

**UNOFFICIAL**  
INDY GT ARMY BOOK



# DWARFS OF CHAOS

by Kevin Coleman

PLAYTEST VERSION 3 / 6.8.09

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# READ ME!

Welcome to the third draft of the Independent GT Dwarfs of Chaos playtest list! This list will eventually be available for individual Indy GT organizers to allow as tourney legal. Several TOs have signed on already, pending playtesting outcome, including the Colonial, Crossroads, and Conflict GTs in the NE United States. This list is NOT officially sanctioned by Games Workshop.

We will be having an open playtest of this list from May 12 through September 1, 2009. Anyone will be allowed to test the list, post battle reports, and give feedback through the forums at:

<http://warmongers.ziggyqubert.com/wmbb/>

At this point, please do not suggest spelling or grammatical corrections, as this is just a draft, and will be proofed later.

## **IMPORTANT:**

**At this point, we are primarily looking for feedback based on ACTUAL GAMES PLAYED. Please get in a few games before posting feedback.**

**Note: Throughout the book, there are some fluff entries that are currently “lorem ipsum” text that appears as gibberish, which is placeholder for text to come. Please ignore for now. thank! -Mattbird**

# DWARFS OF CHAOS

On the eastern expanse of the Worlds Edge Mountains, lies a bleak and barren land of darkness filled with marauding tribes of Orcs, Goblins and worse, known simply as the Dark Lands. Stretched throughout several leagues in a crest of magma is a horrific realm of cruel torture and wicked malice, the Plain of Zharr. It is here where the corrupted counterparts of the Dwarf Empire, known as Chaos Dwarfs, use their knowledge of science, engineering and wicked sorcery to serve their chaotic deity, Hashut, Father of Darkness, through unspeakable acts of heinous sacrificial rituals and callous evils.

The Chaos Dwarfs are governed by a counsel of elder Sorcerers or High Priests, drawing on their ancient wisdom and gifted with the sorcery of their dark god, Hashut, the Sorcerers rule their nation with an iron fist. Agonizing wails of terror shroud the land from insufferable acts of horror, as the dark masters of the Chaos Dwarfs perform acts of wanton blasphemy in the name of their foul god.

The Chaos Dwarfs are few in number and thus uninterested in expanding their diabolical empire; they only wish to secure their own realm and prosperity by enslaving the lesser races. Hundreds

of thousands of Goblinoid slaves labour in the hateful workshops and cities of the Chaos Dwarfs, erecting monoliths and temples to their chaotic masters, as well as extracting fuel and resources needed for the wrought of weapons, armour and potent machines of destruction. Thousands of these thralls die on a daily basis as a result of over exhausted and horrific working conditions. As a result, the Chaos Dwarfs conduct several expeditions throughout the Dark Lands and the Old World seeking fresh slaves to carry out the dark wishes of Hashut.

## DWARFS OF CHAOS SPECIAL RULES

**Slave Lords:** Chaos Dwarfs have thousands of greenskin thralls at their disposal, which they use for cheap labour in the pits of Zharr as well as for cannon fodder in their dark legions. All Chaos Dwarfs and Bull Centaurs ignore all panic tests caused by Hobgoblins and Rabble.

**Gift from Darkness:** Like their kin of the Worlds Edge Mountains, Chaos Dwarfs are stubbornly resistant to magic and gain additional protection from their deity Hashut, the Father of Darkness. Like all Dwarf armies, an army of Chaos Dwarfs add a further 2 dispel dice to their dispel pool in enemy magic phases, for a total of 4 dispel dice.

**Unyielding:** Chaos Dwarfs fight with relentless, black-hearted determination that is nearly impossible to halt. Chaos Dwarf units may make a march move even when enemy units are close enough to prevent march moves. Additionally, Chaos Dwarfs flee and pursue 2d6-1" rather than the usual 2D6".

**Chaos Armour:** Chaos armour provides a 4+ armour save.

**Blunderbuss:** Chaos Dwarfs sometimes carry a short ranged, but devastating weapon known as a blunderbuss.

**Maximum range:** 12"; **Strength:** 3;  
**Armour piercing;** fires using **thrown weapon** rules

### Concentrated Volley

Instead of firing as normal, if all models in the front rank of the firing unit are within range, a unit with blunderbusses may fire a concentrated volley. The volley may target a single enemy unit as per normal targeting restrictions. Every model in the target unit may potentially be hit—roll to hit as normal for **each model in the target unit**. If fired in this way, it does not gain the armour piercing rule.

When firing a concentrated volley, hits are resolved at S3; this is increased by +1S for each point of rank bonus the firing unit has, up to a maximum of S5. Characters in the front rank will not affect the unit's concentrated volley.

If the unit Stands & Shoots as a charge reaction, the unit may choose to fire a concentrated volley or fire as normal.

# CHAOS DWARF WARRIORS

Chaos Dwarfs are mocking parodies of their kin in the Worlds Edge Mountains. Where Dwarfs resent the vile hordes of Goblinoids that plague the lands; Chaos Dwarfs subjugate and enthrall them. Where Dwarfs resist and shun sorcery; Chaos Dwarfs embrace it. Where Dwarfs are proud and stubborn; Chaos Dwarfs are twisted and evil.

Altered by the very essence of Chaos, Chaos Dwarfs are easily distinguished from other Dwarfs by the curse Chaos has laid upon them. Tiny horns protrude from their skulls, great tusks and sharp, pointy teeth fill their maws and their eyes are cast in darkness and shadow. Their long dwarven beards are black as void, and their entire demeanor emanates with cruelty and dread. To the Dwarfs of the Worlds Edge Mountains the very existence of Chaos Dwarfs is blasphemy and abomination, indeed, Dwarfs refuse to admit or recognize that their evil kindred even exist.

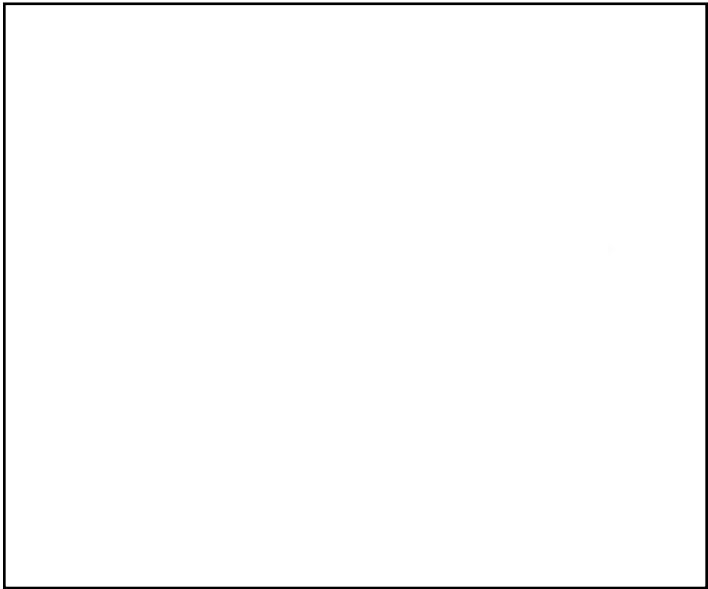
Despite such wrenching differences, Chaos Dwarfs share many of the same qualities as other Dwarfs, being as stout, determined and unyielding as their cousins. In battle Chaos Dwarfs are elite warriors often clad in ornate chaos armour and wielding double-handed axes with unparalleled precision. Many Chaos Dwarfs of the Dark Lands wear large, elaborate helms that represent their status in society as well as for added protection in warfare. Chaos Dwarfs further north, residing in the Chaos Wastes and beyond, braid their beards in the manner of the fierce tribes of Chaos worshipping Men and are even known to worship the Four Greater Powers of Chaos over Hashut.

The nobles (if such foul creatures may be called so) of the Chaos Dwarfs are known as Overlords and Slavemasters. It is said that inside the veins of such aristocratic Chaos Dwarfs flows the very blood of the dark god Hashut himself, making them the epitome of the Chaos Dwarf race. Overlords are by far the most ruthless and cruel of the Chaos Dwarf hierarchy, ordering entire populations sacrificed into cauldrons of molten iron or burning furnaces all for the glory of Hashut. Along with the Council of Hashut, Overlords control the Chaos Dwarf Empire with an iron fist. These wanton tyrants are the face of Chaos Dwarf leadership; their depraved notoriety is such that Orcs and other, fouler things quiver in their presence. They are the generals of dark legions of Chaos Dwarfs and where they tread, death and destruction follows.

Slavemasters are the subordinates and lieutenants of the Overlords. They are directly responsible for overseeing the heinous labour camps known as Hell Pits, where Goblinoid thralls toil and die for the glory of the Chaos Dwarf Empire, and to whom the Hobgoblin Chieftains report directly. They are rightly feared and respected by both other Chaos Dwarfs and their treacherous Hobgoblin underlings. To refuse an order of a Slavemaster would be to welcome a fate far worse than the most violent of deaths. Through power and fear the masters of the Chaos Dwarfs have forged an Empire of vast prosperity and darkness.

## SPECIAL RULES: Slave Lords; Unyielding

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Chaos Dwarf | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |
| Slaver      | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 2 | 9  |
| Slavemaster | 3 | 6  | 4  | 4 | 5 | 2 | 3 | 3 | 9  |
| Overlord    | 3 | 7  | 4  | 4 | 5 | 3 | 3 | 4 | 10 |



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# ANNIHILATORS

Entire contingents of Chaos Dwarfs are trained with a short ranged, but highly destructive, projectile weapon known as a blunderbuss. These devastating ballistics are charged with black powder and can fire a variety of shrapnel including shards of spiked iron, scrap metal, hot coals and lead pellets. The Chaos Dwarfs qualified with blunderbusses are known as Annihilators, for those unfortunate enough to be caught in the lethal volley are torn apart from hails of bursting shrapnel. At the Battle of the Flayed Rock, an entire tribe of Gnoblar was mowed down by a contingent of Annihilators with a single volley when the outnumbering Goblinoids foolishly ambushed a small Chaos Dwarf expedition near Gnoblar Country.

In battle, regiments of Annihilators support the other Chaos Dwarf warriors with explosive volleys of lethal projectiles. Annihilating entire regiments of soldiers before the rest of the army closes in for the kill.

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Annihilator | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |
| Slaver      | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 2 | 9  |

## SPECIAL RULES

**Slave Lords; Unyielding**

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# OBSIDIAN GUARD

Within the dark corridors of the Tower of Zharr-Naggrund, the most sinister warriors of the Chaos Dwarfs keep vigilance over the ruling priest council and all of the prominent leaders of the Chaos Dwarf Empire. Clad in black chaos armour and wielding huge silver-plated axes, the Obsidian Guard fearlessly protect the masters of the Dark Lands.

To the Men and Dwarfs of the west they are known as Immortals and kin slayers, the Goblinoids of Worlds Edge Mountains know them as Goblin Bane, and to the slaves of Gorgoth, they are simply death incarnate. Born to kill, it is the soul duty of the Obsidian Guard to preserve the Chaos Dwarf Empire and to destroy all those who would threaten it, both from within the Empire and without! Charged with the protection of their foul realm, the Obsidian Guard is judge, jury and executioner. They investigate all political intrigue, all suspicion of deception and treachery, nothing escapes their notice within their vile domain and no Chaos Dwarf is beyond their scrutiny. No matter how powerful or influential a particular Overlord or High Priest might be, they cannot escape the swift justice of the Obsidian Guard if they are deemed treasonous or merely believed to be a danger to the Chaos Dwarf Empire.

In times of warfare, it is the Obsidian Guard who accompanies the High Priests and Overlords to battle. Their condemning gaze and ominous silence causes an awareness of dread even amongst the other Chaos Dwarf soldiery. Their lethal tenacity means they shall defend their masters to the death, but will turn their blades upon their lord if mere conjecture arises.

## SPECIAL RULES

**Slave Lords; Killing Blow; Cause Fear; Unyielding**

|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Obsidian Guard | 3 | 5  | 3  | 4 | 4 | 1 | 2 | 1 | 9  |
| Darlklon       | 3 | 5  | 3  | 4 | 4 | 1 | 2 | 2 | 9  |



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# BULL CENTAURS

When the Chaos Dwarfs were first spawned into existence, several of these Dwarfs also gained the characteristics of the Great Bull, the boon and mark of Hashut, Father of Darkness. While their torso, head and arms remained those of a Chaos Dwarf, their stout dwarven legs were mutated into the body and hooves of a fearsome bull, becoming a heinous perversion of Dwarf and Bull – the dreaded Bull Centaurs of Hashut.

