required precision and great strength. With slaves much harder to come by in the far east, they are used far more frequently than in the mines of the dark lands.



All models wearing mechanical body suits obey all of the following rules.

**March** – The unit may choose to march during the movement phase, however they must roll to see if this has any affect. Make a leadership test to see if they can keep their body suits under control. If they fail, the unit sustains D6 strength 4 hits.

**Save** – Equivalent to heavy armour, 5+ armour save.

**Attack Last** - Always attack last, even when charging.

### Ninja Gits

Ninja Gits are highly trained Hobgoblins in the service of their Chaos Dwarf Lords. Their original purpose was to fight in an arena for the entertainment of their masters but their use on the battlefield is especially useful.

*Skirmish*

*Poisoned Attacks*

**Lap Around** – Ninja Gits are adept at leaping around their enemy and hitting them in the back. No enemy may ever lap around a unit of Ninja Gits. Ninja Gits may always lap around the enemy, whether they won the combat or not. They may lap around with as many models as you wish.

### Samurai

These are the most highly trained of all Chaos Dwarfs in all of Nippon. Their mental training is unsurpassed, making them terrible adversaries. The enemy's only hope is to wear them out before they do too much damage.



*Unbreakable*

*Immune to Psychology*

**Relentless** – Samurai are well trained and disciplined. They may always march move even if there are enemy within 8".

**Attack** – The Samurai always fight first on the first turn of combat, whether they charged or not. If they are charged whilst still in combat with another unit this rule doesn't apply.

**Katana** – This is a large strong sword. On the first round of combat it gives a strength bonus of +2. In all subsequent rounds it gives a strength bonus of +1.

### Lava Giant

Digging into the heart of a volcano, the Chaos Dwarfs occasionally discover Lava Giants, huge elemental creatures born thousands of years ago.

Lava Giants have the following special rules:

Cause **Terror**.

**Stubborn**.

**Liquid** – Lava Giants are made primarily of molten lava so they are difficult to wound. They have an armour save of 5+.

**Hot** – Models which successfully hit the Lava giant take an automatic strength 2 hit with no armour save.

# WAR MACHINES

## Death Rocket

The Death Rocket operated like a stone thrower. Before guessing the distance, choose a rocket type from below. Use the 3" blast template.

**Range:** It has a range of 48"

### Rocket Types:

**Fluid Fire:** All models under the template take a strength 4 hit. Partially covered models are hit on 4+. One model under the centre of the template receives a strength 8 hit. No saving throws are allowed.

**Doom Blast:** All enemy units with models under the template must take a panic test.



## Hobgoblin Bolt Thrower

The Hobgoblin Bolt thrower obeys all the rules for a normal bolt thrower as described in the Warhammer Rulebook.

The bolt thrower has two crew.



## Earthshaker

The Earthshaker is operated like a stone thrower with the 3" blast template (see Warhammer rulebook for details) with the following exceptions:

**Range:** Must guess the range between 12" and 48"

**Misfire:** Use cannon misfire chart

**Blast:** All models under the template suffer a Strength 4 hit. Models partially covered are hit on a 4+. One model under the centre receives a strength 8 hit. No saving throws are allowed.

**Quake:** The quake zone has a radius of 2D6". Any unit or character fully or partially in the quake zone must roll a D6 separately:

D6	Result
1	<b>Kaboom!</b> May not move, shoot, use magic or do anything next turn. Wizards still generate power and dispel dice. War machines are affected automatically.
2 - 5	<b>Bang!</b> May only move at half rate. May not shoot missile weapons or march. Wizards may cast spells as normal. War machines are affected on 4+
6	<b>Dud?</b> Leave a marker at the location the rocket hits. At the beginning of every following turn roll a D6. On a roll of 1-2 the rocket was a dud – remove the marker and no longer roll. 3-5 nothing happens this turn, continue rolling next turn. On a roll of 6 the rocket goes off as of the Kaboom! Result above with a radius of 3D6". Remove the marker.

Fleeing troops are not affected.



See p238-9 of the Warhammer rulebook with the following additions and amendments when choosing your army:

### CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Maximum Chars	Maximum Lords
<2,000	3	0
2,000-2,999	4	up to 1
3,000-3,999	6	up to 2
+1,000	+2 max	1 max

**IMPORTANT:** The number of characters is the total number of characters allowed in the army including Lords. For example: a 2,500 point Chaos Dwarf army may have up to 4 characters in total, of which 1 may be a Lord (ie, 1 Lord + 3 Heroes). An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include Lords, it can include all of its characters as Heroes if you prefer.



