

## CHAOS DWARF ARMY

BY MACDEATH26

V 0.1

### CHAOS DWARF ARMY :

Well, this Army list was designed to be a pure CD army. It is strongly inspired by the Warhammer 3rd stuff, and include also later CD stuff.

Zharr Naggrund chaos dwarfs and Norsk chaos dwarf can be done with this army list.

#### **Boar Centaur :**

Are a special sort of Chaos Dwarf Centaur, especially intelligent, they are exclusively breed and used to handle special warmachines such as the Tenderizer and the Whirlwind, or even the dreaded Juggernaut War-Tower.

Being quite rare, they never fight as units.

#### **Bull Centaur :**

Especially savage and violent, they seem unfit for handling Warmachines, but are good as strong hard hitting unit.

Being quite less intelligent than Boar centaurs, their fierce savagery is valuable on the battlefield as they are the chosen servants of Hashut...

#### **Chaos Gods :**

While most Chaos dwarf follow **Hashut** (a powerfull Independent Daemon Prince), many also follow the other dark gods as minor gods.

But far from Zharr Naggrund, it is quite common for Chaos Dwarfs to follow the path of chaos with the other Chaos Gods.

**Khorne** is by far the favourite Chaos God amongst chaos dwarf. **Undivided Chaos**, **Nurgle** and even **Tzeentch** are not uncommonly followed too by chaos dwarfs.

But **Slaanesh** is definitely seen as a non-dwarf god and even the most insane chaos dwarf never choose such an elvish diety...

As a result, you may mix-up Mundane Chaos armies with Chaos dwarf. Chaos Dwarfs characters may then choose Chaos marks and rewards. And you may count Galvorn armour as chaos armours.

No Bull Centaur may be taken, as they are "Hashut only", nor Special Ashut mounts (Taurus and Lahmasu).

Immortal guards get a Mark of chaos instead of "Stone Body", and are equivalent of Chosen Chaos Warriors.

Chaos Dwarf Sorcerers may onot follow Khorne, and replace stone body by another Mark of Chaos.

Yet Boar centaur Warmachines, Dark Guild's engines of destruction and so on can be freely choosen.

#### **Mutants :**

While mutations being quite commonamongst chaos dwarfs, being heavily physicaly corrupted is seen as a lack of control upon Chaos.

Such heavily mutated Chaos dwarf are seen as inferior outcasts in the Chaos Dwarf society, as their grotesque body do not allow them to wear the traditionnal Heavy armour, nor their distorted hand the use or tools or specialised weapons.

They still serve for inferior duties such as slaves control.

Some of the most heavily mutated chaos dwarf often loss the last remnants of sanity they might had, and become Warp

crazed Berzerkers. Yet their usefullness on the battlefield remains a gift for the chaos dwarf.

On the other hand, most of the Chaos dwarf characters are involved on the chaos path, their mutations being more a blessing, as they may not be disavantageous.

Disavantageous Chaos mutation are seen as a demise in the eyes of the dark gods.

Dwarfs, despite being chaotic, are so resilient to chaos warping effect that chaos spawn are very rare amongst then...Berzerkers can be seen as equivalent of chaos spawn.



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### Special Rules :

**Big Hats :** models with the dreadful well-known "big hats" are so ridiculous that they have WeaponSkill 1, Initiative 1, and opponent gets +1 to hit with ranged weapons and in hand-to-hand fights. ;-p  
Cut that shit off !!!

### **Hobgoblins and Slaves :**

--Armies of Zharr Naggrund can field Hobgoblins and Greenskin Slaves.

--You must field a Hobgoblin Slaver-Khan character if you want to field any Hobgoblin units.

--You may not field more Hobgoblins choices than Chaos dwarfs Choices

--You may not field more Slaves choices than Chaos Dwarfs Choices.

### **Greenskins slaves :**

--They may not have ranged weapons, nor champions as such leaders may be dangerous rebel leaders.

--They may not be joined by any characters.

### Morale :

#### Animosity :

--Roll 1D6 at the start of your turn for every non-engaged/routed unit subject to animosity.

On a roll of 1, the unit can do nothing this turn.

--A character (Hero or Lord of any kind) within 6" of the unit allows to ignore this test.

