

# Chaos Dwarves v.2.3

## Warband Special Rules

### Size Matters

A Chaos Dwarf warband may never have more warriors whose race is Dwarf than warriors whose race is Hobgoblin. If the number of Dwarfs is greater than the number of Hobgoblins, no new Dwarfs can be hired until the number of Hobgoblins exceeds it again.

### Sturdy and Stout

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

### Resolute (+1")

Warrior adds +1" to the maximum distance moved while running, up to a maximum of 8". (*This has no effect on charging moves.*)

### Sorcerer's Curse (6+, -1 I)

- The *first* time a warrior with this rule suffers a magical miscast each battle, he gains 'Stony Skin (6+)' for the rest of the battle.
- Additionally, each time a warrior with this rule suffers a miscast (*including the first*), he suffers -1 Initiative for the rest of the battle.

### Warrior Wizard

Warrior may wear armour and cast spells.

### Insignificant (½)

Warriors with this rule count as half a warrior for the purposes of determining whether the warband has to take Rout tests in scenarios. Warriors that are promoted to Heroes lose this rule.

### Expendable

Other warriors in the warband who do not have 'Expendable' may fire into close combat involving this warrior. Roll to randomize hits. Warriors that are promoted to Heroes lose this rule.

### Treacherous

Warriors with this rule may never use the Leader's Leadership characteristic.

## Warband Special Rules

### 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 who 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 move, shoot, *hide*, or cast spells or prayers that turn. He can only remain where he was and fight back in close combat if he is somehow engaged.

- Warriors affected by Animosity *cannot* use passive abilities such as the 'Leader' ability, and nor may they be affected by them. (*i.e. they may not use the Ld of the Leader etc.*)
- Wizards still generate Power Dice.
- If the warrior that is affected by Animosity is *hiding*, he immediately becomes *un-hidden*.

### Dirgesinger

Warriors with this rule start with either the 'Acolyte' Academic skill or the 'Ancient Hatred' Dawi-Zhar skill. (*Choose separately for each warrior.*)

### Dirty, Rotten and Sneaky

Warriors with this rule start with 1 free Assassin skill, chosen by you. (*Choose separately for each warrior.*)

### Sorcerous Miasma (4+)

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

### Dawi-Zhar and Assassin Skills

When henchmen are promoted to heroes, only warriors whose race is Dwarf can choose Dawi-Zhar skills and only warriors whose race is Hobgoblin can choose Assassin as one of their three skill lists.



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## Dawi-Zharr Skills

### Ancient Hatred

Warriors *hates* all enemies in the first round of each close combat. (*i.e. all of his close combat attacks have +1 to hit.*)

### Resilient

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

### Gritty

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

### Ensorcelled Prowess

Warrior may re-roll his first natural 1 'to hit' in each close combat phase (*i.e. including opponent's*).

### Annihilator

Warrior gains 'Multiple Shots x2' with Hailshot Blunderbuss. (*This skill does not grant proficiency with Hailshot Blunderbuss.*)

### Hellminer (+3")

Warrior has +3" to the range to the range he spots *hidden* enemies. (*Stacks with other modifiers, such as from Lantern.*)

### Contempt

Warrior has +1 Strength on Free Hacks and may re-roll 'Free Hack' attacks that failed to wound.

### Arrogance

Warrior may re-roll failed fear and panic tests.

### Infernal Engineer

Warrior may re-roll all results on the Blackpowder Misfire chart.

### Taskmaster (12")

Hobgoblins in the warband within 12" of this warrior ignore all effects whenever they would be affected by 'Animosity.' Requires line of sight. This ability *cannot* be used while the warrior with this skill is *fleeing*.

### Anointed of Hashut (Wizards Only)

Must be a wizard to choose this skill. Warrior may combine one of the other lores that are known to him with the Lore of Hashut. Warrior *always* knows the signature spells from both lores, and when generating spells before each battle, he may freely decide which lore each of each of his spells will come from.

## Warband Special Equipment

### Darkforged Axe 10gc

**Close Combat Weapon: Axe:** Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

### Hailshot Blunderbuss 10gc

**Blackpowder Weapon** (*Is not affected by anything that would affect a Blunderbuss, and is a separate weapon proficiency from normal Blunderbusses.*)

**Range:** 12" **Strength:** 3

**Concussive (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 Initiative for the rest of the battle.

**Quick to Fire:** No -1 to hit for moving and shooting.

### 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)**

### Deathshriek Rocket 30gc

**Blackpowder Weapon**

**Range:** 18" **Strength:** 5

**Hellshriek:** If target is successfully hit (*even if not wounded*), target must also take a panic test (*no effect vs. warriors immune to panic*).

**Move or Fire.**

### Magma Cannon 30gc

**Blackpowder Weapon**

**Range:** 24" **Strength:** 4

**Flaming Attacks**

**Magma (2"):** If target is successfully hit (*even if not wounded*), all warriors within 2" of target (*friend or foe*) also take 1 *flaming* Strength 3 hit.

