

Chaos Dwarf Army List

A Chaos Dwarf Army list for Warhammer Fantasy Battle 7th Edition
by Slev

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This book is not fully finished, nor is it play tested. Feedback welcome.
Background & missing flavour text will follow!

Special Rules.

Ancient Enemies

The Dwarfs and Chaos Dwarfs are long sundered kin, each of who despise the other. All Chaos Dwarfs *Hate* Dwarfs, while all Dwarfs *Hate* Chaos Dwarfs.

If such a model would already suffer from *Hatred*, they receive +1A against their ancient foe.

Animosity

Units with Animosity roll a D6 during the Movement phase after Charges have been declared but before anything else.

On the roll of a "1" they may take no action this turn.

Artillerist

A model with this rule May join certain units and give them re-rolls on the following items:

- Death Rocket/Earthshaker Cannon/Rocket Battery - allows that unit to re-roll either the scatter or artillery dice each turn.
- Handguns - allows them to re-roll their shots which miss on the roll of a 1.
- Blunderbuss - their Rank Bonus counts as one higher for calculating Blunderbuss Attack Strength.

With all these re-rolls the second result will stand even if worse than the first.

Arrogance

Arrogant units automatically pass panic tests caused by units which are not Chaos Dwarves or Bull Centaurs.

Bestial Nature

The Taurus is a tough and fearsome mount. Models riding a Taurus gain +1 to their Armour Save. This is cumulative with the +1 for being mounted to a total of +2.

Taurus are especially nasty in the charge and receive +1A in the turn they charge. Taurus are difficult to steer may not make March moves.

Cowardly

A Hobgoblin Chieftain may re-roll any Armour Save he fails. If he passes, another model in the same unit takes the damage instead. This may not be used against attacks which do not allow Armour saves, or if he is alone.

Expendable

All units automatically pass panic tests caused by Expendable units.

He who runs away lives to fight another day

Hobgoblins on foot flee 2D6+1"

Master Artillerist

A Chief Mechanist follows the Artillerist rule, with the following bonuses:

For War Machines, both dice may be re-rolled, but must be re-rolled at the same time.

Handgun misses on the roll of a 2 may also be re-rolled.

For Blunderbusses, the rank bonus increase is now two.

No Pain

Boar Centaurs feel little by way of pain. They receive +1 to all Armour saves.

Tenuous Leadership

If a Hobgoblin Character is your Army General, only Hobgoblin units, Boar Centaur units and Goblins from the Dogs of War choices may be included in the army. In this case Hobgoblin Hordes count against your minimum Core selection.

Raging Bull

Bull Centaurs flee and pursue 2D6+1". Bull Centaurs use weapons and armour as if they were Infantry, but move as Cavalry.

Slow and Sure

Chaos Dwarf units flee and pursue 2D6-1"

Chaos Dwarf Armoury

Blunderbuss

Models with this weapon may move and fire in the same turn without penalty. Their shooting attack projects a “fire zone” along the width of the model or unit for a distance of 12” forwards. All models in this area and Line of Sight (ignoring other models) are eligible targets. Roll a number of Artillery Dice equal to the number of full ranks (5+ models) in the firing unit. Single models simply roll a D3. This many automatic S3 hits are caused, distributed to eligible targets as the attacker wishes. A single model without a Blunderbuss may be placed in the front rank of a blunderbuss unit without affecting this shooting attack. For every misfire rolled, the shooting unit suffers D6 S3 hits.

Chaos Armour

Chaos Armour provides a basic 4+ Armour Save. If worn by a Wizard they may still cast Spells. It may be combined with Shields, etc as normal.

Death Rocket

Treat this as a Stone Thrower from the main rules book, but Range is limited to 48”, and it uses the Cannon misfire table. If both a “hit” and “misfire” are rolled, the shot instead scatters 4D6”.

Earth Shaker

Treat this as a Stone Thrower from the main rules book, but Range is limited to 12-48” and it uses the Cannon misfire table.

Once the attack’s location has been resolved, roll 2D6. Any units within this distance of the central hole on the templates will have their movement disrupted. During their next turn they suffer the following effects:

- Their Movement Rate is halved.
- Non-Warmachine units count as Moving.
- War Machines cannot fire unless they roll a 4+ on a D6.

Rockets

Rockets are incredibly inaccurate but utterly devastating weapons filled with explosive powder They are typically as dangerous to the wielder as they are the target.

A unit with Rockets fire as if they were a Cannon. If they Misfire, resolve a single S2 hit on each model in the unit instead of rolling on the cannon misfire chart. The attack has a strength equal to 3 plus the rank bonus of the firing unit

Rocket teams are mounted on Cavalry bases of two models, but count as a single infantry figure for all purposes.

Mounts for Characters

	M	WS	BS	S	T	W	I	A	Ld
Great Wolf	9	3	0	3	3	1	3	1	3
Taurus	6	4	0	4	4	1	1	1	2
Litter	3	3	0	3	7	1	1	4	8
Winged Taurus	6	5	0	6	5	4	3	4	6
Lamassu	6	3	0	5	5	4	2	2	8

Great Wolf: Models riding a Great Wolf count as *Fast Cavalry*

Taurus: *Bestial Nature*

Litter: *Slow & Sure*, moves as a Charriot

Winged Taurus: *Large Target, Cause Terror, Fly, 4+ Armour Save, S3 Breath Attack, Flaming Attacks*, immune to fire-based attacks

Lamassu: *Large Target, Cause Terror, Fly. The rider gains Magical Resistance (2)*