*Note that as these greenskins are slaves, this is not the same animosity as for normal greenskins.*

--**Hobgoblins** are subject to panic tests as normal for breaking and fleeing units.

--**Goblins** are immune to panic tests for breaking and fleeing Hobgoblins units.

--**Orcs** and **Black Orcs** are immune to panic tests for breaking and fleeing Hobgoblins and goblins units.

--**Chaos Dwarfs** and **Dwarfs Centaurs** are immune to panic tests for breaking and fleeing Greenskins units of any kind.

**Outcast :** may not be joined by any characters without chaos attribute at all, nor with characters with **Stone Body**.

**Slaves :** may not be joined by any characters.

**Hobgoblins :** may not be joined by any Chaos Dwarf characters.

**Chaos Dwarfs with Mouvement of 3 Flee and Pursue 2D6-1"** instead of the normal 2D6.

**Only "Chaos Dwarf" units count concerning the minimum unit choices.**

### The Dark Guild :

#### **Dark Guild Weapon Teams :**

Dark Guild Weapon Teams are displayed on a 40x40mm slottabase, and considered 1 model.

They may be units of 1-4 models of the same type, who must fire at the same target...

#### Weapon-Teams Misfire :

Use BS as normal. On a roll to-hit of 1, you must re-roll using unmodified BS, if it misses the weapon Explodes and the team is removed from the game, if it "hits", then the hit is simply missed.

Dark Guild Master-Crafter joining unit of weapon-teams may not Blow up like this, as he just give orders and stay out of the fire... But such units may use his BS for shooting purpose, and also when rolling for misfire.

#### **Bazuka :**

You may choose between Frag rocket or Krak rocket each time you open fire. Every weapon team in the unit must fire the same kind of rocket.

Resolve to-hit as for a normal ranged weapon, using BS and modifiers.

**Frag Rockets** allows to place a small template anywhere on target unit with middle model hit and other models fully or partially under the template hit on 4+.

**Krak Rockets** are resolved as normal shoots and touch 1 model, yet subject to misfire...

#### **Swivel Gun :**

You may place a flame template within a range of 0-12" from the swivel gun if unmodified BS roll to-hit is successful.

Covers and Range modifiers are ignored, but you must target a unit you can actually see.

Models fully or partially under the template are hit on 4+.

#### **Petard Mortar :**

Use Stone thrower rules for targeting purpose, but with Petard values.

On a misfire, roll a hit with unmodified BS as for the "Weapon-teams misfire" rule instead of any misfire table.

Every petards in the same unit must target the same unit.

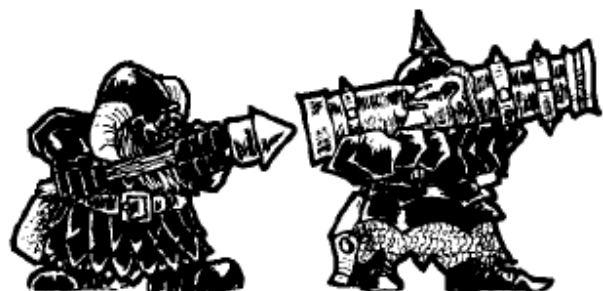
There is a minimum range for the petard.

Models fully under the template hit, partialy ones on 4+.

#### Galvorn armour :

It is the evil equivalent of Gromril Armour.

This Heavy Armour grants a Basic saving throw of 4+.



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### **Chaos attributes :**

Often, many mutations grant the same bonus, but by different means. So in most case, the name of the mutation is the characteristic bonus, not what actually the attribute is. It is more true in case of dominant chaos attribute.

Dominant Chaos attribute must be purchased for every models in the unit with the "dominant" price.

Unit's champions who have access to personal chaos attribute must first pay for the dominants chaos attributes of their unit, and may also have 1 more attribute which they pay with the "personal attribute" cost.

2+ unit's character models may not have the same set of attributes except :

- Stone Body doesn't count as it is the Mark of Hashut.
- Mutants with Dominant chaos attributes only. (case of Berzerkers champions.)

### **Examples :**

--In a unit of mutant berzerkers, you may not have 2 champions with the same setting of personal and chaos attributes.

--you can't have 2+ units of Berzerkers with the same setting of mutations (nor 2+ goblin mutants, 2+ Mutant outcasts...).

