

Chaos Dwarves v.1.7

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 Dwarves is greater than the number of Hobgoblins, no new Dwarves can be hired until the number of Hobgoblins exceeds it again.

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

Warriors with this rule 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. (*Re-rolled dice cannot cause critical hits.*)

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.

Warband Special Equipment

Fireglave 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 hit from 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)

Lethal

Deathblow (Critical Hits): All critical hits with this weapon automatically result in a 'Deathblow' result on the critical hits chart.

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

Move or Fire.

Chaos Dwarf Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Tyrant	V	V	V	V		
Overseer	V	V	(+10gc)	V		
Sorcerer	(+10gc)		V	V		
Shaman	(+10gc)		V		V	
Sneak	V	V			V	V

Chaos Dwarf Equipment Lists

Tyrant and Overseers

Close Combat
Hand Weapon
Great Weapon
Combat Whip

Shooting
Sling
Pistol
Blunderbuss
Fireglave
Throwing Axes

Armour
Light Armour
Heavy Armour
Shield

Sorcerer and Shaman

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Sneaks and Gits

Close Combat
Hand Weapon
Combat Whip
Fighting Claws

Shooting
Sling
Short Bow
Throwing Knives / Stars
Javelins

Armour
Light Armour

Hobgoblin Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Sling
Short Bow
Javelins

Armour
Light Armour
Shield
Nets

Chaos Dwarf Warriors

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling
Pistol
Blunderbuss
Fireglave
Throwing Axes

Armour
Light Armour
Heavy Armour
Shield

Daemonsmiths

Close Combat
Hand Weapon

Shooting
Blunderbuss
Fireglave
Death Rocket
Earthshaker Mortar

Armour
Light Armour
Heavy Armour

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

0-2 Chaos Dwarf Overseers

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

0-1 Chaos Dwarf Sorcerer

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, Stony Skin (6+) Wizard (Lore of Hashut): Starts with 1 spell.

0-1 Hobgoblin Shaman

20gc to hire

Starting Experience: 2

Race: Hobgoblin

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

SPECIAL RULES

Animosity, Treacherous Wizard (Shadow or Beasts): Starts with 1 spell.

0-3 Hobgoblin Sneaks

10gc to hire

Starting Experience: 0

Race: Hobgoblin

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

SPECIAL RULES

Animosity, Treacherous

HENCHMEN

Hobgoblin Warriors

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	6

SPECIAL RULES

Animosity, Treacherous

0-3 Hobgoblin Gits

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	5

SPECIAL RULES

Animosity, Treacherous, Poisonous Attacks, Strength in Numbers (+1 S)

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 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 Hobhounds

35gc to hire

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

SPECIAL RULES

Strength in Numbers (+1 S)
Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

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

Fireglave 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.