Their bullish stature makes them much stronger than the typical Chaos Dwarf, while their four hoof-clad legs grant them tremendous speed. Bull Centaurs are sterling symbols of the greatness of Hashut and as a result, they are the most prized and trusted minions of the Council of Hashut. Squadrons of Bull Centaurs are charged with the protection of the grate statue of Hashut that sits atop the Tower of Zharr-Naggrund and other places of significant worship and dedication to the Father of Darkness. They alone perform the most complex and sacred duties of the Chaos Dwarf Empire.

Among their number are the potent Great Bull Centaurs; massive and ancient the Great Bull Centaurs are commanders of the Chaos Dwarf legions and heralds of Hashut. In battle these strapping monstrosities lead entire battalions of Bull Centaurs in an unstoppable onslaught of trampling hooves and steel wielding sinew.

## SPECIAL RULES

**Slave Lords; Unit Strength 2 Infantry**

|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Bull Centaur       | 8 | 4  | 3  | 4 | 4 | 1 | 2 | 2 | 8  |
| Great Hoof         | 8 | 4  | 3  | 4 | 4 | 1 | 2 | 3 | 8  |
| Great Horn         | 8 | 5  | 2  | 4 | 5 | 2 | 4 | 4 | 8  |
| Great Bull Centaur | 8 | 6  | 2  | 5 | 5 | 3 | 5 | 5 | 9  |

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# GOBLINOIDS

The Dwarfs of the Worlds Edge Mountains will have nothing to do with a greenskin unless it means gutting the foul thing and putting it out of its misery. On the contrary, Chaos Dwarfs seek to dominate and enthrall tribes of Goblinoids forcing them into the service of the Chaos Dwarf Empire for cheap labour and soldierly (cannon fodder).

For the Chaos Dwarf Empire to endure it is imperative to maintain a vast supply of slaves to work the armouries and weapon foundries of the Chaos Dwarfs, for hundreds of thralls die daily for the continued upkeep of such heinous facilities. With the multifarious

greenskin races, the Chaos Dwarfs have found a nearly infinite supply of expendable creatures to perform exactly this task.

To keep the hundreds of thousands of Goblinoids docile, the Council of Hashut chose the traitorous faction of greenskins known as Hobgoblins to oversee their enthralled cousins. This despicable breed of Goblin are despised by other Orcs and Goblins, their mere presence quells internal squabbling amongst the enthralled Rabble and makes methodical resurrection all the more difficult as the other Goblinoids focus their attention on the loathing of their Hobgoblin overseers, rather than organized rebellion.

## GOBLINOID SPECIAL RULES

**Treacherous Gits:** Hobgoblins are conniving, backstabbing creatures that are mistrusted and loathed even by other greenskins. As a result, the sight of fleeing Hobgoblins causes other greenskins to cheer and laugh! Units of Rabble (but not other Hobgoblins) ignore all panic tests caused by units of Hobgoblins.

Additionally, if an army contains as least one unit of Hobgoblins, units of Rabble will not test for Goblinoid Animosity.

**Dirty, Rotten, Sneaky:** The Hobgoblins of the Sneaky Gits tribe are notorious even amongst other Hobgoblins for their vicious double-dealing and backstabbing, which says a lot! Hobgoblin Sneaky Gits gain +1 Attack whenever fighting an enemy in the flank or +2 Attacks when fighting an enemy in the rear.

**Animosity:** Hobgoblins are a taller and meaner breed of Goblin. As a result they suffer from greenskin Animosity just like other Goblinoids. This works as follows.

At the beginning of each Chaos Dwarf movement phase (before chargers are declared), each unit with the Animosity special rule and Unit Strength 5 or more must test for Animosity. Units fleeing or in close combat never test for Animosity. Roll a D6 for each testing unit and consult the Goblinoid Animosity table.

### GOBLINOID ANIMOSITY TABLE

#### D6 RESULT

**1 Bicker.** *Aye, Gorgut is nothin but a lyn, stinkin, no good git! And he just tried to stick me! I'm gonna cut 'iz throat!*

The unit may do nothing this turn (including casting spells) as the Goblinoids bicker and fight amongst each other over petty quarrels and disputes.

**2-5 Dere lookin right at us!** *In order to appear loyal and well drilled, the Gobs retain a degree of order.* The unit may act as normal this turn.

**6 Get'em boyz!** *We'll show'em 'ow its done!*

The unit immediately moves D6" towards the nearest visible enemy by the shortest route possible. Apply all normal penalties for turning, terrain, etc. The unit will move directly forwards if no enemy units are within line of sight.

If this extra animosity movement brings the unit into contact with an enemy unit, it will count as a charge. The animosity-effected unit ignores any psychology tests it would normally be required to take. The charged unit may only declare a hold or flee charge reaction.

Note that this extra animosity movement is in effect 'free' movement. The unit acts as normal for the turn and may still move, charge, shoot, etc as normal. However, for purposes of shooting the unit counts as having moved for the turn.



# HOBGOBLINS

Hobgoblins are a taller and meaner breed of Goblin. They have narrow eyes with gaunt, scrawny faces and mouths full of pointy teeth, which give Hobgoblins a thin and sneaky appearance. Hobgoblins are particularly notorious amongst other greenskins for their unscrupulous treachery. In fact, such is their reputation of backstabbing and double-dealing that most tribes of Goblinoids will have nothing to do with them. As a result the bulk of Hobgoblin tribes seek the protection of the Chaos Dwarfs of Zharr-Naggrund where they are treated as privileged taskmasters and overseers of the other Goblinoid thralls that slave in the infernal workshops of the Chaos Dwarfs.

Some Hobgoblin tribes live independently from the Chaos Dwarfs, forming uneasy alliances with other tribes of Goblins or seeking out lesser Goblinoids, such as Gnoblar, to bully and subjugate. Far to the East, past the Mountains of Mourn lies the untamed grasslands of the Steppes where it is rumoured the Great Hobgobla-Khan rules over a vast empire of warg-riding Hobgoblins. If this is so, little is known of these Hobgoblins or their relation to the Hobgoblins of the Dark Lands.

## SPECIAL RULES

**Animosity; Treacherous Gits**

|                      | M | WS | BS | S | T | W | I | A | Ld |
|----------------------|---|----|----|---|---|---|---|---|----|
| Hobgoblin Warrior    | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 1 | 6  |
| Hobgoblin Taskmaster | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 2 | 6  |
| Hobgoblin Overseer   | 4 | 4  | 4  | 4 | 4 | 2 | 3 | 3 | 7  |
| Hobgoblin Chieftain  | 4 | 5  | 5  | 4 | 4 | 3 | 4 | 4 | 8  |

# HOBGOBLIN WOLF RIDERS

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## SPECIAL RULES

**Animosity; Treacherous Gits; Fast Cavalry**

|                   | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---|----|----|---|---|---|---|---|----|
| Hobgoblin Warrior | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 1 | 6  |
| Hobgoblin Boss    | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 2 | 6  |
| Giant Wolf        | 9 | 3  | 0  | 3 | 3 | 1 | 3 | 1 | 2  |

# SNEAKY GITZ

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## SPECIAL RULES

### Animosity; Treacherous Gits; Poisonous Attacks; Scouts

#### Dirty, Rotten, Sneaky...

The Hobgoblins of the Sneaky Gits tribe are notorious even amongst other Hobgoblins for their vicious double-dealing and backstabbing, which says a lot! Hobgoblin Sneaky Gits gain +1 Attack whenever fighting an enemy in the flank or +2 Attacks when fighting an enemy in the rear.

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Sneaky Gits | 4 | 3  | 2  | 3 | 3 | 1 | 2 | 1 | 6  |
| Dirty Git   | 4 | 3  | 2  | 3 | 3 | 1 | 2 | 2 | 6  |

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# RABBLE

Hundreds of thousands of slaves toil in the cruel workshops of the Chaos Dwarfs. Condemned to a lifetime of depraved, grueling labour and malnourishment, these broken thralls are beaten and battered while toiling day and night on empty stomachs, given only the minimum scraps of moldy bread and rancid water to keep them all but dead. Such is the necessity to maintain the glory of the Chaos Dwarf Empire! The bulk of the slave labour is made of lesser Goblinoids such as Gnoblar and Goblins, though even broken-in Orcs, Humans and Elves can be found among the atrocious labour camps known as Hell Pits. Charged as the overseers of the Hell Pits are the callous Hobgoblins, who take great delight in bullying and torturing the 'Rabble' thralls.

When the Chaos Dwarfs go the war, they bear with them hordes of Rabble to increase their number and act as cannon fodder. The Chaos Dwarf see to it that the Rabble marching to war, though treated poorly, are equipped with armour and appropriate weapons for although the lives of Rabble mean nothing to them, a well equipped warrior proves more valuable than an ill-equipped one.

## SPECIAL RULES

### Animosity

### Run Fer It!

If a unit of Rabble is ever without a Hobgoblin Overseer or character model, and flees for any reason the Rabble unit will make a 'run fer it' instead of making a flee move. This works as follows. All units (both friendly and enemy) within 2D6" of the Rabble unit suffer D6 S3 hits (distributed as shooting attacks) as the Rabble desert the battlefield, taking cheap shots at anything in their way while attempting to escape. Once all hits are resolved the Rabble unit counts as destroyed (causing panic as normal) and is removed from play. Enemy units that were engaged in combat with the Rabble unit may choose to overrun/pursue as normal.

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# THE DAEMONIC FORGES

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# DAEMONSMITHS

The Chaos Dwarf Daemonsmiths are master craftsmen and engineers able to forge weapons and machines of war that are second to none. Only the Dwarfs of the Worlds of Edge Mountains rival their feats in precision engineering and weapon making. Though were the Dwarfs rely on natural resources and their own skill within their foundries and armouries, the sinister Daemonsmiths of the Chaos Dwarfs forge their instruments through arcane rituals, pacts with Daemons and evil sorcery, binding the very essence of Chaos into their armaments.

Hundreds of slaves are sacrificed in the massive weapon foundries of the Chaos Dwarfs in diabolical rituals to the Father of Darkness and other, lesser deities. Weapons are forged in the blood of the dead and wailing souls fused within machines of death and destruction. Working consistently by means of such perversion, Daemonsmiths are constantly exposed to the altering, warping energies of Chaos making them stronger and much more powerful compared to the typical Chaos Dwarf warrior.

In times of war, Daemonsmiths bear potent Daemon weapons to battle. Bound with malevolent daemons and devils, such blades are

icons of intangible horrors, nightmares brought forth to reality. Such is the malignant power of these weapons that few can wield them without being completely consumed by the evil entities trapped within. Only the Daemonsmiths of the Chaos Dwarf Empire are capable of such vigorous feats, for their unnatural strength, willpower and mastery of the blades make them unparalleled carriers the infernal weapons. Those unfortunate enough to meet their demise by the daemonic blades suffer a fate far worse than mere death as their souls are consumed by the weapons and forever enthralled by the vile poltergeist bound within.

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Daemonsmith | 3 | 5  | 5  | 5 | 4 | 2 | 2 | 2 | 9  |

## SPECIAL RULES: Slavemasters; Unyielding

### Daemon Weapons

Daemonsmiths carry extremely wicked and potent blades possessed by heinous Daemons of Chaos. Daemon Weapons are Magic Weapons and *causes fear*. Additionally, a Daemonsmith may cast any **one** spell chosen from the Lore of Hashut in each friendly magic phase. This spell is treated as a bound spell, power level 5.

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# DAEMONEATERS

The Daemonsmiths of the Chaos Dwarfs endlessly develop new ways to maim and destroy their enemies, constantly inventing depraved devices that amplify pain and cause the most heinous of injuries and the maximum damage possible. The Chaos Dwarf Daemoneater is one such mechanism recently devised and currently being wrought in mass production.

