

Alternative Chaos Dwarves v.0.7

Warband Special Rules

Few in Number

Dwarven warbands have a maximum of 12 warriors (*rather than the normal 15*). In a Dwarven warband, each combat group may consist of no more than 0-2 Heroes and 0-2 Henchmen (*instead of the normal 0-2 Heroes and 0-3 Henchmen*. *The warband's maximum number of heroes remains 6.*)

Resolute (+1")

Warriors with this rule add +1" to the maximum distance moved with Running moves (*no effect on Charging moves*).

Sturdy and Stout

Warriors with this rule are immune to concussive effects and never suffer Initiative penalties for wearing armour.

Stubborn

May re-roll failed fear and panic tests.

Stony Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves and is negated by armour piercing effects as normal, but which is *not* affected by armour splintering effects.

Animosity

At the *start* of each of *your own* turns (*i.e. not opponent's*), roll a D6: On (2-6) nothing happens, but on a roll of (1), you and your opponent each nominate a warrior in your warband with the 'Animosity' rule that is *not fleeing*, *not* engaged in close combat, and *not* within 6" of a visible enemy. Then roll a D6:

- On a roll of (1-3), the warrior *your opponent* chose is affected by Animosity this turn.
- On a roll of (4-6), the warrior *you* chose is affected by Animosity this turn.

The warrior that is affected by Animosity cannot charge, move, shoot, *hide*, or cast spells or prayers that turn – he can only stay on the spot and fight back in close combat if he is somehow engaged.

- If the warrior that is affected by Animosity is *hiding*, he immediately becomes *un-hidden*.

Warband Special Rules

Poisonous Attacks

All of this warrior's attacks may re-roll natural 1s to wound.

Treacherous

Warriors with this rule cannot use the Leadership of friendly warriors with the 'Leader' ability.

Strength in Numbers (+1 S)

Warriors with this rule have +1 Strength the turn they charge an enemy that was already engaged in close combat at the beginning of the turn.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Heirloom

Warrior has this item when hired. It may not be sold or swapped to other warriors, but may be robbed and discarded as normal.

Drain Power

Each time a Wizard (*not priest*) is wounded by an attack from a Lammasu, he loses 1 stored Power Dice (*no effect if he has no stored Power Dice*).

Acolyte

Instead of shooting a missile weapon in the shooting phase, this warrior may take a Leadership test if he did not run, is *not fleeing* or engaged in close combat: If passed, he generates one Power Dice that can be used by any Wizard or Priest in the warband.

Warband Special Equipment

Hellforged Hand Weapon 15gc

Close Combat Weapon

Same as Hand Weapon but with additional Armour Piercing (1) on all attacks.

Hellforged Great Weapon 25gc

Close Combat Weapon

Same as Great Weapon but with additional Armour Piercing (1) on all attacks.

Hellfire Pistol 15gc

Blackpowder Weapon: Pistol

Same as Pistol but hits are *flaming* and have an additional +1 modifier to all rolls on the critical hits chart (*stacks with other modifiers*).

Annihilator Blunderbuss 25gc

Blackpowder Weapon: Blunderbuss

Same as Blunderbuss but hits are +1S and panic tests caused by this weapon must be taken on 3D6, discarding the lowest D6.

Fireglaiive 20gc

Blackpowder Weapon: Handgun: Is affected by anything that affects Handguns, but is a separate weapon proficiency from normal Handguns.

Range: 18" **Strength:** 4

Armour Piercing (1)

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' critical hits.

Earthshaker Mortar 30gc

Blackpowder Weapon

Range: 30" **Strength:** 4

Ignores Cover.

Concussive (D3): Enemies successfully wounded by a this weapon also lose D3 points of Initiative for the rest of the battle.

Move or Fire.

Death Rocket 30gc

Blackpowder Weapon

Range: 18" **Strength:** 5

Armour Piercing (D3)

Armour Splinter (D3)

Lethal

Unstable: When this weapon misfires, roll twice on the Misfire chart and apply the lowest result.