**Move or Fire.**

## Warband Special Equipment

### Dreadquake Mortar 25gc

**Blackpowder Weapon**

**Range:** 30" **Strength:** 3

**Concussive (1)**

**Quake (3"):** If target is successfully hit (*even if not wounded*), all warriors within 3" of target (*friend or foe*), also take 1 Strength 2 hit with Concussive (1).

**Move or Fire.**

### Chalice of Darkness 10gc

**Special Equipment:** Enemy wizards (*not priests*) who are within 12" of wielder suffer -1 to their spellcasting rolls.

- Does *not* require line of sight.
- Active even while wielder is *hiding*.
- Being within 12" of instances of this item does *not* stack.

**Can only be carried by Wizards.**

# Chaos Dwarf Skill Table

	Combat	Shooting	Academic	Strength	Speed	Dawi-Zharr	Assassin
Tyrant	V	V	V	V		V	
Acolyte	V		V	V		V	
Sorcerer	(+10gc)		V	V		V	
Devastator	(+10gc)	V	V	V		V	
Forgeling	V	(+10gc)	(+10gc)	V		V	

## Chaos Dwarf Equipment Lists

### Tyrant, Acolytes, Forgelings, Warriors and Immortals

**Close Combat**  
Hand Weapon  
Great Weapon  
Combat Whip

**Shooting**  
Pistol  
Blunderbuss  
Hailshot Blunderbuss  
Fireglave  
Throwing Axes

**Armour**  
Light Armour  
Heavy Armour  
Shield

### Sorcerers

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
Light Armour  
Heavy Armour

### Devastators

**Close Combat**  
Hand Weapon

**Shooting**  
Fireglave  
Deathshriek Rocket  
Dredquake Mortar  
Magma Cannon

**Armour**  
Light Armour  
Heavy Armour

### Hobgoblin Slaves

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Short Bow  
Javelins  
Bolas

**Armour**  
Light Armour  
Shield  
Nets

### Sneaky Gitz

**Close Combat**  
Hand Weapon  
Fighting Claw  
Combat Whip

**Shooting**  
Short Bow  
Blowpipe  
Throwing Knives / Stars  
Javelins

**Armour**  
Light Armour

# HEROES

## 0-1 Tyrant

50gc 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 (6"), Resolute (+1"), Sturdy and Stout

## 0-2 Acolytes of Hashut

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, Dirgesingers

## 0-2 Sorcerers

45gc to hire

Starting Experience: 20

Race: Dwarf

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

### SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Warrior Wizards, Sorcerer's Curse (6+, -1 I), Wizards (Fire, Metal, Death or Lore of Hashut): Start with 1 spell.

## 0-2 Devastators

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 Forgeings

30gc to hire

Starting Experience: 8

Race: Dwarf

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

### SPECIAL RULES

Resolute (+1"), Sturdy and Stout

# HENCHMEN

## Hobgoblin Slaves

10gc to hire

Starting Experience: 0

Race: Hobgoblin

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

### SPECIAL RULES

Animosity, Treacherous, Insignificant (½), Expendable

## 0-3 Sneaky Gitz

20gc 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, Stealth, Dirty, Rotten and Sneaky

## 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

## 0-3 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, Ensorcelled Prowess, Heirloom: Heavy Armour

## 0-3 Lammasu Hounds

30gc to hire

Starting Experience: 8

Race: Dwarf

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

### SPECIAL RULES

Sorcerous Miasma (4+)  
Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

### **v.2.3**

Darkforged Armour removed.  
Chalice of Darkness revamped.

### **v.2.2**

Devastators 0-2.  
Sorcerous Miasma changed to 4+ ward save vs. hostile spells.  
Chalice of Darkness revamped.

### **v.2.1**

Devastators 0-3.  
Sorcerers 0-2.  
Tyrant re-introduced.  
Acolytes replace Acolyte with new Dirgesingers rule.  
Fireglaive is now only a missile weapon again.  
Lammasu Hounds' bonus revamped; +1 M, -1 Initiative.  
Chalice of Darkness revamped.

### **v.1.7**

All Dwarves gain Resolute (+1")  
Sorcerer +1 WS, +2 XP, -5gc  
Daemonsmiths cannot use Pistol  
Hobgoblin Warriors may use Nets  
Earthshaker Mortar replaces shockwave rule with Concussive (D3)  
Death Rocket loses Oversplinter (D3); gains all critical hits are automatically a Deathblow result.

### **v.1.6.1**

Sneaks and Gits can use Combat Whip and Fighting Claws  
Fireglaive and Death Rocket gain Lethal (2 wounds instead of 1 on deathblow criticals)

### **v.1.6**

Overseers, Warriors and Daemonsmiths -5gc price.  
Sneaky Gits -1 I; gain Strength in Numbers rule.

### **v.1.5**

Tyrant and Overseers +1 WS.