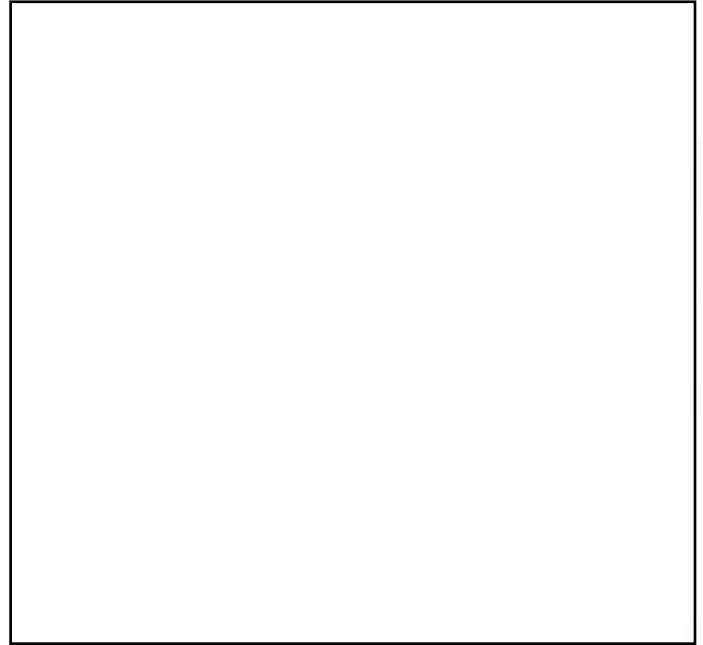
The Daemoneater is a two-wheeled pushcart engineered to rip, shred, maim and crush all foes in its path. A vast array of flails, scythes and spikes are connected to the cart's axle, causing the deadly blades to spin in a swift, violent 'whirlwind' of destruction as the Daemoneater relentlessly pushes forward into the enemy ranks. A fearsome Bull Centaur single-handedly pushes the device into battle from behind a great, iron passive attached to the Daemoneater designed to protect the Bull from enemies as well as the Daemoneater itself. Those caught within cyclone of spinning blades are methodically dismembered limb by limb, ripping the foe apart in the precise pattern designed by the nefarious Daemonsmiths, causing a most unpleasant death, indeed.

**SPECIAL RULES: Slave Lords; Chariot**

## Whirlwind of Death

When a Daemoneater charges into combat it inflicts D6+2 impact hits. On turns where the Daemoneater is in combat, but did not charge, it causes D3+2 impact hits. Daemoneaters may never cause impact hits to units it is fighting to its rear.

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Daemoneater  | - | -  | -  | 5 | 5 | 3 | - | - | -  |
| Bull Centaur | 7 | 4  | 2  | - | - | - | 3 | - | 9  |



# DEATH ROCKET

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**SPECIAL RULES**

**Slave Lords; Unyielding**

**Death Rocket:** Death Rockets follow the rules for cannons as described in the Warhammer rulebook. However, there is no bounce roll, instead place the 5" template where the rocket hits and resolve damage. All hits are resolved at S3 with the armour piercing special rule.



|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Death Rocket | - | -  | -  | - | 7 | 3 | - | - | -  |
| Chaos Dwarf  | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |

# ERUPTION GUN

## SPECIAL RULES

### Slave Lords; Unyielding

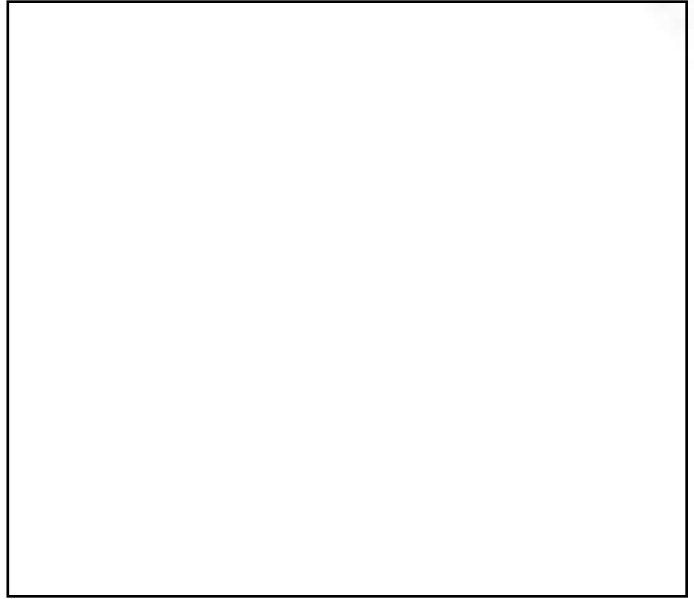
#### Eruption Gun

Eruption Guns must be deployed at the same time and within 3" of the Chaos Dwarf unit they have been bought with. Afterwards, the Eruption Gun counts as a completely separate unit for the rest of the game. An Eruption Gun follows the rules for war machines as described in the Warhammer rulebook.

| Range | Hits/Shots     | Strength | Armour Save |
|-------|----------------|----------|-------------|
| 24"   | Artillery Dice | 4        | -2          |

#### Firing an Eruption Gun

Eruption Guns may be fired in the shooting phase and have a range of 24". Choose a unit in line of sight of the machine and see if the unit is within range. If the unit is within range roll the artillery dice. If a misfire is rolled, roll on the cannon misfire chart described in the Warhammer rulebook. If a number is rolled, this number is the number of shots the Eruption Gun has fired. Roll 'To Hit' as normal for each shot fired using the BS of the crew, applying all normal 'To Hit' modifiers, though the penalty for multiple shots does not apply. All hits are resolved with the above profile.



|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Eruption Gun | - | -  | -  | - | 7 | 3 | - | - | -  |
| Chaos Dwarf  | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |

# EARTHSHAKER CANNON

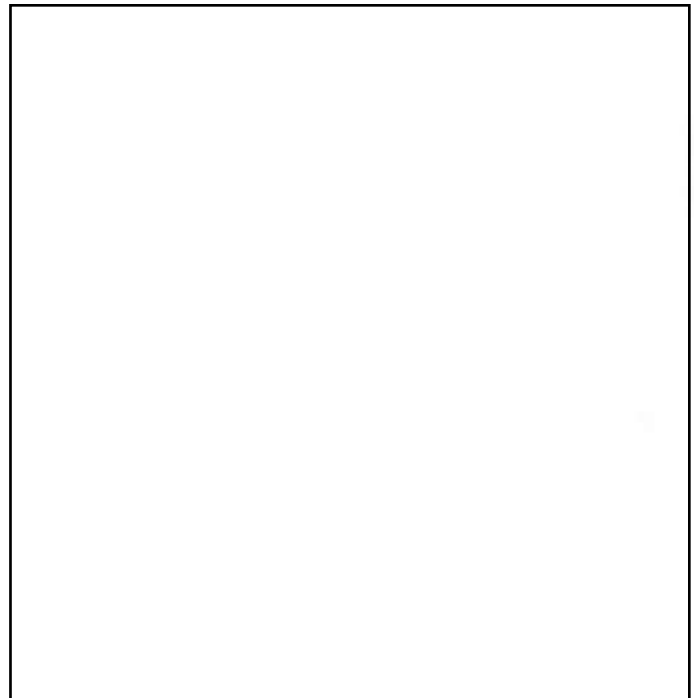
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## SPECIAL RULES

### Slave Lords; Unyielding

**Earthshaker Cannon:** Earthshaker Cannons follow the rules for Stone Throwers as described in the Warhammer rulebook, but with a maximum guess range of 48".

After damage is resolved, take the large 5" template and place it directly over the point where the Earthshaker hit. Any units that are partially covered or touched by this template must half their Movement value in their following Movement Phase and may not shoot in their following Shooting Phase. Effected Warmachines may only fire in their following turn on a D6 roll of 4+. Note that the Earthshaker effect will not effect models that move by flying.



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

# INFERNO GOLEMS

Volcanic mountains of fire lay sporadically across the blighted Dark Lands, and it is within the deeps of these hellish lairs where Chaos Dwarf Daemonsmiths labour over the creation of monstrous constructs. Magically forged of flame and rock these hulking monstrosities are animated by a malevolent amalgamation of dark magic and the twisted, arcane science of the Chaos Dwarfs.

These Inferno Golems, as they are known, are huge, behemoth creatures fused together by thick layers of obsidian, magma rock and black iron forming a solid engine of death fueled by an unholy inferno of fire and lava. Their eyes illuminate with holocaust and their hearts of coal contain a bound Daemon of Chaos trapped within. Arsenals of giant blades, light cannons and other weapons are molded directly onto the Golem's body allowing the constructs to rain a hail of fire upon their enemies from a distant as well as felling foes in melee, hacking and slashing with arms of burning blades.

In battle, the Chaos Dwarfs direct these abominations at the enemy, where the mindless automatons surge forward at the vanguard of the army bringing ruin and destruction to all living things that dare cross their path.

**SPECIAL RULES: Immune to Psychology; Cause Fear; Flaming Attacks; Magical Attacks**

## Construct Weapons

One Inferno Golem per unit may be upgraded with one of the following construct weapons:

**Eruption Gun:** Follows the rules for Eruption Guns, though they may move and shoot. This is not a flaming attack. If a misfire is rolled, the Inferno Golem unit suffers D4 S4 hits with no armour saves allowed, but do not make a roll on the misfire table.

**Conflagration Cannon:** This is a S3 breath weapon. Flaming attacks.

**Lava Fire:** Bound Spell (Power Level 3). Lava Storm is a magic missile with a range of 18" that causes D6 S3 hits. Flaming attacks.

|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Inferno Golems | 5 | 3  | 3  | 5 | 5 | 3 | 2 | 3 | 9  |

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# JUGGERNAUT SIEGE TOWER

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A Juggernaut Siege Tower is treated as a ridden monster in most respects. It is considered a war machine for purposes of calculating victory points as described in the Warhammer rulebook.

## SPECIAL RULES

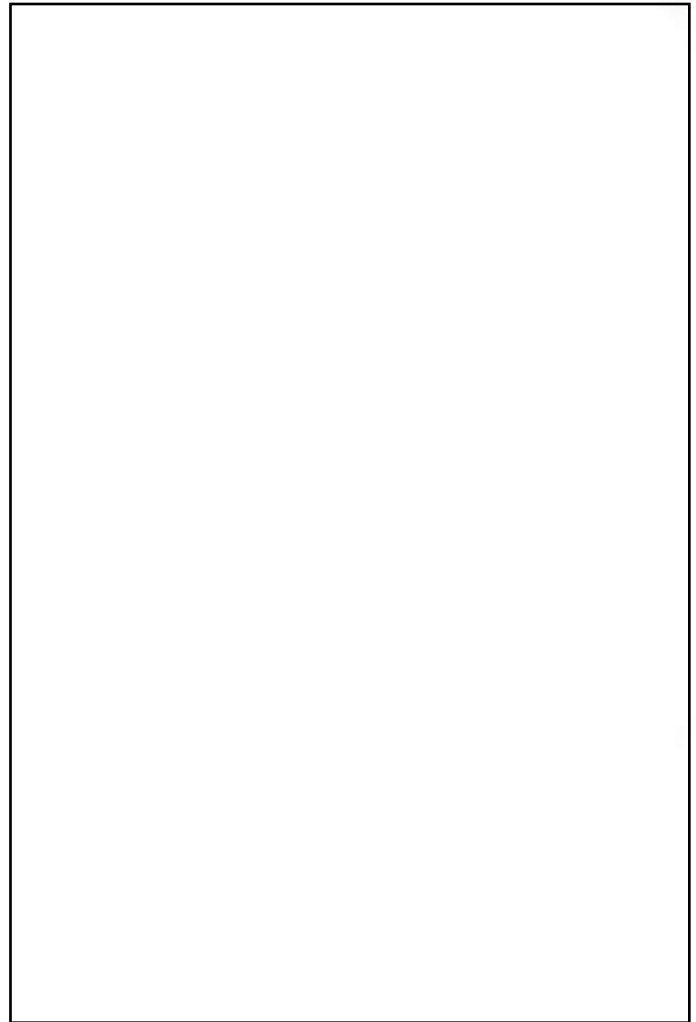
### Immune to Psychology; Large Target

#### Crew

The Juggernaut Siege Tower is crewed by 10 Chaos Dwarf Annihilators. Additionally a single character (as stated in the army list) may ride a Juggernaut Siege Tower as a mount, increasing the crew from 10 to 11. A Juggernaut Siege Tower is Unit Strength 5, plus the remaining crew aboard.

When an enemy ranged attack hits the Juggernaut, randomize all hits, 1-4 Juggernaut is hit, 5-6 crew is hit. Resolve damage against the appropriate model(s). If a character model is on board, he follows the rules for Characters Inside Units as described in the Warhammer rulebook, counting the other Chaos Dwarf crew as rank-and-file models.