The Lore of Hashut

Roll	Casting Roll	Spell
1	7+	<p>Mantle of Flames <i>The priest calls forth the fires from beneath the Plain of Zharr to wreath him in destruction.</i> The caster immediately receives +2S on all close combat attacks and has the Flaming Attacks rule until the start of your next magic phase.</p>
2	9+	<p>Transmogrify <i>The Priest summons the power of Hashut to instil his troops with stony resolve.</i> Cast on any one Chaos Dwarf or Bull Centaur unit within 24". Until the start of your next Magic Phase, all models in the target unit receive +2 to their Armour Saves.</p>
3	11+	<p>Rage of the Bull <i>Anointing them with blood of a Taurus, the Priest instills his subjects with the power of Hahut's chosen beast.</i> Cast on any one Chaos Dwarf or Bull Centaur unit within 12". That unit may immediately make a full move.</p>
4	12+	<p>Obsidian Shackles <i>Darkness spews forth from the eyes of the priest, forming bonds stronger than steel in order to entangle his foe</i> Cast on any enemy unit with 24". That unit may not move during their controller's next Movement Phase.</p>
5	13+	<p>Burning Steel <i>Summoning the fury of Hashut, the Priest casts a spell upon the armour of the foeman, turning it to molten metal even as it is worn.</i> Cast this magic Missile on any unit within 24". Each model in that unit must take an Armour Save. If they pass their Armour save, they immediately take a single S4 wound that ignores Armour Saves.</p>
6	14+	<p>Black Fury of Hashut <i>The priest summons forth an evil cloud. From within, the thunderous hoof-beats of Huashut's passing can be heard. Then, as the hoof-beats reach their most intense, the Priest calls down the cloud upon the foe.</i> Place the large round template anywhere in Line of Sight. Roll the Scatter and Artillery dice, and scatter the template. If a hit is rolled, the template does not scatter. If a misfire is rolled, place the centre of the template over the caster. Every model under the template suffers a single S10 hit.</p>

Magic Items

Magic Weapons

Black Hammer of Hashut: 45 pts
+2S. Flamable targets are killed automatically if one or more wounds are suffered.

Obsidian Blade: 70 pts
No armour saves allowed. If an the target takes an unsaved wound, all armour (including shields and magic items) is destroyed.

Dark Mace of Death: 100 pts
Once per battle the bearer may make a single special attack in place of their normal attack. All models in base-to-base contact (including friends but not any mount) suffer D3 wounds with no Armour Saves allowed.

Volcanic Wand: 20 pts
The bearer gains a S5 Breath Attack with the Flaming Attack rule.

Gauntlet of Pain: 100 pts
The wearer's close combat attacks are at S10 with no Armour Saves possible. They Attack at Initiative 0.

The Fallen Axe: 25 pts
Counts as a Great Weapon +2 WS. Cannot be used with a shield. All Dwarves *Hate* the bearer and gain *Frenzy* when in base-to-base contact them, regardless of normal limits on psychology.

Blade of Silence: 15 points
The bearer gains Poisoned Attacks. Hobgoblins Only.

Mace of the Forge: 50 points
Counts as a Great Weapon. Bearer gains Killing Blow. Bull Centaurs only.

Spear of the Steppe: 30 pts
Counts as a Spear. Wielder always strikes first, regardless of initiative and special rules. Hobgoblins Only.

Magic Armour

Armour of Gazrakh: 30 pts
1+ armour save, cannot be improved.

Armour of the Furnace: 45 pts
Counts as Heavy Armour. 5+ Ward Save. Wearer and any mount immune to fire-based attacks.

Cloak of Ashes: 10 pts
+2 to all Armour Saves against Ranged Attacks.

Molten Shield: 20 points
Counts as a Shield. Each turn, one opponent in base-to-base contact loses one Attack.

Armour of the Bull: 20 Points
4+ Armour Save. Bull Centaurs only.

Armour of Brass: 25 Points
May be worn by Wizards. 4+ Armour Save. Magic Resistance (1).

Mechanical Armour: 50 Points
Gives a 2+ Armour save which cannot be improved upon. Gives +2 Strength and +1 Movement. Models wearing this armour lose the *Slow and Sure* special rule. Arch Mechanist and Mechanists only.

Magical Talismen

Talisman of Obsidian: 100 pts

Wearer cannot be affected by any spells, good or ill. Wearer and any model in base-to-base contact cannot cast any Spells.

Brass Crown: 20 pts

The wearer and any units he joins may re-roll failed Animosity tests.

The Burning Diamond 20: pts

The bearer is immune to all ranged attacks. Each turn they are not in close-combat, they take a single S2 hit.

Enchanted Items

Gauntlets of Bazhrakk the Cruel: 20 pts

+1S. If you roll a '1' to hit, you hit a random friendly model in base-to-base contact. This can include a mount. If no such model exists, you hit yourself!

Black Gem of Gnar: 35 pts

May be activated at the start of any challenge. The bearer and the model he faces in a challenge, plus their mounts/steeds (if any) do not attack and cannot be attacked this turn.

Mask of the Pit: 25 Pts

The wearer gains Frenzy and +1S.

Ruby of Flame: 20 pts

You may make a single S10 breath attack once during the battle. May not be used by Hobgoblins.

Arcane Items

Chalice of Darkness: 50 pts

You may choose to use this item at the start of any Magic Phase. Roll a D3 and remove that many dice from both players' magic pools

Box of the Afreet: 30 pts

You may open the box during your Magic Phase. Make a Leadership test. If you fail, loose one wound. If you succeed, add one die to your Power pool.

Staff of Hashut: 50 points

Counts as a Great Weapon. You receive +1 to all casting rolls. High Priest only.