## LORDS

### CHAOS DWARF LORD

120 Points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Lord	3	7	4	4	5	3	4	4	10

**Weapons:** Hand weapon.

**Options:**

- May have additional hand weapon (+6pts) or Great Weapon (+6pts).
- May have light armour (+3pts), heavy armour (+6pts) and/or shield (+3pts).
- May ride a Great Taurus (+230 pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 100 pts.

**Special Rules:** *Ignore Hobgoblin Panic*

### CHAOS DWARF SORCERER LORD

190 Points

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer Lord	6	4	3	4	5	3	1	1	10

**Weapons:** Hand weapon and rides a mechanical perambulator.

**Magic:** A Sorcerer Lord is a Level 3 Wizard. He may use the Fire, Metal, Shadow and Death lores of magic from the Warhammer rulebook

**Options:**

- May be upgraded to a Level 4 Wizard for +35 points.
- May exchange the perambulator for a Lammasu (+200 pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 100 pts.

**Special Rules:** *Ignore Hobgoblin Panic.* A Sorcerer Lord riding a mechanical perambulator cannot march move and has a maximum charge range of 6". The perambulator gives the equivalent of an armour save of 6+. May cast any spell into combat.

### 0-1 BULL CENTAUR LORD\*

170 Points

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur Lord	8	6	3	5	5	3	5	5	10

\* A Bull Centaur Lord counts as both a Lord and a Hero choice.

**Weapons:** Hand weapon.

**Options:**

- May have additional hand weapon (+6pts) or Great Weapon (+6pts).
- May have light armour (+3pts), heavy armour (+6pts) and/or shield (+3pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 100 pts.

**Special Rules:** *Ignore Hobgoblin Panic.*



## HEROES

Lords are severely limited in number and are quite expensive, but make the best army generals. Heroes are more numerous and cost less points, but still make potent leaders.

### CHAOS DWARF MOUNTS

Here are the profiles for mounts that can be ridden by Chaos Dwarf and Hobgoblin characters.

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

*Special Rules: Large Target; Terror; Fly; Breath Weapon (Strength3 fire attack) Immune to fire based attacks, 4+ armour save. A Great Taurus counts as a Hero choice in addition to its rider.*

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

*Special Rules: Large Target; Terror; Fly; Lammasu gives its rider Magic Resistance (2).*

### ARMY BATTLE STANDARD

One Hero in the army may carry the Battle Standard for +25 pts. The Hero carrying the Battle Standard cannot choose any extra weapons, except for light or heavy armour. If a Hero is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.

### CHAOS DWARF HERO

60 Points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Hero	3	6	4	4	4	2	3	3	9

**Weapons:** Hand weapon.

**Options:**

- May have additional hand weapon (+4pts) or Great Weapon (+4pts).
- May have light armour (+2pts), heavy armour (+4pts) and/or shield (+2pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 50 pts.

**Special Rules:** *Ignore Hobgoblin Panic*

### CHAOS DWARF SORCERER

65 Points

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

**Weapons:** Hand weapon.

**Magic:** A Sorcerer is a Level 1 Wizard. He may use the Fire, Metal, Shadow and Death lores of magic from the Warhammer rulebook

**Options:**

- May be upgraded to a Level 2 Wizard for +35 points.
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 50 pts.

**Special Rules:** *Ignore Hobgoblin Panic*, May cast any spell into combat

### BULL CENTAUR HERO\*

100 Points

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur Hero	8	5	3	4	5	2	4	4	9

\*A Bull Centaur Hero counts as two Hero choices.

**Weapons:** Hand weapon.

**Options:**

- May have additional hand weapon (+4pts) or Great Weapon (+4pts).
- May have light armour (+2pts), heavy armour (+4pts) and/or shield (+2pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 50 pts.

**Special Rules:** *Ignore Hobgoblin Panic.*



## HOBGOBLIN MOUNTS

Here are the profiles for mounts that can be ridden by Hobgoblin characters.

M WS BS S T W I A Ld  
 Wolf 9 3 0 3 3 1 3 1 3



### HOBGOBLIN SHAMAN

50 Points

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

**Weapons:** Hand weapon.

**Magic:** A Hobgoblin Shaman is a Level 1 Wizard. He may use the lore of Beasts and lore of Shadow magic from the Warhammer rulebook.

**Options:**

- May be upgraded to a Level 2 Wizard for +35 points.
- May ride a Wolf (+12pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 50 pts.

**Special Rules:** May not cast any spells on a unit containing Chaos Dwarfs or Bull Centaurs.

### HOBGOBLIN HERO

35 Points

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	4	3	4	4	2	3	3	7

**Weapons:** Hand weapon.

**Options:**

- May have additional hand weapon (+4pts) or Great Weapon (+4pts).
- May have light armour (+2pts) and/or shield (+2pts).
- May ride a Wolf (+12pts).
- May choose magic items from the Common or Chaos Dwarfs magic items list to a maximum total value of 50 pts.



## CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below. For example, if you are choosing a 2,000 point army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare. In addition, if an individual entry has a number limiting it, eg 0-1, then you may only have that many in your army.

Army Value	Core	Special	Rare
<2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

## UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

**Profiles.** The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

**Unit Sizes.** Each entry specifies the minimum size for each unit. In some cases units also have a maximum size.

**Equipment.** Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

**Options.** Additional or optional weapons and armour are listed here together with their extra cost.

**Special Rules.** Many troops have special rules which are described in this section.

## CORE

### 1+ CHAOS DWARF WARRIORS

Points/model: 9

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

**Unit Size:** 10+

**Weapons and Armour:** Hand weapon, shield & heavy armour.

**Options:**

- Any unit may be equipped with Great Axes for +2 pts/model.
- Upgrade one Warrior to a Musician for +6 pts.
- Upgrade one Warrior to a Standard Bearer for +12 pts.
- One unit of Warriors may carry a Magic Standard worth up to 50 pts.
- Upgrade one Warrior to a Champion for +12 pts.

**Special Rules:** *Ignore Hobgoblin Panic*

### CHAOS DWARF BLUNDERBUSSES

Points/model: 12

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

**Unit Size:** 10+

**Weapons and Armour:** Hand weapon, blunderbuss & heavy armour.

**Options:**

- Upgrade one Warrior to a Musician for +6pts.
- Upgrade one Warrior to a Standard Bearer for +12pts.
- Upgrade one Warrior to a Champion for +12pts.

**Special Rules:** *Ignore Hobgoblin Panic, Blunderbuss*

### HOBGOBLINS

Points/model: 2

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

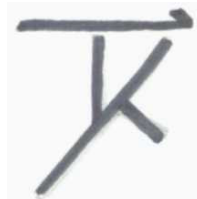
**Unit Size:** 20+

**Weapons and Armour:** Hand weapon.

**Options:**

- Any unit may be equipped with spears for +1 pts/model, or bows for +1 pt/model.
- Any unit may be equipped with light armour for +1 pt/model.
- Any unit may be equipped shields for +1 pt/model.
- Upgrade one Hobgoblin to a Musician for +4 pts.
- Upgrade one Hobgoblin to a Standard Bearer for +8 pts.
- Upgrade one Hobgoblin to a Champion for +8 pts.

**Special Rules:** *Animosity*



## SPECIAL

### HOBGOBLINS WOLFRIDERS

Points/model: 11



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

**Unit Size:** 5+

**Weapons and Armour:** Hand weapon.

**Mount:** Wolf

**Options:**

- Any unit may be equipped with Spears for +1 pts/model, and/or short bows for +2 pt/model.
- Ant unit may be equipped with light armour for free but will no longer be Fast Cavalry.
- Upgrade one Hobgoblin to a Musician for +6 pts.
- Upgrade one Hobgoblin to a Standard Bearer for +12 pts.
- Upgrade one Hobgoblin to a Champion for +12 pts.

**Special Rules:** *Animosity, Fast Cavalry*

### HOBGOBLIN BOLT THROWER

Points/model: 35

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

\*1-2 Hobgoblin Bolt Throwers count as a single Special choice.

**Unit Size:** 1 war machine with 2 Hobgoblin crew.

**Weapons and Armour:** Hand weapon.

### NINJA GITS

Points/model: 6



	M	WS	BS	S	T	W	I	A	Ld
Ninja Git	4	3	3	3	3	1	7	1	6
Blue Belt Git	4	3	3	3	3	1	7	2	6

**Unit Size:** 5-30

**Weapons and Armour:** Two hand weapons.

**Options:**

- Upgrade one Ninja Git to a Blue Belt Git for +8 pts.

**Special Rules:** *Animosity, Skirmish, Poisoned Attacks, Lap Around*







### BULL CENTAURS

Points/model: 20

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

**Unit Size:** 5+

**Weapons and Armour:** Hand weapon, Great Axe, shield & light armour.

**Options:**

- Any unit may swap Great Axe for additional hand weapon for free.
- Any unit may upgrade to heavy armour for +1 pts/model.
- Upgrade one Bull Centaur to a Musician for +7 pts.
- Upgrade one Bull Centaur to a Standard Bearer for +14 pts.
- Upgrade one Bull Centaur to a Taurani for +17 pts.
- One unit of Bull Centaurs may carry a Magic Standard worth up to 50 pts.

**Special Rules:** *Ignore Hobgoblin Panic*

### War Machines

Every large Chaos Dwarf Army has some war machines, whether they are just the humble Hobgoblin Bolt Thrower, the destructive Earthshaker, or the volatile mechanical bodysuits.