The Chaos Dwarf crew (and accompanied character, if present) has an armour save of 3+ while riding atop the Juggernaut; this save may never be improved by any means.



#### Shooting

The Juggernaut Siege Tower is crewed by 10 Chaos Dwarf Annihilators. In the Shooting phase, the crew counts as having a 360 arc and may fire as normal.

#### Daemon Phlegm

In addition to the crew firing their blunderbusses, the Daemon-possessed Juggernaut may spew its corrosive hell phlegm via a twin-cannon mounted in the front of the tower, even if the tower has moved. Daemon Phlegm is a S5 breath weapon attack.

A unit that suffers one or more wounds (after saves) from the Daemon Phlegm it must make a panic check with a -1 Leadership penalty.

#### Close Combat

When the Juggernaut charges into combat, the tower causes D6+1 impact hits. The crew may fight against any models in base contact with the tower.

Enemy models attacking the Juggernaut in close combat may choose to attack either the Chaos Dwarf crew (and/or character, if present) or the Siege Tower itself.

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Juggernaut  | 6 | 4  | 3  | 5 | 7 | 5 | 1 | 0 | 9  |
| Chaos Dwarf | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |

### Destruction of the Siege Tower and Loss of Crew

If the Siege Tower is destroyed, all models on board suffer a S5 hit. Any survivors are placed where the siege tower was destroyed, and must immediately reform into a normal rank and file unit.

If all the crew are slain, the Juggernaut still moves, shoots and fights as normal. Obviously each Chaos Dwarf crewman that is slain means that one less crewman can attack in close combat and shoot their blunderbuss.

### Siege Tower

In games of Warhammer Siege, the Juggernaut Siege Tower may assault fortress walls as described in the siege rules.



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**SPECIAL RULES: Terror; Large Target; Fly; Magic Resistance (2)**

|         | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Lammasu | 6 | 3  | 1  | 5 | 5 | 4 | 2 | 3 | 8  |

# GREAT TAURUS

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**SPECIAL RULES: Terror; Large Target; Fly; Breath Weapon (S3 Flaming Attack)**

## Fiery Hide

The skin of a Great Taurus glows red with flame and flickers with fire. A Great Taurus has a 4+ armour save and is immune to flaming attacks.

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

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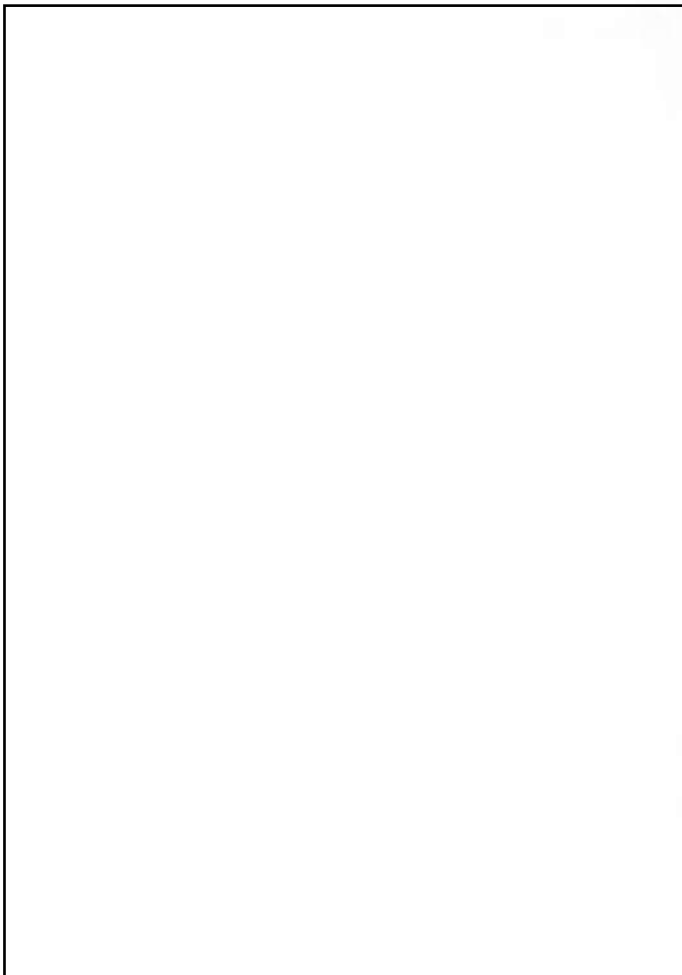
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# HIGH PRIESTS OF HASHUT

Within the dreaded plain of Zharr, the twisted Chaos Dwarf High Priests practice their horrific black arts of unholy rituals dedicated to their malevolent deity, Hashut, Father of Darkness. Unlike the Dwarfs of the Worlds Edge Mountains, the High Priests of the Chaos Dwarfs have embraced the art of sorcery through their foul devotion to the worship of Chaos and pacts made with ancient, despicable Daemons. With but a word or mere gesture, the High Priests can smite their enemies and cause great, fiery ruin around them. However, the potent sorceries of the Chaos Dwarf High Priests come with a heavy price. For gradually, over a period of hundreds of years, their magical energies begin to evoke changes in their bodies resulting in a horrific demise. Starting with their feet, the High Priest is slowly petrified into black obsidian stone. Once the process completely consumes the Priest, his remains is honoured as a statue and lined along the roadside around the Tower of Zharr-Naggrund.



|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| High Priest | 3 | 4  | 3  | 4 | 5 | 3 | 3 | 2 | 9  |

## SPECIAL RULES

**Slave Lords; Unyielding**

## CHAOS DWARF SORCERY

A Chaos Dwarf High Priest counts as level 4 Wizard though they never generate power dice. Dispel dice are generated in the normal manner (i.e. each High Priest generated 2 dispel dice).

A Chaos Dwarf High Priest knows all the spells from the Lore of Hashut.

### Casting Spells

Chaos Dwarf High Priests do not cast spells in the usual manner, their powers are fueled directly by their dark deity, Hashut and other ancient evils, unleashing potent bursts of sorcery bound directly into their warped minds.

In each Chaos Dwarf magic phase, a High Priest may cast up to two spells from the Lore of Hashut. Choose a spell and roll a

D6, on the result of a 2+ the spell is successfully cast as a bound spell, power level 7.

On the result of a 1, the spell fails as the Priest loses control of his vast power, accelerating his transformation to stone as his limbs become rigid and numb, forcing the Priest one step closer to his petrified demise. The Priest loses one point of Initiative from his profile. If a Chaos Dwarf High Priest's Initiative value ever drops to 0 or less, he is completely transformed to black obsidian and removed as a casualty.

A High Priest may never attempt to cast the same spell more than once per magic phase.

# THE LORE OF HASHUT

## Chaos Dwarf High Priests of Hashut know all of the following spells from the Lore of Hashut

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### DOOMROAR

*The Priest's eyes blaze red with fire and large horns sprout from his head taking the form of a mighty Bull, the Priest lets out a horrific roar.*

All friendly units within 24" of the High Priest automatically rally if they are fleeing. All such units may act normally.

### LAVA STORM

*Boiling molten lava erupts from the Priest's hands spewing forth and covering the foe in molten rock and burning cinders.*

This spell is a magic missile with a range of 24". The target struck suffers D6 S5 hits. Flaming attack.

### EARTHQUAKE

*The Priest stomps the ground in a ferocious manner while chanting the dark tongue of Hashut, causing tremors and earthshaking beneath his enemies.*

Earthquake may be cast on any enemy unit within 18". Until the start of the next Chaos Dwarf turn, the effected unit halves its Movement value and may not shoot in their following Shooting Phase. Effected Warmachines may only fire in their following turn on a D6 roll of 4+. Note that the Earthquake effect will not effect models that move by flying.

### HAIL HASHUT!

*The High Priest praises his lord Hashut beckoning promises and pacts in exchange for the Dark God's boon.*

If successfully cast, all further bound spells cast in this magic phase add 2 to their power level.

### FISTS OF FIRE

#### Remains in play

*The Priest's fists become white hot, radiating with an aura of red flames.*

This counts as a magic weapon. The High Priest gains an additional +3 Attacks to his profile and +2 to his Strength for the duration of the spell. While this spell is in effect, the Priest may not use any other weapons, nor may he combine this spell with other weapons. All of the Priest's attacks count as flaming attacks while the spell is in play. The spell may only be cast by the Priest on himself, even if in close combat.

### MAGMA TIDE

A tide of magical lava erupts from the ground underneath any friendly unit within 18" of the Priest, and which is not already engaged in close combat. The unit can immediately make a move of up to 6" in the same way as a normal move made in the Movement phase. The unit may even charge a unit within 6" if opportunity permits, and the same rules apply as for a normal charge made during the Movement phase. The enemy can only respond by holding their ground.

# ASTRAGOTH

## HIGH PRIEST OF HASHUT

Astragoth is the eldest living Chaos Dwarf sorcerer and the most potent authority in the ruling priest council. When Astragoth speaks the council listens, for only Astragoth has seemingly overcome the rapid petrification that succumbs all Chaos Dwarf High Priests and his knowledge of warfare and preservation is second to none. Even so, Astragoth's limbs have turned to obsidian and he no longer can walk on his own. Nearly a decade ago, Astragoth constructed a magically enchanted apparatus of arcane engineering that enables him to move about and crush his enemies asunder with mechanical limbs of destruction.

Despite his waning powers, Astragoth is still the most potent living sorcerer of the Chaos Dwarf Empire. Leading his race by example, Astragoth regularly takes command of his dark legions of Chaos Dwarf warriors into battle, enthraling his enemies into a damnable life of labour and torture within the dreaded Hell Pits of the Plain of Zharr. At the Battle of the Blasted Wastes, Astragoth's Chaos Dwarfs conqueror a huge coalition of Goblinoids led by the vengeful Black Orc Warlord Arcgor the Mangler, enslaving thousands more greenskins to the Hell Pit workshops of the Chaos Dwarfs.

In recent times, it was Astragoth who made the unholy pact with Archaon, the Everchosen of Chaos, trading huge batteries of Hell Cannons in exchange for hundreds of thousands more thralls to upkeep the heinous working conditions of the Chaos Dwarf weapon foundries. It is Astragoth's soul desire to sustain himself and the Chaos Dwarf Empire for the next ten thousand-year rule.

### MAGIC ITEMS

#### Night Stone

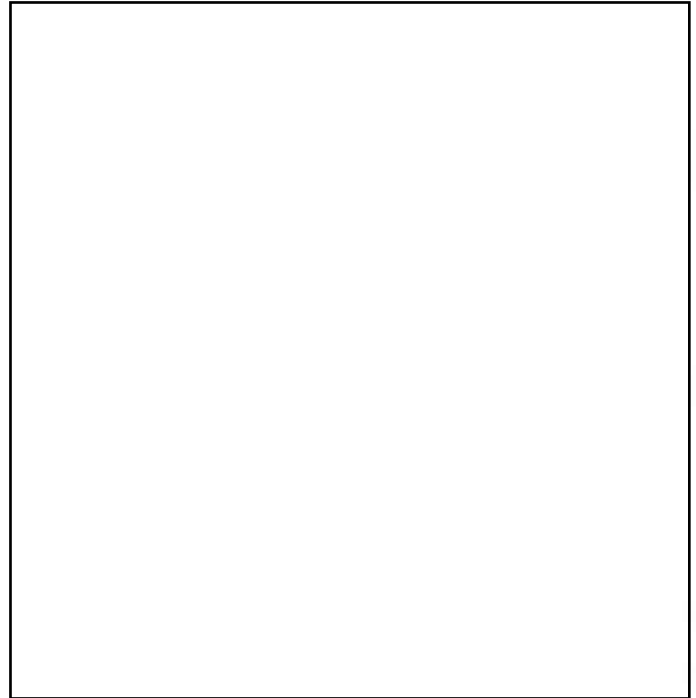
*The Night Stone is a small chunk of Warpstone fused with obsidian and encased within a lump of cooled magma. Soaked with the blood of a Lammasu and enchanted by Astragoth himself, the Night Stone attracts the attention and boon of Hashut himself.*

The Night Stone provides Astragoth with a 4+ ward save and renders him immune to flaming attacks.