Bull Helm: 40 pts

+1 Armour save. Once per turn you may cast Rage of the Bull as a bound spell at power level 3.

Obsidian Idol: 50 points

You may use the Idol at the start of your magic phase. Until the start of your next Magic Phase, no player may cast any spells what so ever, and no Magic items function.

Magical Banners

Banner of Slavery: 50 pts

Each turn, Hobgoblin, or Dogs of War unit within 12" may re-roll one failed Moral test.

Banner of Hashut: 100 pts

The unit becomes Stubborn. The unit also receives +1 Attack on the turn they charge.

Ashen Totem: 50 pts

The unit receives Magical Resistance (2)

Banner of the Bull: 60 pts

Use at the start of a turn. The unit receives +2 Movement until the end of the turn. One use only.

Banner of Fury: 75 pts

The unit gains Frenzy

Volcanic Banner: 10 points

The unit has Flaming Attacks.

Chaos Gifts of Hashut

Blood of Molten Brass: 20 pts

Each time the model suffers a wound all models in base-to-base contact suffer a single S4 wound. Armour saves apply as normal.

Breath of Fire: 25 pts

+1S in close combat, all your attacks count as Flaming Attacks.

Blessed Visage: 30

The Character has the lower quarters of a Bull Centaur. Gain +3 Movement. You may not take a mount.

Horns of Hashut: 10 pts

+1S when charging.

Petrified: +20 pts

-1 Movement, +1 Armour Save. May not be taken by Wizards.

Statue Form: 50 pts

-1 Movement, +1 Toughness
You may select an additional Spell from the Lore of Hashut. This does not make you a Wizard.

Steel as Flesh: 20

Mechanical aids have burned themselves into your skin

becoming part of you.

+1 Movement, +1 Strength. You may not take a mount.

Stone Skin: 10 pts

+1 to armour saves, may not be taken by High Priests.

Wings of Despair: 30 pts

The character has wings and may *Fly*. They cannot purchase a mount.

The Obelisks

Obelisks are small devices carved of rare stones and infused with Daemonic energies. Certain units will have the option to carry one or more Obelisks.

Obelisk of Defiance

You may activate this item at any time, but only once. The unit and any they are joined by become Stubborn. They automatically pass any test to avoid pursuing a defeated enemy. If the unit ever moves, this effect ends.

Obelisk of Resolve

You may activate this item at any time, but only once. The unit counts as Unbreakable until the end of the turn.

Obelisk of Pride

You may activate this item at any time, but only once. The unit gains *Magic Resistance (3)* until the start of the next Magic Phase.

Obelisk of Inertia

You may activate this item at the start of close combat, but only once. If you win the combat, the enemy roll one D6 less when rolling to flee.

Fraternal Obelisk

You may activate this item at the start of close combat, but only once. The unit counts its Rank Bonus as being one higher. The enemy gains no combat resolution bonus for Outnumbering.

Steadfast Obelisk

You may activate this item at any time, but only once. The unit automatically passes a single Leadership Test.

Special Characters

Astragoth - First Priest of Hashut

Astragoth is the oldest living Chaos Dwarf Sorcerer. When he was at the height of his powers he was the most potent sorcerer to walk the Plain of Zharr in a thousand years. Now his powers have begun to wane, his body is slowly succumbing to petrification. He constructed a mechanical device by which he is transported from place to place. His legs have long ceased to work and even his hands have now turned to stone. To an extent these have been replaced by the machinery grafted to his body. This engine was constructed by his slaves to plans created by Astragoth himself, and combines the undoubted skills of the Chaos Dwarf race with twisted dark science

Astragoth is a special character and must be used exactly as presented here. He may be used in any Chaos Dwarf army of 2000 points or more and counts as both a Lord and a Hero choice.

	Points	M	WS	BS	S	T	W	I	A	Ld
Astragoth	250	3	4	3	4	5	3	1	2	9

Equipment: Mechanical hammers, Deamon-powered mechanical rig.

Special Rules: *Arrogance, Killing Blow.*

Astragoth is a Level 4 Wizard. He knows all six spells in the Lore of Hashut.

Astragoth has long since begun the slow process of being transmogrified to stone. He receives a 2+ Armour Save.

Astragoth is blessed by Hashut himself. Once per turn he can re-roll one die used to cast a spell. The second result stands, even if it is worse than the first.

Diruis the Eternal – Master of the Immortal Guard

The oldest living Eternal, Dirius was inducted into the Gurad at an early age, youngest son of a powerful Lord. Alas for Dirius, his brothers lived long lives, and he never inherited any power. What he did inherit though was the coveted title of Eternal – the commander of the entire Immortal Guard. Now in charge of the most powerful military force in all of the plain of Zharr, Dirius is a force to be reasoned with

Dirius is a special character and must be used exactly as presented here. He may be used in any Chaos Dwarf army of 1500 points or more and counts as a Lord choice.

	Points	M	WS	BS	S	T	W	I	A	Ld
Dirius	100	3	6	4	6	5	2	5	4	9

Equipment: Axes of the Bull (the bonuses for these are already included in the profile above), Chaos Armour.

Options: Dirius may ride a Barded Taurus (+50 pts).

Special Rules: *Arrogance, Slow & Sure, Strike Last*

Master of the Eternal Guard – Any Eternal unit joined by Dirius becomes

Unbreakable. A Bull Guard unit joined by Dirius may take a single Obelisk for free.

Axes of the Bull – These enchanted great-axes are blessed by Hashut himself, and to the faithful are light as a feather. They count as a pair Great Weapons which can be wielded in one hand each.