--You can have 1 Mutant outcasts unit and 1 mutant berzerker unit with the same setting of attributes as they are distinct choices : exemple 1 of each with S+1.

Chaos attribute may be cumulated with magic or mundane equipments bonuses.

### **Each chaos attribute may be taken once per model.**

**Stone Body :** Seen as a special blessing by Hashut (the mark of Hashut, indeed...) to chaos dwarfs, such mutants are choosen of Hashut and gathered in the Immortal Guard. Gives a **T+1** and **I-1**.

This chaos attribute is only available to independent Chaos dwarf characters (some heroes and Lords) and Chaos Dwarf sorcerers lords and Immortal Guards always have this attribute (included in profile).

### **Following attributes may be choosen as personal or dominant attribute :**

**-M+1 :** Such mutants may have overgrowth or especially long legs, small wings, ability to levitate or mooving by bouncing jumps, or simply be more vigorous than the average of their kind.

**-S+1 :** such mutants are especially strong.

**-A+1 :** many chaos attributs may grant such bonus : extra arm, armed tail, horns, spiked body...

**-Saving throw +1 :** the mutant has a very thick skin, scally, leather like, or even metal...

**-I+1 :** enhanced reflexes or senses, animal body parts, or simply more than one head... Allows the mutant to be quiker than his average kind.

**-Opponent WS-1 :** bad smell, disturbing gaze or cloud of parasitic insects reduce mutant opponnent's by one.

**-Opponent BS-1 :** blazing body, flaming skull, smoke aura, changing skin coulour and so on... reduce BS by one when attempting to fire a ranged weapon at the mutant.

### **Following attributes may be choosen as personal Chaos attributes only (unit's champions and characters only) :**

**-Opponent attack -1 :** one model base to base with the mutant get A-1 due to tentacles, very long living hair or disturbing staring eyes.

**-Horrible :** the mutant is so ugly that he causes fear.

**-Magic resistant :** grant +1 dispell dice for spell targeting the mutant (and his unit) only.

### **Magic items :**

#### **Magic Weapons :**

**--Black Hammer of Hashut :** +2S, double-handed, kills Flammable target who sustain any wound from it. **45pts.**

**--Obsidian Blade :** No armour save allowed. Any inflicted wound destroys armour and shield. **70pts.**

**--Dark Mace of Death :** Once per battle instead of normal attacks : inflict 1D3 wounds with no armour save to all models in Base contact (not including wearer's mount). **100pts.**

#### **Magic Armours :**

**--Armour of Gazrakh :** gives 1+ armour save that may not be improved. **30pts.**

**--Armour of the Furnace :** Count as Galvorn Armour (Save 4+), 5+ Ward save, wearer immune to Fire based attacks and Spells. **45pts.**

#### **Talisman :**

**--Talisman of Obsidian :** Wearer cannot be affected by any spell, and cannot cast spells. Wizard in Base-contact cannot cast spells too. **100pts.**

#### **Enchanted Items :**

**--Gauntlets of Bazhrakk the cruel :** +1S. If the wearer rolls 1 to-hit, this blow strike a friendly model in base contact if present (may be his mount...). **20pts.**

**--Black Gem of Gnar :** What a piece of junk !!! **35pts.**

#### **Arcane Item :**

**--Chalice of Dorkness :** erf... **50pts.**

#### **Banners :**


**--Banner of Slavery :** allied Orcs, Goblins and Hobgobboz units within 12" of the banner may re-roll any failed Psychology test. **50pts.**





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Lord										
High Sorcerer-Priest										
	M	WS	BS	S	T	W	I	A	Ld	
C.D. Sorcerer Lord	3	4	3	4	5	3	1	1	10	
Lahmasu	6	3	0	5	5	4	2	2	8	
										
<b>Points/model : 190pts</b> <b>Base Size :</b> 20x20 or 40x40 or large monster base. <b>Hand weapon</b> <b>Options :</b> Upgrade to caster level 4 : +35pts Ride a Lahmasu : +200pts May choose up to 100pts in magic items and Chaos Attributes. <b>Magic caster :</b> level 3 <b>Magics lores :</b> Metal, Fire, Death. <b>Mutant :</b> stone body.										
<b>Lahmasu :</b> Large creature, Fly, Cause Terror, Magic Resistance (+2).										