#### Helm of Hashut

##### Bound spell, power level 4

*Astragoth wears a tall, ornate helm inscribed with vile runes dedicate to his dark deity. The helm heightens Astragoth's magical awareness and allows the High Priest to spew forth a hail of fire with but a mere gaze.* The Helm of Hashut contains the Lava Storm spell described in the Lore of Hashut. This means Astragoth may cast Lava Storm twice per magic phase (i.e. once as one of his standard bound spells and once through the helm).



### SPECIAL RULES

#### Slave Lords

#### More Machine Now Than Dwarf...

Astragoth is encased within an arcane machine of his own design that enables him to walk and powers his petrified limbs. This provides Astragoth with a 3+ armour save and the following special rules.

**Mechanical Locomotion:** Astragoth's semi-mechanical body gives him a movement value of 6". Astragoth may never move more than 6" and so may not march, nor may he charge greater than 6". However Astragoth will pursue and flee at the normal rate of 2D6". Additionally, the device grants Astragoth +1 Initiative, increasing his Initiative from 3 to 4 as shown on his profile.

**Death Blow:** Astragoth's steam-driven pistons that have replaced his now obsidian sinew allowing him to strike his enemies with a mechanical force far superior to standard limbs of muscle. If Astragoth hits in close combat with all 3 of his base attacks, then his mechanized limbs go into overdrive, smashing and slicing faster than ordinary flesh and bone. Astragoth may immediately roll another 3 additional attacks.

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

# ZHATAN THE BLACK

## COMMANDER OF THE TOWER OF ZHARR

Deep within the Dark Lands lays the horrific empire of the Chaos Dwarfs. Tens of Thousands of slaves labour under the shadow of the dark tower of Zharr Naggrund – the capital of the Chaos Dwarf Empire where thousands of souls are sacrificed to their evil deity, Hashut, Father of Darkness. From the burning forges of Zharr Naggrund come the most unyielding weapons and armour, and the foulest engines of destruction.

Overseer of this horrifying citadel and its deplorable workshops of thralls is the dreaded commander of the tower of Zharr, Zhatan the Black. Zhatan is a callous, malevolent creature that rejoices only in his cruel, unspeakable acts of slaughter and bloodshed, there is no worst fate than to be at the mercy of Zhatan. His mere presence is enough to quell the most obnoxious of greenskins, while his gaze will cause the hardest Orc into a whimpering submission. It is said that during the daily sacrifices offered to Hashut, the only sound louder than the screams of the woeful victims is the triumphant laughter of Zhatan.

In battle, Zhatan is borne aloft the ancient Throne of Hashut by Hobgoblin thralls. The Throne of Hashut is the most paramount artifact of the Chaos Dwarfs and is said to have been constructed by Hashut himself as a gift to his most mighty of servants. Zhatan is currently the favoured champion of Hashut with each enemy slain or sacrificed in the tower of Zharr being a sacred tribute to his master, the Father of Darkness.

**Wargear:** Zhatan carries a Shield of Hashut and wears heavy armour. In battle, Zhatan wields the Black Hammer of Hashut (see the Artifacts of Obliteration section for details).

**Mount:** Zhatan rides aloft the Throne of Hashut. Zhatan, the Throne of Hashut and 4 Hobgoblin bearers have a single profile and count as one model mounted on a single 40mmx40mm base. The combined model has a Unit Strength of 4.

### MAGIC ITEM

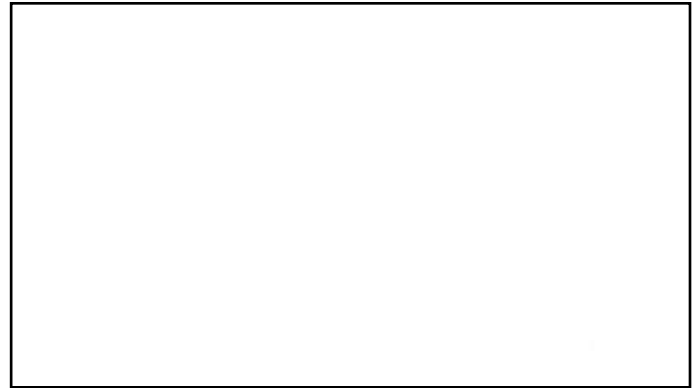
#### Shield of Hashut

Shield. If Zhatan makes a success armour save after being wounded by a magic weapon (including a runic weapon), the Shield of Hashut will nullify the magic weapon's power on a D6 roll of 4+. Roll once immediately, not per saved wound. If the magic weapon is nullified, treat the weapon as a mundane weapon of its type.

### SPECIAL RULES

#### Slave Lords

**Hatred:** Zhatan's heartless cruelty knows no bounds; as a result Zhatan hates all his enemies and is affected by the rules for *Hatred* against all enemies as described in the Warhammer rulebook.



**Throne of Hashut:** Zhatan is borne into battle by Hobgoblin thralls atop the ancient Throne of Hashut; made of invulnerable black obsidian and marked with runes of ancient evil said to be inscribed by Hashut himself! The Throne provides Zhatan with a +2 bonus to his armour save (giving him a 1+ armour save in total) and a Magic Resistance (3).

Zhatan has a movement rate of 6", this is the maximum amount of inches Zhatan may move each turn. This means that Zhatan may not march, nor may he double his movement for charging. Like all Chaos Dwarfs, Zhatan still flees and pursues at 2D6-1". Note that although 4 Hobgoblin bearers carry the Throne of Hashut, these Hobgoblins are far too busy carrying the throne to be able to attack. Therefore the Hobgoblins do not make any attacks in close combat.

**Bulwaark the Snotling:** Bulwaark is Zhatan's Snotling assistant and pet who accompanies the Chaos Dwarf Lord wherever he goes. Bulwaark counts as the army Battle Standard Bearer, conferring all the usual benefits. This means you may not include another Battle Standard Bearer in your army if your army includes Zhatan. Bulwaark cannot attack or be attacked, if Zhatan is slain, Bulwaark is also destroyed.

**Slave Tyrant:** No greenskin would dare run amok in the presence of the Commander of the Tower of Zharr, else suffer a heinous fate far worse than any death. Friendly units of Hobgoblins and Rabble within 6" of Zhatan are exempt from the Animosity rule. In addition, Zhatan causes Terror in all enemy units of Orcs, Goblins, Hobgoblins and Gnoblar (of any type) as described in the Warhammer rulebook.

|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Zhatan the Black | 6 | 8  | 4  | 4 | 5 | 4 | 4 | 4 | 10 |



# GORDUZ BACKSTABBER

## SCOURGE OF THE DARK LANDS

Hobgoblins are backstabbing, double-dealing and ruthlessly treasonous creatures. Only the Hobgoblins most efficient in the arts of treachery rise up through the mobs of such despicable Goblinoids and then only the most sneaky or lucky can remain in charge for any significant length of time. Fortunately for Gorduz Backstabber, he shares all of the above talents along with an exceptional streak of extremely good luck. Hence, Gorduz is the longest living and greatest Hobgoblin Chieftain of all time, or so he claims!

It was Gorduz that led his fellow Hobgoblins against the rebelling Black Orcs that seized the Tower of Zharr-Naggrund, treacherously double-crossing the Orcs on the verge of victory and quite possibly saving the entire Chaos Dwarf Empire from destruction at the hands of the foul Black Orcs. For this treacherous deed, the Chaos Dwarfs rewarded the Hobgoblin Chieftain with great personal power. Gorduz holds sway over all the Hobgoblins of the Dark Lands. He leads tribes of Hobgoblins to plunder and raid the enemies of the Chaos Dwarfs, scours the Dark Lands for fresh quarries of slaves and shamelessly parades throughout the lands promoting the iron fist of the Chaos Dwarf Empire and his own tyrannical authority.

Gorduz is notoriously hated by the greenskins of the World Edge Mountains and rightly feared as well. As a result many Goblinoid tribes will make common cause with Gorduz if they cross paths with the vicious Hobgoblin Chieftain, while others, even other Hobgoblins, mean to kill him! As of yet, none have been successful...

### MAGIC ITEM

#### Eye-Gouger

*Rumoured to have been enchanted by a Hobgoblin shaman, Eye-Gouger is the trusty blade of Gorduz Backstabber, the longest living, and self-proclaimed greatest Hobgoblin Chieftain of all time. With this mighty axe, Gorduz has quelled many challengers and attempts at his life from jealous underlings.*

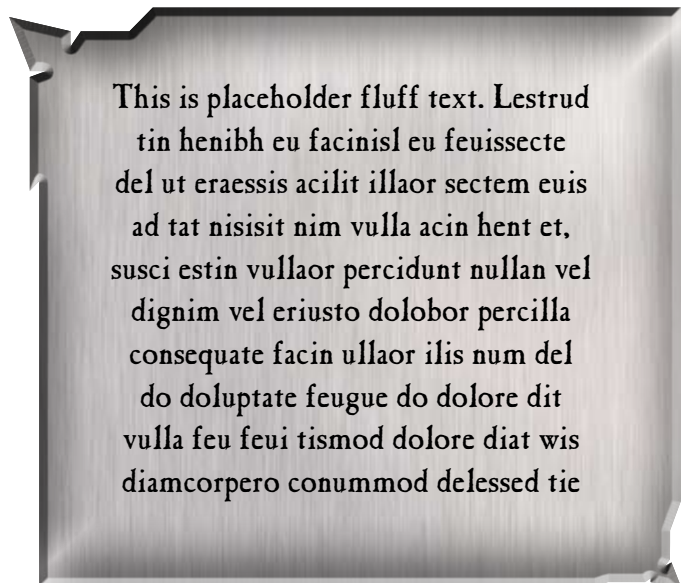
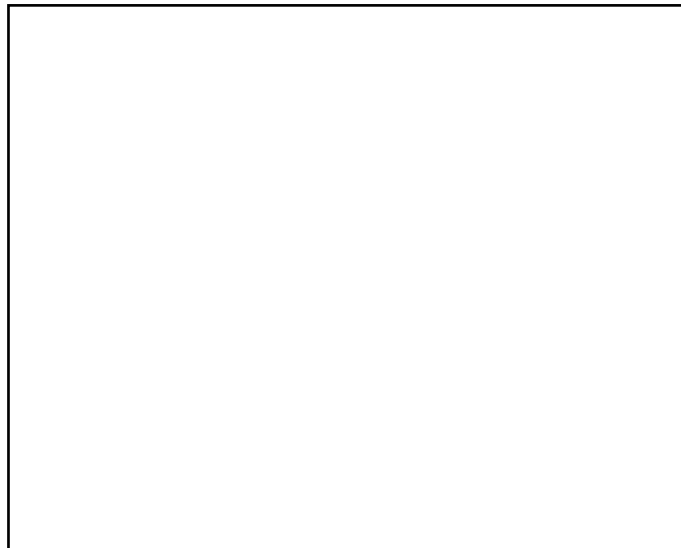
Hand weapon. The axe provides Gorduz with poisoned attacks, killing blow and the armour piercing special rules.

### SPECIAL RULES

#### Hobgoblin Hordes.

#### Third Time's a Charm

*Gorduz Backstabber has a remarkable talent for escaping death!* Whenever Gorduz suffers his third and final wound (after saves) or is killed outright, he automatically receives a special 3+ ward save. Gorduz takes this special save each time he suffers his final wound, so long as he stays lucky!



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#### Mean and Green!

*Gorduz is equally feared, hated and respected by other greenskins.* As a result all (enemy) Orc, Goblin, Hobgoblin and Gnoblar units (of any type) follow the rules for Hatred against Gorduz Backstabber and any unit he is with. Additionally, Gorduz Backstabber causes Fear in all such models.

|         | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Gorduz  | 4 | 6  | 3  | 4 | 4 | 3 | 5 | 4 | 8  |
| Redfang | 9 | 3  | 0  | 4 | 3 | 1 | 3 | 2 | 3  |

# RYKARTH THE UNBREAKABLE

## LOREM IPSUM SIT DELORES

Deep within the Dark Lands lays the horrific empire of the Chaos Dwarfs. Tens of Thousands of slaves labour under the shadow of the dark tower of Zharr Naggrund – the capital of the Chaos Dwarf Empire where thousands of souls are sacrificed to their evil deity, Hashut, Father of Darkness. From the burning forges of Zharr Naggrund come the most unyielding weapons and armour, and the foulest engines of destruction.