Bloodroar the Strong

Bloodroar was blessed from birth, with an extra set of arms. Soon, he grew into a strong young calf, and quickly began proving his worth, attracting a slew of potential mates. So strong is Bloodroar, that he can even wear the full plate armour of the Chaos Dwarves unaided.

Bloodroar is a special character and must be used exactly as presented here. He may be used in any Chaos Dwarf army of 1500 points or more and counts as a Hero choice.

	Points	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur Chieftain	200	8	5	3	3	6	3	4	3	9

Equipment: Three Hand Weapons (bonus attacks included above), Shield Heavy Armour.

Special Rules: *Arrogance, Raging Bull, Unit Strength 3.*

Sneeka the Gitish

Sneeka should by right have died a dozen times over. Why he hasn't is anyone's guess. As a child, his entire clan was wiped-out by rival Hobgoblins, but he survived in the desolate Plain of Zharr. At the Battle of Farside Pass, Imperial magics caused his own Wolf to turn on him, and yet he now wears its pelt as a trophy. Five times some Chaos Dwarf Lord or other has ordered his hanging, but never has his neck broken, nor has he ever choked on the hangman's noose.

Sneeka is a special character and must be used exactly as presented here. He may be used in any Chaos Dwarf army and counts as a Hero choice.

	Points	M	WS	BS	S	T	W	I	A	Ld
Sneeka	65	4	5	3	4	4	2	3	3	8

Equipment: Two hand weapons, Shortbow.

Options: may ride a Wolf for +15 pts. If he does he also carries a Spear for free.

Special Rules: *Expendable, He who runs away lives to fight another day, Poisoned Attacks, 4+ Ward Save.*

Legend: Hobgoblins are in awe of Sneeka and will obey him without question. Any Hobgoblin unit joined by Sneeka automatically passes its animosity check.

Lords

Chaos Dwarf Lord

The leaders of Chaos Dwarf society are the lords, each the head of a family of nobles who have rules for centuries. The Lords have the finest equipment their kin can forge, or that the priests can acquire from their dark master.

	Points	M	WS	BS	S	T	W	I	A	Ld
Lord	120	3	7	4	4	5	3	4	4	10

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts) or Great Weapon (+6 pts).
- May have Light Armour (+3 pts), Heavy Armour (+6 pts), Chaos Armour (+12 pts) and/or a Shield (+3 pts).
- May ride a Taurus (+50 pts).
- Up to one Chaos Dwarf Lord may ride a Winged Taurus (+250 pts), but will also count as a Hero Choice.
- A Chaos Dwarf Lord may choose up to 100 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.
- **Special Rules:** *Arrogance, Slow & Sure.*

High Priest of Hashut

The High Priest are few in number, but they are composed of Hashut's most fervent and devoted followers. Often they are able to commune directly with the dark lord of the Chaos Dwarfs and are rewarded by being turned to the stone from which their race is said to be born.

	Points	M	WS	BS	S	T	W	I	A	Ld
High Priest	190	1	4	3	4	5	3	1	1	9

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts).
- May ride a Taurus (+50 pts) or Litter (+25 Points).
- Up to one High Priest may ride a Lamassu (+200 pts), but will also count as a Hero Choice.
- A High Priest may choose up to 100 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Arrogance, Slow & Sure*, A high Priest is a level 3 Wizard who uses the Lore of Hashut. He may be upgraded to level 4 at a cost of +35 points.

Petrified – A High Priest has usually begun the slow process of being transmogrified to stone. He receives +1 to all Armour Saves

Arch Mechanist

The Order of Engineers toil ceaselessly beneath Zharr-Naggrund dreaming up ever the more fiendish devices with which to subjugate the other races. The Arch Mechanists lead the order with a fist of iron, sometimes, quite literally.

	Points	M	WS	BS	S	T	W	I	A	Ld
Arch Mechanist	120	3	5	5	4	4	3	4	1	8

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts), a Pistol (+4 pts), Handgun (+10 Points) or Blunderbuss (+10 Points).
- May have Light Armour (+3 pts), Heavy Armour (+6 pts) and/or a Shield (+3 pts).
- An Arch Mechanist may ride a Daemon Engine as listed on page 21, replacing the crew (+50 pts).
- An Arch Mechanist may choose up to 50 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Master Artillerist, Arrogance, Slow & Sure*

Bull Centaur Lord

The Bull Centaurs are revered by the chaos Dwarves as living embodiments of Hashut. In their own society, the Bull Centaurs duel endlessly for the right to rule their heard, honing their martial strength.

	Points	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur Lord	170	8	6	3	5	5	3	5	5	9

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+6 pts) or Great Weapon (+8 pts).
- May have Light Armour (+4 pts), Heavy Armour (+8 pts) and/or a Shield (+4 pts).
- A Bull Centaur Lord may choose up to 75 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Arrogance, Raging Bull.*

Hobgoblin Khan

The most prominent of Hobgoblin Chieftains may, through sheer viciousness and malice, rise to hold the exalted rank of Kahn, and lead an entire tribe of evil murderers.

	Points	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Khan	60	4	5	4	4	4	3	3	3	8

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts), Spear (+6 pts), Great Weapon (+6 pts) or Shortbow (+4 pts).
- May have Light Armour (+3 pts), Heavy Armour (+4 pts) and/or a Shield (+2 pts).
- May ride a Great Wolf (+15 pts), which may have Barding (+6 pts)
- A Hobgoblin Khan may choose up to 50 points worth of Magic Items from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Cowardly, He who runs away lives to fight another day, Tenuous Leadership.*

Heroes

Chaos Dwarf Noble*

While the lords rule the Chaos Dwarf Empire, it is the nobles who run the business of a civilisation. Respected and powerful, a Noble is not to be trifled with, having no doubt risen through the ranks of the Immortals in their youth.