Move or Fire.

Zharr Special Skills

Ancient Hatred

Warrior *hates* all enemies in the first round of each close combat. (*I.e. all of their close combat attacks have +1 to hit.*)

Extra Tough (4+)

Warrior has a 4+ special save vs. Critical Hits. If this save is successful, treat the critical hit as a normal hit instead.

True Grit

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Magic Resistance (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

Tunneler (+3")

Warrior has +3" to the range to the range he spots *hidden enemies*. (*Stacks with Lantern.*)

Thunderous Charge (+1 S)

Warrior has +1 Strength when charging.

Fireborn (4+)

Warrior has a 4+ ward save vs. all flaming attacks (*from both close combat, shooting, and spells/prayers – ward saves cannot be increased beyond 4+.*)

Shield Wall

While using a Shield, this warrior may re-roll armour saves (*but not ward or regeneration saves*) where the result was a natural 1. (*This skill does not grant proficiency with Shields.*)

Lord of Sorcery

Must be a Wizard to choose this skill. Warrior gains access to the Lore of Fire, Metal, Shadow or Death (*chosen by you*) in addition to his other lore. He *always* knows the Signature Spell from both lores and when generating spells before each battle, he may freely decide which lore each of his spells will come from.

Chaos Dwarf Skill Table

	Combat	Shooting	Academic	Strength	Speed	Zharr
Tyrant	V	V	V	V		V
Castellan	V		(+10gc)	V		V
Sorcerer	(+10gc)		V	V		V
Daemonsmith		V	V	V		V
Beardling	V	(+10gc)	(+10gc)	V		V

Chaos Dwarf Equipment Lists

Tyrant and Castellan	Sorcerers	Daemonsmiths
<p>Close Combat Hand Weapon Great Weapon Combat Whip</p> <p>Shooting Sling Pistol Blunderbuss Fireglave Throwing Axes</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>	<p>Close Combat Hand Weapon</p> <p>Shooting Pistol Blunderbuss Fireglave Death Rocket Earthshaker Mortar</p> <p>Armour Light Armour Heavy Armour</p>
Hobgoblin Slaves	Warriors, Immortals, and Acolytes	
<p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Short Bow Javelins</p> <p>Armour Light Armour Shield</p>	<p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling Pistol Blunderbuss Fireglave Throwing Axes</p> <p>Armour Light Armour Heavy Armour Shield</p>	

HEROES

0-1 Chaos Dwarf Tyrant

55gc to hire

Starting Experience: 28

Race: Dwarf

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

SPECIAL RULES

Leader (+1"), Resolute (+1"), Sturdy and Stout

0-2 Chaos Dwarf Castellans

45gc to hire

Starting Experience: 24

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Stubborn

0-2 Chaos Dwarf Sorcerers

50gc to hire

Starting Experience: 18

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Stony Skin (6+) Wizard (Lore of Hashut): Starts with 1 spell.

0-3 Chaos Dwarf Daemonsmiths

40gc to hire

Starting Experience: 18

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout

0-3 Chaos Dwarf Beardlings

30gc to hire

Starting Experience: 6

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout

HENCHMEN

Chaos Dwarf Warriors

40gc to hire

Starting Experience: 18

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout

0-2 Acolytes of Hashut

45gc to hire

Starting Experience: 20

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Acolytes

0-3 Chaos Dwarf Immortals

55gc to hire

Starting Experience: 24

Race: Dwarf

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

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Ancient Hatred, Heirloom: Heavy Armour

0-3 Hobgoblin Slaves

15gc to hire

Starting Experience: 4

Race: Hobgoblin

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

SPECIAL RULES

Animosity, Treacherous, Stealth, Strength in Numbers (+1 S)

0-3 Lammasu Sphinxes

35gc to hire

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

SPECIAL RULES

Magic Resistance (4+), Drain Power, Animals (*Cannot Climb; Cannot Hide; Flee 3D6*); *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)