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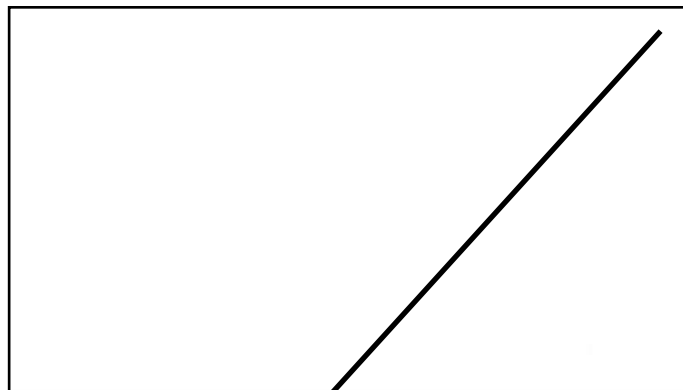
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|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Zhatan the Black | 6 | 8  | 4  | 4 | 5 | 4 | 4 | 4 | 10 |

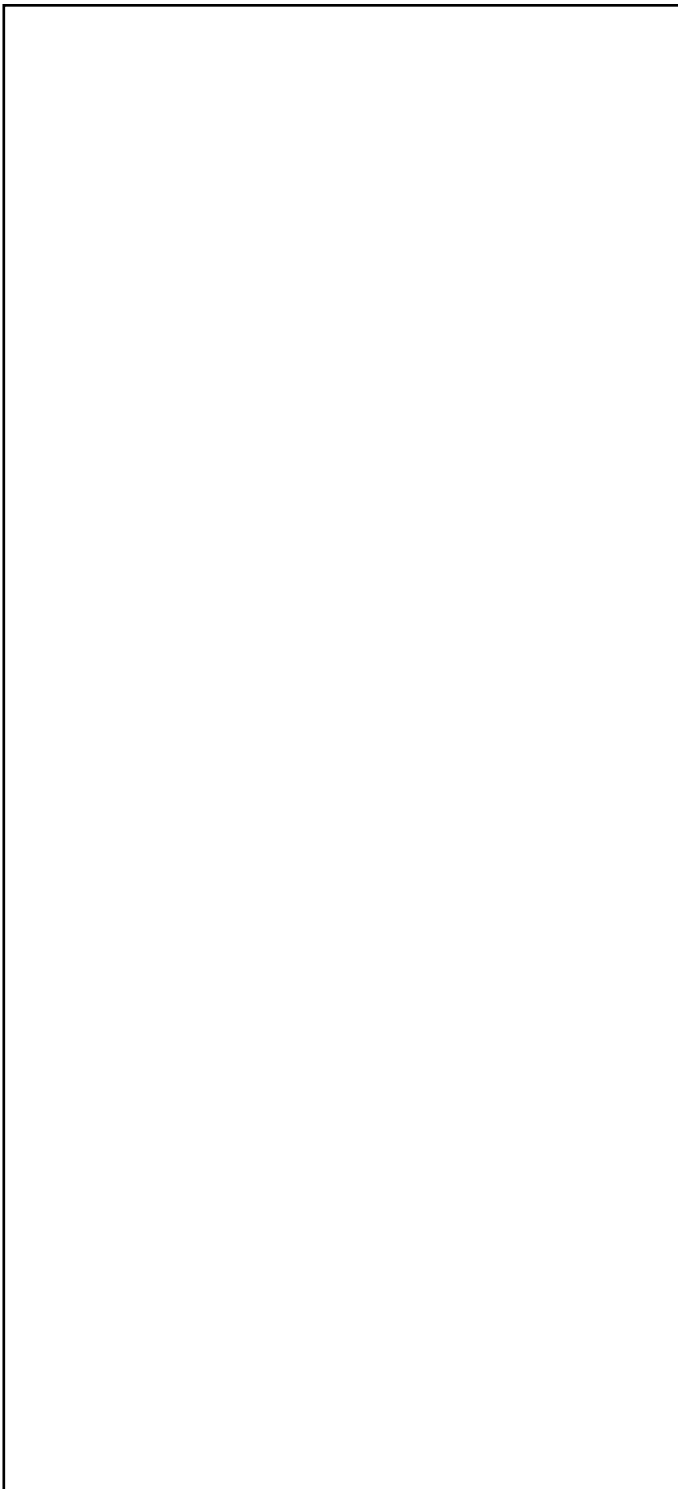
# ARTIFACTS OF OBLITERATION

The following is a list of 'Dwarfs of Chaos only' magic items. Only models from this book may use these items and all rules pertaining to magic items as described in the Warhammer rulebook apply to these 'Dwarfs of Chaos only' magic items. All magic items are selected as options in the army list entries.

Models from this book may also choose magic items from the common magic item list detailed in the Warhammer rulebook. For the point costs of these items refer to *Warhammer Armies: Warriors of Chaos*.

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# ARTIFACTS OF OBLITERATION

## MAGIC WEAPONS

### THE BLACK BLADE OF OBSIDIAN 65 pts.

*Made from a rare form of meteoric obsidian, the blade nullifies and destroys protective magical energies.*

No armour saves are allowed. If a model suffers an unsaved wound by this weapon, their ward save (if they have one) is destroyed for the remainder of the game.

### AXE OF ZHRAZAK 65 PTS.

*It is said that Zhrazak was able to steal the secrets of his distant kin in the Worlds Edge Mountains to forge a weapon of great runic power.*

Great Weapon. The bearer gains the Always Strikes First special rule.

### DAEMONSHRIEKER 50 pts

*The blade moans and wails in a horrific cacophony causing those near it to become overwhelmed with feelings of dread and despair.*

The bearer of the blade causes *Terror*.

### HELL BLADE OF HASHUT 50 pts

*The weapon bursts forth a raging infernal summoned from the Ninth Plane of Hashut causing flesh and bone to run like melted wax.*

Hand weapon. +1 Strength and flaming attacks. Once per game, the weapon may unleash a fiery inferno upon the enemy. This counts as a S3 Breath Weapon, flaming attacks.

### DEATH MACE 50 PTS.

*Covered with rigged spikes of magically wrought adamantium, the mace rips through armour and flesh, maiming and disfiguring its target.*

The mace grants the wielder +1 Strength and Attacks. Armour piercing.

### AXE OF GRAZNAK 50 PTS

*The axe flickers and screeches as it senses hated foes approaching.*

Any model hit by the axe will automatically suffer a wound; no 'To Wound' roll is required.

### THE HAMMER OF HASHUT 45 PTS.

*This infernal hammer blazes with magical fire that never exhausts and foes struck by the great hammer burst into a combustion of flames.*

The weapon grants the wielder +2 Strength and flaming attacks.

### PHANTOM BLADE 40 pts

*A mere scratch from a Phantom Blade causes those it cuts to become insubstantial and intangible, eventually erasing the victim from existence as their body and soul fades into nothingness.*

A model wounded by the Phantom Blade (after saves) reduces its entire profile by 1 point (except Wounds). At the start of each of its turns, a model wounded by Phantom Blade must make a Leadership test. If the test is failed, the model's entire profile is, again, reduced by 1 point (except Wounds).

### SOUL EATER 35 pts

*Forged with the sentience of a Devourer Daemon, the blade croons a horrible tune as it consumes the souls of the victims it slays.*

Soul Eater grants the bearer Killing Blow and +1 WS.

### HAILFIRE GUN 25 pts.

*The Hailfire Gun is a magically enchanted blunderbuss that fires shrapnel blazing with magical flame.*

Blunderbuss. All hits from the Hailfire Gun are resolved at with Strength 5 and have the flaming attacks and 3 x multiple shots special rules.

### BLADES OF BACKSTABBING 25 pts.

**Hobgoblins only.**

*These poisonous blades once belonged to the Sneaky Git chieftain, Rotsnik Blackstab, until the sneaky Hobgoblin boss was backstabbed himself and his blades taken*

Grants the wielder +1 Strength and Attacks. Poisoned attacks.

# ARTIFACTS OF OBLITERATION

## MAGIC ARMOUR

### HELL ARMOUR **50 pts**

*Forged in the Hell Pits of Gorgoth and enchanted by Sorcerers of Hashbut, the armour illuminates with an aura of fire as blows are turned aside.*

Chaos Armour. When the wearer of the armour is wounded by a magical attack or flaming attack he gains a 3+ ward save.

### ARMOUR OF STONE **50 pts.**

*The armour of stone is a suit of chaos armour fused with flesh of the long dead Sorcerer, Zharbhark Hellion, increasing the wearer's resilience to that of solid stone.*

Chaos Armour. Grants the wearer +1 Toughness.

### ARMOUR OF THE FURNACE **45 pts**

*The armour eternally blazes with unholy, magical hellfire that absorbs hostile energy, making a mockery of the most potent of blades.*

Chaos armor. Additionally, the armour provides a 5+ ward save and the wearer and his mount are immune to flaming attacks.

### ARMOUR OF GAZRAKH **30 pts**

*Forged from the carcass of a Greater Daemon, the runic armour of Ghazrack is all but impossible to penetrate.*

Provides a 1+ armour save that cannot be improved in any way.

### ARMOUR OF DEVIOUS FATE **25 PTS**

**Hobgoblins only.**

*The wearer of the armour has an uncanny ability of avoiding blows and assassination, an extremely useful tool in treacherous Hobgoblin society.*

Light armour. All successful 'To Hit' rolls in close combat against the wearer must be re-rolled. The second result stands.

## TALISMANS

### SHARD OF OBSIDIAN **75 pts**

*This tiny shard of black obsidian is said to be but a sliver taken from the left hoof of Hashbut himself. The bearer illuminates with the dark aura of his evil deity.*

The wearer may not be affected by spells (including friendly spells). Note that this item does not dispel spells, it simply renders its bearer immunity to their affects. The bearer and any model in base contact may not cast spells, even bound spells.

### AMULET OF HASHUT **40 pts**

*The amulet is made of pure obsidian glass that holds a mere fraction of the Hashbut's anger bound within.*

The bearer of the Amulet of Hashut and any unit he is with Hates all enemies. In addition, the amulet provides a 5+ ward save to the bearer.

### FIRE STONES OF UZKUL **35 pts**

*Firestones are common magical rocks of debris; leftovers of greater enterprises found in the massive foundries and workshops of the Chaos Dwarfs.*

Provides Magic Resistance (2) and a 6+ Ward save. A Chaos Dwarf player may include multiples of this item in his/her army, though a model may only carry one such item.

### CROOKED DICE **15 pts**

**Hobgoblins only.**

*Hobgoblins enjoy playing games of chance, often delighting in inventing new ways of cheating, rather than actually playing the games. Seldom they come across dice of extraordinary good luck, while other times rather, lethal, bad luck...*

The bearer of the item gets D3 rerolls that may be used on any dice roll that effects the bearer (i.e. armour saves, failed rolls to hit, etc). These rerolls are determined after deployment, but before the game begins.

If a '1' is rolled when determining the number of rerolls, the Hobgoblin model does not get any rerolls this game and suffers a wound with no saves of any kind allowed.

# ARTIFACTS OF OBLITERATION

## ARCANE ITEMS

### CHALICE OF FIRE 50 pts

**One use only.**

*The most potent Priests of Hashut consume raw, hot magma from massive bronze chalices, fueling their bodies with infernal energy.*

The Chaos Dwarf player may choose to roll a D3 at the start of any player's Magic phase. The number rolled is the number of power/dispel dice both players' must remove from their magic dice pools.

### DAEMON BANE 50 pts

**Bound spell, power level 4**

*This tiny bauble was created from a pickled Daemon's head and the magical tusks of a mighty Lammasu. With its power, the bearer may open a temporary gateway into the Realm of Chaos, which absorbs indigenous entities back from whence they were spawned.*

The Daemon Bane casts the Cleansing Flare spell from the Lore of Light, as described in the Warhammer rulebook.

### ARCANE APPARATUS 35 pts

*Based on designs by the High Priest Astragoth himself, this mechanical device enables a High Priest to move about with greater speed and authority, despite his slow transformation into obsidian.*

A High Priest with an arcane apparatus gains +1 Initiative and Attack.

## ENCHANTED ITEMS

### THE BLACK GEM OF NARG 35 pts

**One use only.**

*The Black Gem contains the ancient Wind Daemon, Narg'Adon, and is said to be able to momentarily freeze space and time.*

The Black Gem may be activated at the start of any Close Combat phase, after challenges are declared and accepted. The bearer of the gem and one model in base contact (of the bearer's choice) cannot attack or be attacked for the duration of the combat (including steeds). Combat resolution is worked out as normal.