	Points	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Noble	60	3	6	4	4	4	2	3	3	9

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+3 pts) or Great Weapon (+4 pts).
- May have Light Armour (+2 pts), Heavy Armour (+4 pts), Chaos Armour (+8 pts) and/or a Shield (+2 pts).
- May ride a Taurus (+40 pts).
- A Chaos Dwarf Noble may choose up to 50 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Arrogance, Slow & Sure*

Priest of Hashut

The acolytes of Hashut serve not only their dark god, but also the high priests. Rank upon rank of priests serve in the temples of Hashut, divining his will and conducting blood sacrifices in his unholy name.

	Points	M	WS	BS	S	T	W	I	A	Ld
Priest	65	2	4	3	3	4	2	2	1	9

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+3 pts).
- May ride a Taurus (+40 pts) or Litter (+20 Points).
- A Priest may choose up to 50 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Arrogance, Slow & Sure*, A high Priest is a level 2 Wizard who uses the Lore of Hashut. He may be upgraded to level 4 at a cost of +30 points.

Chief Mechanist

The Order of Engineers is run by the Mechanists. Only they have true understanding of the working of Chaos Dwarf technology, and of the Daemons that must be summoned to ensure its smooth operation.

	Points	M	WS	BS	S	T	W	I	A	Ld
Chief Mechanist	50	3	4	4	4	4	2	3	1	8

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+3 pts), a Pistol (+4 pts), Handgun (+10 Points) or Blunderbuss (+10 Points).
- May have Light Armour (+2 pts), Heavy Armour (+4 pts) and/or a Shield (+2 pts).
- A Chief Mechanist may choose up to 25 points worth of Magic Items from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Artillerist, Arrogance, Slow & Sure*

Bull Centaur Chieftain*

The favoured sons of the Bull Centaur Lords are often rused to the ranks of Chieftain, leading scores of their number in combat to advance the Chaos Dwarf Empire.

	Points	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur Chieftain	100	8	5	3	3	7	2	2	1	9

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts) or Great Weapon (+6 pts).
- May have Light Armour (+2 pts) and/or a Shield (+2 pts).
- A Bull Centaur Chieftain may choose up to 25 points worth of Magic Items and Chaos Gifts from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Arrogance, Raging Bull.*

Hobgoblin Chieftain

Hobgoblin society is complex and poorly understood by outsiders. To become a Chieftain, a Hobgoblin needs three things: luck, a large nose, and the ability to heard cats.

	Points	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Chieftain	40	4	5	3	4	4	2	3	3	7

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts), Spear (+4 pts) or Shortbow (+4 pts).
- May have Light Armour (+2 pts), Heavy Armour (+4 pts) and/or a Shield (+2 pts).
- May ride a Great Wolf (+12 pts)
- A Hobgoblin Chieftain may choose up to 25 points worth of Magic Items from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *Cowardly, He who runs away lives to fight another day, Tenuous Leadership.*

Hobgoblin Shaman

Few Hobgoblins have the ability to wield the Winds of Magic. Fewer still survive the predation of their kin. Magic is not strong with their race, but they can make great use of their limited powers.

	Points	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Shaman	40	4	3	3	3	3	2	3	2	6

Equipment: Hand Weapon.

Options:

- May have an Additional Hand Weapon (+4 pts)
- May ride a Great Wolf (+12 pts).
- A Hobgoblin Shaman may choose up to 25 points worth of Magic Items from this book and/or the common magic items in the Warhammer Rule Book.

Special Rules: *He who runs away lives to fight another day, Magic Resistance (2), Tenuous Leadership,* A Shaman is a level 1 Wizard and takes spells from the Lore of Beasts or Lore of Fire. A Shaman may take one additional spell from the same Lore at a cost of +15 pts.

*Battle Standard

Up to one Chaos Dwarf Noble or Bull Centaur Chieftain may be upgraded to a Battle Standard Bearer at a cost of +25 points. They may carry any one Magical Standard (no points limit) but in this case may not take any other magic items or Chaos Gifts. The Battle Standard Bearer may not be the army's General.

Core Units

Warrior Brethren

The rank and file of the Chaos dwarves are united in service to their Empire by a combination of fear of what befalls their enemies and their hatred of all other life forms.

	Points	M	WS	BS	S	T	W	I	A	Ld
Warrior	8	3	4	3	3	4	1	2	1	8
Exemplar	+12	3	4	3	3	4	1	2	2	8

Unit Size: 10+

Equipment: Hand Weapon, Heavy Armour.

- May have Great Weapons (+2 pts), Additional Hand Weapons (+2 pts) and/or a Shield (+1 pts).

Options:

- Up to one Warrior may be upgraded to an Exemplar at a cost of +14 points.
- Up to one model may be upgraded to a Musician at cost of +8 Points.
- Up to one model may be upgraded to a Standard Bearer cost of +8 Points.
- Up to one unit of Warriors with a Standard Bearer may have a Magical Banner worth up to 50 Points.
- May take any Obelisk for +25 Points.

Special Rules: *Arrogance, Slow & Sure*

Dogs of War – Warrior Brethren may be used as Dogs of War in Mortal Chaos armies. If so used, they may not take a Magical Standard or an Obelisk.

Engineer Lodge

The lowest member of the Order of Engineers, these poor souls seek their place on the field of battle to escape the forges where their flesh would blister to the cacophony of Daemonic screams.