### MINERS

Points/model: 14

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

**Unit Size:** 5+

**Weapons and Armour:** Hand weapon, Mechanical Bodysuit

**Special Rules:** *March, Attack Last*

### DEATH ROCKET

Points/model: 80

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

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

**Weapons and Armour:** Hand weapon & heavy armour.

**Special Rules:** *Ignore Hobgoblin Panic, Death Rocket*





## RARE

### EARTHSHAKER

Points/model: 150

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

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

**Weapons and Armour:** Hand weapon & heavy armour.

**Special Rules:** *Ignore Hobgoblin Panic, Earthshaker*

### SAMURAI

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Samurai	3	5	3	3	4	1	4	1	9
Sensei	3	5	3	3	4	1	4	2	9

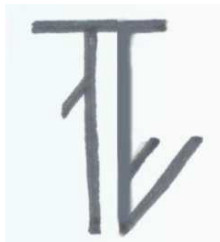
**Unit Size:** 10-30

**Weapons and Armour:** Hand weapon, heavy armour, Katana.

**Options:**

- Upgrade one Samurai to a Musician for +6pts.
- Upgrade one Samurai to a Standard Bearer for +12pts.
- Upgrade one Samurai to a Sensei for +12pts.

**Special Rules:** *Unbreakable, Relentless, Attack, Katana*



### LAVA GIANT

Points/model: 200

	M	WS	BS	S	T	W	I	A	Ld
Lava Giant	6	3	0	5	5	6	3	5	10

**Weapons and Armour:** Hot lava and a bad temper.

**Special Rules:** Causes *Terror, Stubborn, Liquid, Hot*

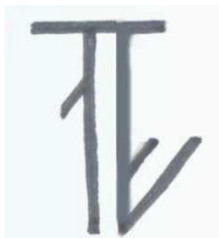
### DOGS OF WAR

Points/model: Variable

You may include a Dogs of War unit as a rare unit in a Chaos Dwarf army.



## SPECIAL CHARACTERS



### KHAZHANN ZHAKKI

220 Points

	M	WS	BS	S	T	W	I	A	Ld
Khazhann Zhakki	3	8	4	4	5	3	4	4	10

A Chaos Dwarf Lord who strikes fear into the hearts of all he fights, making them cower before him before he delivers a final fatal blow.

**Weapons:** Hand weapon, heavy armour, Axe of Doom, Shield of Strength -Taking  
**Special Rules:** *Ignore Hobgoblin Panic, Hatred*

#### Axe of Doom

Gives the bearer +2 strength. Any model taking a wound must take a panic test.

#### Shield of Strength-Taking

Counts as a normal shield. In addition, if the bearer successfully saves a wound in close combat the attacker loses one point of strength. The bearer gains this point of strength for this and the next turn, after which it is lost.

### ASTRAGOTH

400 Points

	M	WS	BS	S	T	W	I	A	Ld
Astragoth	6	4	3	4	5	3	1	1	10

A powerful sorcerer who gives offensive battle magic a whole new dimension. Truly monstrous to look at in his huge mechanical bodysuit which he uses to move his half-stone body around the battlefield.

**Weapons:** Hand weapon and mechanical bodysuit

**Magic:** Astragoth is a Level 4 Wizard. He uses the Lore of Volcano.

**Special Rules:** *Ignore Hobgoblin Panic*. May cast any spell into combat.

#### Spell Choice

Astragoth may choose his spells rather than randomly generate them.

#### Fire Staff

Astragoth receives +1 to cast. He also receives +1 to dispel all fire-based spells.

#### Aura of Death

Astragoth has a unique aura which surrounds him and affects everything he does, including magic. Any attacks made by Astragoth, including magical attacks and *magic missiles*, have an additional -1 saving throw.



### MAZHAKK

180 Points

	M	WS	BS	S	T	W	I	A	Ld
Mahzhakk	4	6	3	4	4	3	5	4	8

The most hated and mistrusted Hobgoblin Warlord ever to tread the easternlands. Even his own army don't trust him, and who can blame them?

**Weapons:** Hand weapon, Axe of Rock, light armour, shield.

#### Special Rules

#### Axe of Rock

Gives the bearer +1 strength. In addition, once per battle the bearer may choose to activate its magical powers. He gains +1 attack and +3 strength for one turn.

#### Selfish

If the hero is in a unit of hobgoblins and loses his final wound, roll a D6. On a 3+ he manages to dodge away and block the blow with the body of a hobgoblin, saving him. Remove a Hobgoblin Warrior from the unit instead. He may do this any number of times, as long as he keeps rolling 3+.

#### Animosity

When in a unit of Hobgoblins that fails their animosity roll, the hero immediately kills a Hobgoblin (no rolls required). The unit automatically passes the test.