### THE BULL HORN OF UZKULAK 35 pts

**Bound spell, power level 3**

*The Bull Horn is a hollowed, twisted, black horn of a Great Taurus. When sounded, enemies are overcome with feelings of dread and despair, while the warriors of the Chaos Dwarfs rejoice with renewed confidence.*

The Bull Horn contains the Doomroar spell as described in the Lore of Hashut.

### HELM OF AZGORH 25 pts

*Overlord Azgorh was responsible for the enslavement and destruction of hundreds of Goblinoid tribes that had made their lairs in the southern region of the Dark Lands, known today as the Desolation of Azgorh. His magical helm rendered the greenskin shamans powerless against his dark legions.*

The bearer of the helm adds one dispel dice to the pool in each enemy magic phase.

## GAUNTLETS OF

### BAZHRACK THE CRUEL 20 pts

*Bazhrack was an utterly insane Overlord, who, in bouts of inexplicable madness, slaughtered his own aids and warriors that lingered too closely. Now long dead, his gauntlets still contain the Overlord's sinister derangement.*

Grants the wearer +1 Strength. If the wearer rolls a '1' on a 'To Hit' roll, the blow strikes a random friendly model or mount in base contact instead.

# ARTIFACTS OF OBLITERATION

## HEXAICON OF HASHUT 20 pts

**One use only.**

*This six-sided cube bears the baneful rubric of Hashut, when properly manipulated the runes illuminate fiery orange consuming and countering hostile magics.*

When an enemy model cast a successful spell, the Chaos Dwarf player may use the Hexacon instead of making a dispel roll. When the Hexacon is used, the Chaos Dwarf player rolls 6D6. If the total dice result equals or exceeds the caster's score or power level of the enemy spell the spell is prevented and ceases to work. This item does not work on spells cast with irresistible force.

## MAGIC STANDARDS

### THE BLACK STANDARD OF ZHARR NAGGRUND 125 pts

*The black standard was created by Astragoth, eldest of the Chaos Dwarf High Priests, using the flayed skin of a Bloodthirster fused and bound together by dried magma. Etched to the front is the magically enchanted, bull-like Face of Hashut.*

The Bearer and all friendly models within 12" are Immune to Psychology.

### THE STANDARD OF SLAVERY 50 pts

*The banner is made from a collection of various Goblinoid hide, pinned together by crude iron nails. It is a reminder to all greenskin thralls that to flee from battle offers a far worst fate than mere death.*

Hobgoblin and Rabble units within 12" of the banner may re-roll any failed Psychology tests.

### BANNER OF DAEMONIC TIDES 45 pts

**Chaos Dwarfs only.**

*The banner summons the aid of tiny Wind Daemons that surround the marching soldiery in shadow, propelling them forwards with seemingly dark acceleration.*

All Chaos Dwarfs in the unit gain +1 Movement.

## STONE TOTEM OF ZHOUGHAR 30 pts

**Bound spell, power level 3.**

*Such was the power of Zhoghar that even after his death from petrifying, his obsidian, lifeless husk still has the ability to cast spells.*

The totem contains a magic missile spell with a range of 24". The target struck suffers D6 S4 hits. Flaming attacks.

### THE SHADOW STANDARD OF HASHUT 25 pts

*The standard covers the unit in a thick blanket of darkness making it difficult for the enemy to spy their foes.*

All range attacks that roll 'To Hit' suffer a -1 penalty to their BS when targeting the unit.

### ICON OF DARK BROTHERHOOD 25 pts

*This ancient symbol once represented the Dwarf Empire of old during its golden age. Now, altered and corrupted by the Chaos Dwarfs, who carry the icon in blasphemy and mockery of their counterparts in the Worlds Edge Mountains.*

The unit carrying the banner Hates all Dwarf units.

### BANNER OF OBEDIENCE 15 pts

*Enchanted by a High Priest, the banner subdues dissension within the ranks, making those under its power more agreeable to suggestion and following orders.*

The unit ignores the Animosity special rule (if they have it).

# DWARFS OF CHAOS ARMY LIST

This army list enables you to turn your collection of Chaos Dwarf Citadel miniatures into an army ready for a tabletop battle. As described in the Warhammer rulebook, this army list is divided into four sections: Characters (Lords & Heroes), Core Units, Special Units and Rare Units.

## CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost assigned to it. This reflects how effective a model is on the battlefield. For example a lowly Hobgoblin Warrior is a mere 4 points, while a mighty Inferno Golem costs 65 points!

Usually, both players choose armies of the same, agreed points total. You may spend fewer points, and you might find it impossible to use up every last point. Most '2,000 point' armies, for example, will end up being something like 1,997 or 1,999 points.

To form your collection of Dwarf of Chaos miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options the unit may have. Then select your next unit, calculate its points cost and so on until you reach the agreed points total for the game you are playing. In addition to the models' points values, there are a few other rules that govern which units you may include in your army, see Choosing Character and Choosing Troops opposite.

## ARMY LIST 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** show the individual characteristics of the troops in each entry. Where several profiles are required, these will also be given even if, as in many cases, they are optional (such as a mount).

**Unit Size** defines the minimum size for each unit. The minimum size of a unit is normally 10, though there is exceptions, for example most cavalry units have a minimum size of 5. In some cases, units will have a maximum size.

**Equipment** shows all the weapons and armour the particular trooper comes with at standard base cost. All models come with a hand weapon, while others might automatically come with blunderbusses, shields or whatever.

**Options** are just that. Options give units the option to take extra equipment such as armour, additional weapons and also standard, musicians and regimental champions.

## CHOOSING CHARACTERS

Characters are divided into two separate categories: Lords and Heroes. The maximum amount of characters an army can include is shown on the chart below.

| Army Points Value | Total Characters | Max. Lords |
|-------------------|------------------|------------|
| Less Than 2,000   | 3                | 0          |
| 2,000 or more     | 4                | 1          |
| 3,000 or more     | 6                | 2          |
| 4,000 or more     | 8                | 3          |
| Each +1,000       | +2               | +1         |

An army never has to have the maximum amount of characters, it can take fewer than indicated. An army must, however, always have at least one character, this being the army General. If you include more than one character, the one with the highest Leadership characteristic is the General. When one or more characters have the same (and highest) Leadership, choose one to be the General and announce which model it is to your opponent when you deploy your army.

## CHOOSING TROOPS

Troops are divided into Core, Special and Rare Units. The number of each type of unit available depends on the army's point value, indicated on the chart below.

For Core units, there is a minimum number of units from this category that you must take. Only units of Chaos Dwarf Warriors and Annihilators count towards the minimum Core units in a Dwarfs of Chaos army.

For Special and Rare units, there is a maximum number of units that you may field.

| Army Points Value | Core    | Special | Rare |
|-------------------|---------|---------|------|
| Less Than 2,000   | 2+      | 0-3     | 0-1  |
| 2,000 or more     | 3+      | 0-4     | 0-2  |
| 3,000 or more     | 4+      | 0-5     | 0-3  |
| 4,000 or more     | 5+      | 0-6     | 0-4  |
| Each +1,000       | +1 min. | +0-1    | +0-1 |

In some cases other limitations may apply to a particular unit. This will always be specified in the particular army list entry. For example, the Hobgoblin Spear Chukka unit entry allows 1-2 Spear Chukkas per Special Unit choice. This means that up to 2 Hobgoblin Spear Chukkas may be taken as a single Special Unit choice, rather than just 1.





# LORDS

## ZHATAN THE BLACK

410 Points

|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Zhatan the Black | 6 | 8  | 4  | 4 | 5 | 4 | 4 | 4 | 10 |

*Zhatan the Black is a Chaos Dwarf Overlord and counts as a single Lord choice in a Chaos Dwarf army.*

*You may only field one Zhatan the Black.*

**Mount:**

Throne of Hashut

**Magic items:**

Shield of Hashut

Black Hammer of Hashut

**Equipment:**

- Hand weapon
- Chaos armour

**Special Rules:**

- Slave Lords
- Slave Tyrant
- Unyielding
- Hatred
- Bulwaark the Snotling



## GORDUZ BACKSTABBER

160 Points

|         | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Gorduz  | 4 | 6  | 3  | 4 | 4 | 3 | 5 | 4 | 8  |
| Redfang | 9 | 3  | 0  | 4 | 3 | 1 | 3 | 2 | 3  |

*Gorduz is a Hobgoblin Chieftain and counts as a single Lord choice in a Chaos Dwarf army. You may only field one Gorduz Backstabber.*

**Mount:**

Gorduz may ride his Giant Wolf, Redfang .....25 pts

**Equipment:**

- Bow
- Shield
- Light armor

**Magic items:**

Eye-Gouger

**Special Rules:**

- Hobgoblin Hordes
- Third Time's a Charm
- Mean and Green!



## ASTRAGOTH

420 Points

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

*Astragoth is a Chaos Dwarf High Priest of Hashut and counts as a single Lord choice in a Chaos Dwarf army. You may only field one Astragoth.*

**Magic items:**

Night Stone  
Helm of Hashut

**Special Rules:**

- Slave Lords
- More Machine  
Now Than Dwarf...

**Magic:** Astragoth is a Chaos Dwarf High Priest and follows all the rules for Chaos Dwarf Sorcery on page xx.



## HIGH PRIEST OF HASHUT

200 Points

|               | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| High Sorcerer | 3 | 4  | 3  | 4 | 5 | 3 | 3 | 2 | 9  |

**Equipment:**

- Hand weapon
- Chaos armour

**Special Rules:**

- Slave Lords
- Unyielding

**Options:** \_\_\_\_\_

**Mount:**

Lammasu.....200 pts

**Magic items:**

Any, up to 100 pts



# LORDS

## CHAOS DWARF OVERLORD

145 Points

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

### Equipment:

- Hand weapon
- Chaos armour

### Special Rules:

- Slave Lords
- Unyielding

### Options:

#### Weapons:

- Blunderuss.....10 pts  
**(one choice only)**
- Great weapon.....6 pts
- Additional hand weapon.....6 pts

#### Armour:

- Shield.....3 pts

#### Mount:

- Great Taurus.....230 pts
- Lammasu.....200 pts
- Juggernaut.....330 pts  
(Counts as a Rare Unit Choice)

#### Magic items:

Any, up to 100 pts



## GREAT BULL CENTAUR

170 Points

|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Great Bull Centaur | 8 | 6  | 2  | 5 | 5 | 3 | 5 | 5 | 9  |

### Equipment:

- Hand weapon

### Special Rules:

- Slave Lords

**Bull Masters** If your army contains a Great Bull Centaur then one unit of Bull Centaurs may count as a Core Unit choice, rather than a Special Unit choice. This counts towards the minimum Core Unit requirement.

### Options:

#### Weapons:

- (one choice only)**
- Great weapon.....6 pts
- Additional hand weapon ....6 pts

#### Armour:

- Heavy Armour.....6 pts
- Chaos Armour.....10 pts
- Shield.....3 pts

#### Magic items:

Any, up to 100 pts



## HOBGOBLIN CHIEFTAIN

70 Points

|                     | M | WS | BS | S | T | W | I | A | Ld |
|---------------------|---|----|----|---|---|---|---|---|----|
| Hobgoblin Chieftain | 4 | 6  | 3  | 4 | 4 | 3 | 4 | 4 | 8  |

### Hobgoblin Hordes

If a Hobgoblin Chieftain is the army general, then units of Hobgoblin Warriors and Hobgoblin Wolf Riders **do** count towards the minimum number of required Core Unit choices. Chaos Dwarf Warriors and Annihilators count as Rare Unit choices.

Additionally, one unit of Hobgoblin Warriors may carry a magic banner worth up to 50 points.