	Points	M	WS	BS	S	T	W	I	A	Ld
Engineer	7	3	4	4	3	4	1	2	1	8
Mechanist	+13	3	4	5	3	4	1	2	1	8

Unit Size: 10+

Equipment: Hand Weapon, Crossbow., Light Armour.

- May have Heavy Armour (+2 pts).
- The unit may exchange its Crossbows for Blunderbuses (+3 pts), Handguns(+2 pts) or Pistols (+1 pts).

Options:

- Up to one Engineer may be upgraded to a Mechanist at a cost of +13 points.
- Up to one model may be upgraded to a Musician at cost of +7 Points.
- Up to one model may be upgraded to a Standard Bearer at cost of +7 Points.
- May take any Obelisk for +25 Points.

Special Rules: *Arrogance, Slow & Sure*

Acolytes of the Bull

The worshipers of Hashut are many. It is the Order of the Bull who run the temples, who fill the choirs to the dark god, and who allow the rituals of sacrifice. Their devotion is fanatical, often to the point of psychotic behaviour.

	Points	M	WS	BS	S	T	W	I	A	Ld
Acolyte	10	3	4	3	3	4	1	2	1	8
Priest	+14	3	4	3	3	4	1	2	2	8

Unit Size: 10+

Equipment: Hand Weapon, Light Armour.

- May have Additional Hand Weapons (+2 pts) and/or a Shield (+1 pts).

Options:

- Up to one Warrior may be upgraded to a Priest at a cost of +14 points.
- Up to one model may be upgraded to a Musician at cost of +6 Points.
- Up to one model may be upgraded to a Standard Bearer and/or Musician at cost of +10 Points.
- May take any Obelisk for +50 Points.
- Up to one unit of Acolytes may be upgraded to be devotees of one of the following sub-cults at the listed cost. If they are, they will count as a Special unit:
 - **Cult of the Blooded Horn:** +1 points per model, the unit gains *Frenzy*.
 - **Cult of the Blackened Hoof:** +1 points per model, the unit gains *Hatred*.
 - **Cult of the Stone Mind:** +1 points per model, the unit's *Magic Resistance* is increased to 2.
 - **Cult of Hashut's Blessing:** +3 points per model, +1WS, +1S.
 - **Cult of the Obsidian Gate:** +3 points per model, the unit receives +1 to its Armour Saves.
 - **Cult of the Bull's Roar:** + 3 points per model: +1I, +1A.

Special Rules: *Arrogance, Slow & Sure, Magic Resistance (1)*

Boar Centaur Herd

Boar Centaurs are barely sentient. These brutes are unfeeling and often used as shock troops by their Chaos Dwarf masters.

	Points	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	13	7	3	1	3	3	1	2	1	7

Unit Size: 5+

Equipment: Hand Weapon

- May have Additional Hand Weapons (+2 pts) and/or a Light Armour (+2 pts).

Special Rules: *Arrogance, No Pain, Stupidity, Unit Strength 2.*

This unit does not count towards the minimum number of core units in your army.

Hobgoblin Horde

Hobgoblins follow the lead of the Chaos Dwarf in all things. Or, at least, in all things where they would otherwise be caught out.

	Points	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	3	4	3	3	3	3	1	2	1	6
Long-Nose	+5	4	3	3	3	3	1	2	2	6

Unit Size: 10+

Equipment: Hand Weapon,

- May have Additional Hand Weapons (+1 pts) Shortbows (+3 pts), Light Armour (+1 pts) and/or a Shield (+1 pts).

Options:

Up to one Hobgoblin may be upgraded to a Long-Nose at a cost of +5 points.

Up to one model may be upgraded to a Musician at cost of +3 Points.

Up to one model may be upgraded to a Standard Bearer at cost of +3 Points.

Up to one Hobgoblin Horde may be upgraded to Sneaky Gits at a cost of +2 pts per model, but will then count as a Special unit. Sneaky Gits are *Skirmishers*, *Scouts* and have *Poisoned Attacks*.

Special Rules: *Animosity*, *Expendable*, *He who runs away lives to fight another day*. *Dogs of War* – Hobgoblin Hordes may be used as Dogs of War in the Orc & Goblin armies

Unless the army is lead by a Hobgoblin Chieftain, this unit does not count towards the minimum number of core units in your army.

Hobgoblin Wolf Rider Pack

Wolf Riders as the fastest unit fielded by the Chaos Dwarfs. Although woefully poor, they can easily tie up the opponent until the main army can bring it's strength to bear. So what if they die in the process.

	Points	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	11	4	3	3	3	3	1	2	1	6
Tamer	+8	4	3	3	3	3	1	2	2	6
Wolf	-	9	3	0	3	3	1	3	1	3

Unit Size: 10+

Equipment: Hand Weapon,

- May have Additional Hand Weapons (+1 pts) Shortbows (+3 pts), Light Armour (+1 pts) and/or a Shield (+1 pts).

Options:

Up to one Wolf Rider may be upgraded to a Tamer at a cost of +8 points.

Up to one model may be upgraded to a Musician at cost of +5 Points.

Up to one model may be upgraded to a Standard Bearer at cost of +5 Points.

Special Rules: *Animosity*, *Expendable*, *Fast Cavalry*, *He who runs away lives to fight another day*.

This unit does not count towards the minimum number of core units in your army.

Special Units

Immortal Guard

The sons of the Chaos Dwarf Nobles serve in the ranks of the Eternals, the elite foot troops. Clad in the heaviest of armour, and armed with the best weapons available, these are truly a foe to fear.

