

# Chaos Dwarves v.1.6.1

## 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.

### Sturdy and Stout

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

### 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.

### Poisonous Attacks

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

### 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 move, shoot, *hide*, or cast spells or prayers that turn – he can only squabble on the spot and fight back in close combat if he is engaged.

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

## Warband Special Rules

### Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

### 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

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

**Armour Piercing (1)**

### 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.**

### Earthshaker Mortar 25gc

**Blackpowder Weapon**

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

**Ignores Cover**

**Concussive Shockwave (D3"): As long as the target is successfully hit (*even if he is not wounded*) target, and all other warriors (*friend or foe*) within D3" of target, must take a Toughness test: Each warrior that fails, suffers a Concussive (1) effect. (*Warriors with skills and abilities vs. Concussive effects may apply these against this effect*).**

**Move or Fire.**

# Chaos Dwarf Skill Table

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

## Chaos Dwarf Equipment Lists

Tyrant and Overseers	Sorcerer and Shaman	Sneaks and Gits
<p><b>Close Combat</b> Hand Weapon Great Weapon Combat Whip</p> <p><b>Shooting</b> Pistol Blunderbuss Fireglaiive Throwing Axes</p> <p><b>Armour</b> Light Armour Heavy Armour Shield</p>	<p><b>Close Combat</b> Hand Weapon Great Weapon</p> <p><b>Shooting</b> Sling</p> <p><b>Armour</b> None</p>	<p><b>Close Combat</b> Hand Weapon Combat Whip Fighting Claws</p> <p><b>Shooting</b> Sling Short Bow Throwing Knives / Stars Javelins</p> <p><b>Armour</b> Light Armour</p>
Hobgoblin Warriors	Chaos Dwarf Warriors	Daemonsmiths
<p><b>Close Combat</b> Hand Weapon Great Weapon Spear</p> <p><b>Shooting</b> Sling Short Bow Javelins</p> <p><b>Armour</b> Light Armour Shield</p>	<p><b>Close Combat</b> Hand Weapon Great Weapon</p> <p><b>Shooting</b> Pistol Blunderbuss Fireglaiive Throwing Axes</p> <p><b>Armour</b> Light Armour Heavy Armour Shield</p>	<p><b>Close Combat</b> Hand Weapon</p> <p><b>Shooting</b> Blunderbuss Fireglaiive Death Rocket Earthshaker Mortar</p> <p><b>Armour</b> Light Armour Heavy Armour</p>

## HEROES

### 0-1 Chaos Dwarf Tyrant

55gc to hire

Starting Experience: 24

Race: Dwarf

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

#### SPECIAL RULES

Leader (6"), Sturdy and Stout

### 0-2 Chaos Dwarf Overseers

45gc to hire

Starting Experience: 20

Race: Dwarf

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

#### SPECIAL RULES

Sturdy and Stout, Stubborn

### 0-1 Chaos Dwarf Sorcerer

50gc to hire

Starting Experience: 14

Race: Dwarf

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

#### SPECIAL RULES

Sturdy and Stout, Stony Skin (6+)  
Wizard (Lore of Hashut): Start 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

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

### 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

15gc 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

25gc 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

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

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.1.6.1**

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.