### Options:

#### Equipment:

- Hand weapon

#### Weapons:

- Bow.....3 pts
- (one choice only):**
- Great weapon.....6 pts
- Additional hand weapon.....6 pts
- Additional poisoned hand weapons.....16 pts
- Spear, if mounted.....3pts

#### Special Rules:

- Treacherous Gitz

#### Armour:

- Light Armour.....3pts
- Shield.....3 pts

#### Mount:

- Giant Wolf.....18 pts

#### Magic items:

Any, up to 50 pts



# HEROES

## RYKARTH THE UNBREAKABLE 200 Points

|         | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Rykarth | 3 | 7  | 4  | 4 | 5 | 2 | 2 | 3 | 9  |

*Rykarth the Unbreakable is a Chaos Dwarf Slavemaster and counts as a single Hero choice in a Chaos Dwarf army.*

*You may only field one Rykarth the Unbreakable.*

**Equipment:**  
• Great axe

**Magic items:**  
Armour of Ghazrakh

**Special Rules:**

- Slave Lords
- Unyielding
- Killing Blow
- Cause Fear
- Unbreakable
- Commander of the Obsidian Guard



## CHAOS DWARF SLAVEMASTER\* 65 Points

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Slavemaster | 3 | 6  | 4  | 4 | 5 | 2 | 3 | 3 | 9  |

**Equipment:**  
• Hand weapon  
• Chaos armour

**Special Rules:**  
• Slave Lords  
• Unyielding

**Options:**

**Weapons:**  
Blunderbuss.....10 pts  
(one choice only)  
Great weapon.....4 pts  
Additional hand weapon.....4 pts  
**Armour:**  
Shield.....2 pts

**Mount:**  
Juggernaut.....330 pts  
(Counts as a Rare Unit Choice)

**Magic items:**  
Any, up to 50 pts



## DAEMONSMITH 85 Points

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Daemonsmith | 3 | 5  | 5  | 5 | 4 | 2 | 2 | 2 | 9  |

**Equipment:**  
• Hand weapon  
• Daemon Weapon  
• Chaos armour

**Special Rules:**  
• Slave Lords  
• Unyielding

**Options:**

**Armour:**  
Shield.....2 pts

**Magic items:**  
Any, up to 50 pts



# HEROES

## GREAT HORN BULL CENTAUR\* 100 Points

|            | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Great Horn | 8 | 5  | 2  | 4 | 5 | 2 | 4 | 4 | 8  |

**Equipment:**

- Hand weapon

**Special Rules:**

- Slave Lords

**Options:**

**Weapons:**

(one choice only)

- Great weapon.....4 pts
- Additional hand weapon.....4 pts

**Armour:**

- Heavy Armour.....4 pts
- Chaos Armour.....10 pts
- Shield.....2 pts

**Magic items:**

Any, up to 50 pts



## HOBGOBLIN OVERSEER\*

## 40 Points

|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Hobgoblin Overseer | 4 | 5  | 3  | 4 | 4 | 2 | 3 | 3 | 7  |

**Equipment:**

- Hand weapon

**Special Rules:**

- Treacherous Gitz

**Options:**

**Weapons:**

- Bow.....2pts
- (one choice only):
- Great weapon.....4 pts
- Additional hand weapon....4 pts
- Additional poisoned hand weapons.....14 pts
- Spear, if mounted.....2 pts

**Armour:**

- Light Armour.....2pts
- Shield.....2 pts

**Mount:**

- Giant Wolf.....12 pts

**Magic items:**

Any, up to 25 pts

**BATTE STANDARD BEARER\***

One Chaos Dwarf Slavemaster or Great Horn Bull Centaur included in the army may carry the army Battle Standard at +25 points. The Battle Standard Bearer may carry a Magic Standard (no points limit) though if a magic banner is taken the Battle Standard Bearer may not take any other magic items. If the army general is a Hobgoblin Chieftain then one Hobgoblin Overseer included in the army may carry the army Battle Standard at +25 points as described above.

## LORDS AND HEROES MOUNTS

|              | M | WS | BS | S | T | W | I | A | Ld | Special Rules  |
|--------------|---|----|----|---|---|---|---|---|----|--|
| Giant Wolf   | 9 | 3  | 0  | 3 | 3 | 1 | 3 | 1 | 2  | none   |
| Lammasu      | 6 | 3  | 1  | 5 | 5 | 4 | 2 | 3 | 8  | Terror; Large Target; Fly; Magic Resistance (2)      |
| Great Taurus | 6 | 5  | 1  | 6 | 5 | 4 | 3 | 4 | 6  | Terror; Large Target; Fly; Breath Weapon, Fiery Hide |



# CORE

## CHAOS DWARF WARRIORS

8 Points

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Chaos Dwarf  | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |
| Slaver       | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 2 | 9  |
| Eruption Gun | - | -  | -  | - | 7 | 3 | - | - | -  |

**Unit Size:**  
10+

**Equipment:**  
• Hand weapon  
• Heavy armour

**Special Rules:**  
• Slave Lords  
• Unyielding

**Options:**

**Weapons**

(one choice only):

Great axes.....2 pts  
Additional hand weapons...1 pts  
Spears.....1 pts

**Armour:**

Shields.....1 pt  
Chaos Armour.....3 pts

**Upgrades:**

Musician.....5 pts  
Standard Bearer.....10 pts  
**One unit of Chaos Dwarf Warriors may carry a Magic Banner worth up to 50 pts.**  
Slaver.....10 pts  
May have one attached  
Eruption Gun.....60 pts



## CHAOS DWARF ANNIHILATORS 12 Points

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Annihilators | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |
| Slaver       | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 2 | 9  |

**Unit Size:**  
10+

**Equipment:**  
• Hand weapon  
• Heavy armour  
• Blunderbuss

**Special Rules:**  
• Slave Lords  
• Unyielding

**Options:**

**Upgrades:**

Musician.....5 pts  
Standard Bearer.....10 pts  
Slaver.....10 pts

### MASTER AND SERVANT

Only Chaos Dwarf Warriors and Chaos Dwarf Annihilators count toward the minimum number of required Core Unit choices.

Kevin, add fluff text here!



# CORE

## HOBGOBLIN WARRIORS

4 Points

|                      | M | WS | BS | S | T | W | I | A | Ld |
|----------------------|---|----|----|---|---|---|---|---|----|
| Hobgoblin Warrior    | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 1 | 6  |
| Hobgoblin Taskmaster | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 2 | 6  |
| Slaver               | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 2 | 9  |

### Options:

### Options:

Shields.....1 pt  
 Bows.....2 pts

### Upgrades:

Musician.....4 pts  
 Standard Bearer.....8 pts  
 Hobgoblin Taskmaster.....8 pts

**Unit Size:**  
20+

**Equipment:**  
 • Hand weapon  
 • Light armour

**Special Rules:**  
 • Animosity  
 • Treacherous Gits



## HOBGOBLIN WOLF RIDERS

13 Points

|                 | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Wolf Rider      | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 1 | 6  |
| Wolf Rider Boss | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 2 | 6  |
| Giant Wolf      | 9 | 3  | 0  | 3 | 3 | 1 | 3 | 1 | 2  |

### Options:

### Options:

Shields.....1 pt,  
 but will no longer count as  
 fast cavalry.  
 Bows.....2 pts  
 Spears.....1 pt

### Upgrades:

Musician.....6 pts  
 Standard Bearer.....12pts  
 Wolf Rider Boss.....12pts

**Unit Size:**  
5+

**Equipment:**  
 • Hand weapon  
 • Light armor

**Special Rules:**  
 • Animosity  
 • Treacherous Gits  
 • Fast Cavalry



## RABBLE

3 Points

|                      | M | WS | BS | S | T | W | I | A | Ld |
|----------------------|---|----|----|---|---|---|---|---|----|
| Rabble               | 4 | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 5  |
| Hobgoblin Taskmaster | 4 | 3  | 3  | 3 | 3 | 1 | 2 | 2 | 6  |

### Options:

### Options:

Shields.....1 pt  
 Short Bows or Spears.....1 pt

*Base Size: 20 x 20mm*

**Unit Size:**  
20+

**Equipment:**  
 • Hand weapon  
 • Light armor

**Special Rules:**  
 • Animosity  
 • Run Fer It!

One Rabble **MUST** be promoted to a Hobgoblin Tasmaster for +12 pts. A Hobgoblin Overseer is armed with a whip (hand weapon), bow, shield and wears light armour.



# SPECIAL

## CHAOS DWARF DEATH ROCKET 80 Points

|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Death Rocket       | - | -  | -  | - | - | 7 | 3 | - | -  |
| 3 Chaos Dwarf Crew | 4 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |

**Crew Equipment:**

- Hand weapon
- Heavy armour

**Special Rules:**

- Slave Lords
- Unyielding
- Death Rocket



## OBSIDIAN GUARD

### 14 Points

|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Obsidian Guard | 3 | 5  | 3  | 4 | 4 | 1 | 2 | 1 | 9  |
| Darklon        | 3 | 5  | 3  | 4 | 4 | 1 | 2 | 2 | 9  |

**Options:**

**Unit Size:** 5+  
**Equipment:**

- Hand weapon
- Great Weapon
- Chaos armour

**Special Rules:**

- Killing Blow
- Cause Fear
- Slave Lords
- Unyielding

**Armour:**  
 Shields.....1 pt Promote one Obsidian Guard to a Darklon for .....12 pts

**Upgrades:**  
 Musician.....6 pts  
 Standard Bearer.....12 pts  
 Any unit may carry a Magic Banner worth up to 50 pts.



## HOBGOBLIN SPEAR CHUKKA\* 30 Points

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

**Crew Equipment:**

- Hand weapon

**Special Rules:**

- Treacherous Gits
- Bolt Thrower

\*1-2 Hobgoblin Spear Chukkas count as only 1 Special Unit choice.



# SPECIAL

## BULL CENTAURS

18 Points

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Bull Centaur | 8 | 4  | 2  | 4 | 4 | 1 | 3 | 2 | 8  |
| Great Hoof   | 8 | 4  | 2  | 4 | 4 | 1 | 3 | 3 | 8  |

### Options:

**Weapons (one choice only):**  
 Great Weapons.....2 pts  
 Additional Hand Weapon..2 pts

**Upgrades:**  
 Musician.....5 pts  
 Standard Bearer.....10 pts  
 Promote one Bull Centaur to a Great Hoof.....10 pts

**Armour:**  
 Shield.....1 pt  
 Chaos Armour.....6 pts

**Unit Size:** 5+

### Equipment:

- Hand weapon
- Heavy armour

### Special Rules:

- Slave Lords
- Unit Strength 2 Infantry



## DAEMON EATERS

150 Points

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Daemoneater  | - | -  | -  | 5 | 5 | 3 | - | - | -  |
| Bull Centaur | 7 | 4  | 2  | - | - | - | 3 | - | 9  |

### Special Rules:

- Slave Lords
- Chariot
- Whirlwind of Death

Armour Save 3+



## HOBGOBLIN SNEAKY GITS

6 Points

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Sneaky Gits | 4 | 3  | 2  | 3 | 3 | 1 | 2 | 1 | 6  |
| Dirty Git   | 4 | 3  | 2  | 3 | 3 | 1 | 2 | 2 | 6  |

### Options:

**Upgrades:**  
 Musician.....6 pts  
 Standard Bearer.....10 pts  
 Promote one Sneaky Git to a Dirty Git.....10 pts

**Unit Size:** 20+

### Equipment:

- 2 hand weapons

### Special Rules:

- Animosity
- Treacherous Gits
- Poisonous Attacks
- Dirty, Rotten, Sneaky...
- Scouts



# BARE

## EARTHSHAKER CANNON

90 Points

|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Earth Shaker       | - | -  | -  | - | 7 | 3 | - | - | -  |
| 3 Chaos Dwarf Crew | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |

**Crew Equipment:**

- Hand weapon
- Heavy armour

**Special Rules:**

- Slave Lords
- Unyielding
- Earthshaker Cannon



## INFERNO GOLEMS

65 Points

|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Inferno Golems | 5 | 4  | 3  | 5 | 5 | 3 | 2 | 3 | 9  |

**Options:**

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**Construct Weapons**

One Inferno Golem per unit may be upgraded with a single construct weapon for +40 pts.

**Base size:** 40mm

**Unit size** 3+

**Equipment:**

- Hand weapon
- Thick carapace of iron and rock (provides a 4+ armour save).

**Special Rules:**

- Immune to Psychology
- Cause Fear
- Flaming Attacks
- Magical Attacks



## JUGGERNAUT SIEGE TOWER

330 Points

|                     | M | WS | BS | S | T | W | I | A | Ld |
|---------------------|---|----|----|---|---|---|---|---|----|
| Juggernaut          | 6 | -  | -  | 5 | 7 | 5 | - | - | -  |
| 10 Chaos Dwarf crew | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 9  |

**Crew Equipment:**

- Hand weapon
- Heavy armour
- Blunderbuss

**Special Rules:**

- Immune to Psychology
- Large Target



## CHAOS HELL CANNON

See entry in *Warhammer Armies: Warriors of Chaos*