	Points	M	WS	BS	S	T	W	I	A	Ld
Eternal	24	3	5	3	3	4	1	2	1	9
Paragon	+20	3	5	3	3	4	1	2	2	9

Unit Size: 5+

Equipment: Hand Weapon, Chaos Armour.

- May have Great Weapons (+2 pts), Additional Hand Weapons (+2 pts) and/or a Shield (+1 pts).

Options:

- Up to one Eternal may be upgraded to a Paragon at a cost of +20 points
- A Paragon may then be given a single Magical Weapon worth up to 30 Points.
- Up to one model may be upgraded to a Musician at cost of +8 Points.
- Up to one model may be upgraded to a Standard Bearer +15 Points.
- A Standard Bearer may have a magical Banner worth up to 50 Points.
- May take any Obelisk for +50 Points.

Special Rules: *Arrogance, Slow & Sure, Stubborn*

Rocket Team Phalanx

The Rocket Teams of the Engineers are considered insane to all who know of them. Their weapons are truly dreadful, and pose a risk even to themselves.

	Points	M	WS	BS	S	T	W	I	A	Ld
Engineer	10	3	3	4	3	4	2	2	2	8

Unit Size: 10+

Equipment: Hand Weapon, Rocket, Light Armour.

- May have Heavy Armour (+2 pts).

Special Rules: *Arrogance, Slow & Sure, Unit Strength (2)*

Bull Centaur Herd

Bull Centaurs are a fierce opponent, a race whose very culture revolves around martial discipline. Few can defend against their charge.

	Points	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	13	8	4	3	4	4	1	3	2	9
Bloodhorn	+15	8	4	3	4	4	1	3	3	9

Unit Size: 5+

Equipment: Hand Weapon,

- May have Great Weapons (+4 pts), Additional Hand Weapons (+4 pts), Light Armour (+2 pts) and/or a Shield (+2 pts).

Options:

- Up to one Bull Centaur may be upgraded to a Bloodhorn at a cost of +15 points.
- Up to one model may be upgraded to a Musician at cost of +10 Points.
- Up to one model may be upgraded to a Standard Bearer at cost of +10 Points.

Special Rules: *Arrogance, Raging Bull, Unit Strength 2.*

War Engine Phalanx

Unfortunate Boar Centaurs are often persuaded to push crude mechanical devices into enemy lines, often featuring all manner of whirling blades and gubbins to shred the enemy.

	Points	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	25	8	3	1	3	3	1	2	1	7
War Engine		-	-	-	4	6	1	-	-	-

Unit Size: 1-3 War Engines

Crew: 1 Boar Centaur

Options: Boar Centaurs may have Light Armour at +3 pts.

Special Rules: *Arrogance, No Pain, Stupidity.*

The War Engine does 2D3 Impact hits as a Chariot and gives the Boar Centaur the use of a Morning star and a 4+ Armour save.

Death Rocket Launcher

The Death Rocket is a large rocket filled with explosive powders and guided by dark incantations. It is inaccurate, but deadly.

	Points	M	WS	BS	S	T	W	I	A	Ld
Engineer	8	3	4	4	3	4	1	2	1	8
Mechanist	10	3	5	4	3	4	1	2	1	8
Death Rocket	70	-	-	-	-	7	3	-	-	-

Unit Size: Death Rocket launcher plus Crew

Crew: 2-3 Engineers.

Options: May add a Mechanist to the unit at a cost of +10 pts

Equipment: Hand Weapon, Light Armour.

- All crew may have Heavy Armour (+2 pts).
- Mechanist may have a Handgun (+6 pts), Pistol (+4 pts) or Blunderbuss (+5 pts).

Special Rules: *Arrogance, Slow & Sure*

Hobgoblin Bolt Thrower

While a relatively weak and poorly constructed weapon, they have a prodigious rate of fire and are expendable.

	Points	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	3	4	3	3	3	3	1	2	1	6
Bolt Thrower	40	-	-	-	-	7	3	-	-	-
Overseer	10	3	4	4	3	4	1	2	1	8

Unit size: 1-3 Bolt Throwers plus Crew

Crew: 2-3 Hobgoblins per Bolt Thrower plus 0-1 Chaos Dwarf Overseer.

Equipment: Hand Weapon. The Chaos Dwarf has Light Armour.

Options: The Chaos Dwarf may have Heavy Armour for +4 pts.

Special Rules: *Expendable, He who runs away lives to fight another day.*

Rare Units

0-1 Order of the Bull Guard

Veterans of the Immortal Regiments, the Bull Guard defend the most sacred sights of Hashut and the most important dignitaries of the Chaos Dwarf Empire. They are trained to fight from atop the Taurus, the mighty fire-bull. In combat, few can stand against their charge.

	Points	M	WS	BS	S	T	W	I	A	Ld
Eternal	50	3	4	3	3	4	1	2	1	9
Noble	+30	3	4	3	3	4	1	2	2	9
Taurus	-	6	4	0	4	4	1	1	1	2

Unit Size: 5+

Equipment: Hand Weapon, Heavy Armour.

- May have Great Weapons (+3 pts), Additional Hand Weapons (+2 pts), Morning Stars (+1 pts), Chaos Armour (+15 points) and/or a Shield (+1 pts).

Options:

- Up to one Eternal may be upgraded to a Noble at a cost of +40 points.
- Up to one model may be upgraded to a Musician at cost of +20 Points.
- Up to one model may be upgraded to a Standard Bearer cost of +20 Points.

Special Rules: *Arrogance, Bestial Nature, Fear, Unit Strength (3)*

Earthshaker Cannon

The large Earthshaker cannon is powered as much by science as it is by Daemons bound into its form. The massive shells it fires are enough to stupefy foes for yards around the blast site.

	Points	M	WS	BS	S	T	W	I	A	Ld
Engineer	8	3	4	4	3	4	1	2	1	8
Mechanist	10	3	5	4	3	4	1	2	1	8
Death Rocket	100	-	-	-	-	7	3	-	-	-

Unit Size: Earthshaker plus Crew

Crew: 2-3 Engineers.

Options: May add a Mechanist to the unit at a cost of +10 pts

Equipment: Hand Weapon, Light Armour.

- All crew may have Heavy Armour (+2 pts).
- The Mechanist may have a Handgun (+6 pts), Pistol (+4 pts) or Blunderbuss (+5 pts)

Special Rules: *Arrogance, Slow & Sure*

Daemon Engine Phalanx

Demon engines take many forms. Some are styled after great beasts, walking forward on legs, others are mechanised carriages, and some appear to be titanic suits of armour. All are forged by unholy arts and have Daemons bound into their very being. Few have the knowledge to ride these vicious constructs, let alone the will.

	Points	M	WS	BS	S	T	W	I	A	Ld
Mechanist	8	3	4	4	3	4	1	2	1	8
High Mechanist	+10	3	5	4	3	4	1	2	1	8
Daemon Engine	40	6	3	1	10	7	3	1	1	-

Unit Size: 1-5 Daemon Engines, each with 2-3 Crew

Equipment: Hand Weapon, Blunderbuss, Light Armour.

- May have Great Weapons (+2 pts), Additional Hand Weapons (+2 pts), Heavy Armour (+2 pts) and/or a Shield (+1 pts).
- The unit may exchange its Blunderbusses for Handguns for free.

Options:

Up to one Mechanist may be upgraded to a High Mechanist at a cost of +13 points.

Up to one model may be upgraded to a Musician at cost of +5 Points.

Up to one model may be upgraded to a Standard Bearer at cost of +10 Points.

Daemon Engine: Counts as a Chariot, but has attacks like a normal model. May make two S5 Breath Attacks with the Flaming Attacks rule per turn but if it does so its Strength is reduced to zero for close combat.

Special Rules: *Arrogance*

Dogs of War

Any units listed in other army books as being Dogs of War for the Chaos Dwarves may be included as a Rare Choice.

The following units selections from the Warhammer Armies volumes listed in brackets may also be used as Dogs of War:

- 0-1 Black Orcs (Orcs & Goblins);
- Orc Boys (Orcs & Goblins);
- Goblins (Orcs & Goblins);
- 0-1 Chaos Warriors (Hordes of Chaos);
- 0-1 Chaos Marauders (Hordes of Chaos)
- 0-1 Minotaurs (Beasts of Chaos).
- 0-1 Gnoblar (Ogre Kingdoms)

The following limitations apply to these units:

Goblins: no netters, fanatics or any other night-goblin additions;

Chaos Warriors: may not be upgraded to Chosen;

Chaos Warriors, Minotaurs: may not purchase Marks of Chaos & automatically have the Mark of Hashut:

Mark of Hashut

Models with this mark may use the General's Leadership even if they are Dogs of War. Further, they gain the *Arrogance* special rule.

0-1 Kolossus

The Kolossus is a Daemon Engine on a truly massive scale. A walking mechanical giant gushing oil and smoke, the Kolossus is sufficiently powerful to take on small armies single-handed. It is especially useful in besieging an enemy stronghold.

A Kolossus is a Rare choice, but will take up a Special choice as well.

	Points	M	WS	BS	S	T	W	I	A	Ld
Kolossus	350	5	3	1	6	5	6	1	1	-
Engineer	7	3	4	4	3	4	1	2	1	8

Equipment: The Kolossus itself mounts a Cannon in its mouth.

Options: May have Fire Projector Turrets on its shoulders at a cost of +50 points each. These need be crewed by 1-2 Engineers with Light Armour at an additional cost of 7 points each.

Any Engineers riding the Kolossus as weapon crews may upgrade their Light Armour to Heavy Armour for +2 Points.

Special Rules: *Arrogance, Large Target, Slow & Sure, Terror, Unbreakable*

Difficult Terrain: A Kolossus will either walk straight through terrain or else fall trying to cross it. You may treat walls, hedges, small weak buildings and other such terrain as open ground. However, if you do so, roll to see if the Kolossus falls over (see below).

Flame Projectors: Treat these as Stone Throwers with a 12" range, scatter distances are halved. Alternatively they can be used to defend the Kolossus. In Close Combat, they cause an automatic S3 hit against all models in base-to-base contact.

Cannon: The cannon mounted in the Kolossus' mouth is powered by bound Daemons and may fire even if the Kolossus moved.

Close Combat: In close combat the Kolossus may stomp on its opponents. Against units, place a small template in contact with the Kolossus. Models under that template are automatically hit at half-strength. Against fortifications, chariots, warmachines and so on, resolve a single hit at full strength.

If the Kolossus loses a round of close combat, roll a D6. If it rolls higher than its current Wounds score it falls over (see below).

Wall-breaker: In close-combat against Fortifications, the Kolossus may re-roll failed rolls to wound.

Falling over: If the Kolossus falls, roll a scatter die to determine what direction it falls in, and place the Falling Giant template to match. Any figure under this template takes D6 S3 wounds.

When it falls the Kolossus automatically takes a single S5 hit. Each Crew member must take an I test or lose one wound (saves apply).

The Kolossus will be prone until the start of its next Movement phase, in which it will stand. It cannot then move further. A prone Kolossus may not make attacks. And counts its toughness as one point less.