Lord										
0-1 Bull-Centaur Lord Destroyer										
	M	WS	BS	S	T	W	I	A	Ld	
Bull-Centaur Lord	8	6	3	5	5	3	5	5	9	
										
<b>Points/model : 170pts</b> <b>Base Size :</b> 25x50mm or 50x50mm <b>Hand weapon</b> <b>Options :</b> Light Armour : +3pts Heavy Armour : +6pts Shield : +3pts Great weapon : +6pts Additional hand weapon : +6pts Galvorn Armour : May choose up to 100pts in magic items and Chaos Attributes.										
<b>Special Rules :</b> Mutant : 0-2 Personal Chaos Attribute.										

Lord										
Dark Clan War Overlord										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Lord	3	7	4	4	5	3	4	4	10	
Great Taurus	6	5	0	6	5	4	3	4	6	
										
<b>Points/model : 120pts</b> <b>Base Size :</b> 20x20 or 40x40 or large monster base. <b>Hand weapon</b> <b>Options :</b> Light Armour : +3pts Heavy Armour : +6pts Shield : +3pts Great weapon : +6pts Additional hand weapon : +6pts Galvorn Armour : Ride a Taurus : +230pts May choose up to 100pts in magic items and Chaos Attributes.										
<b>Mutant :</b> 0-2 Personal Chaos Attribute <b>Taurus :</b> Large creature, Fly, Cause Terror, Immune to Fire-Based attacks, 4+ save, Fire breath S3.										

Hero										
Chaos Dwarf Sorcerer-Priest										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Sorcerer	3	4	3	3	4	2	2	1	9	
										
<b>Points/model : 65pts</b> <b>Base Size :</b> 20x20mm <b>Hand weapon</b> <b>Options :</b> Stone body (T+1, I-1) : Upgrade to caster level 2 : +35pts May choose up to 50pts in magic items. <b>Magic caster :</b> level 1. <b>Magics lores :</b> Metal, Fire, Death.										
<b>Special Rules :</b> Mutant : may buy stone body as Mundane option.										








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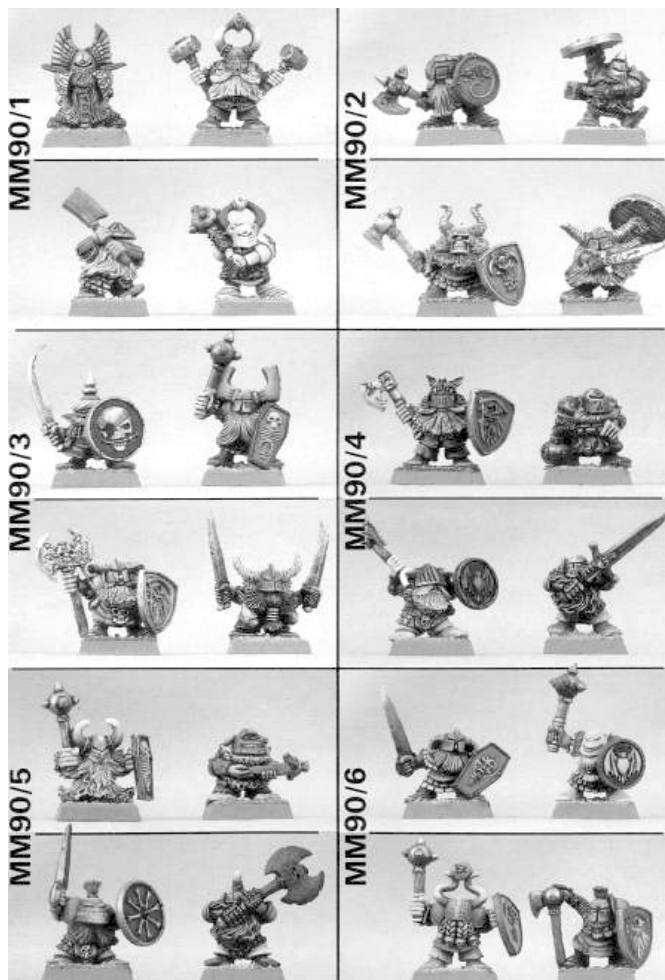
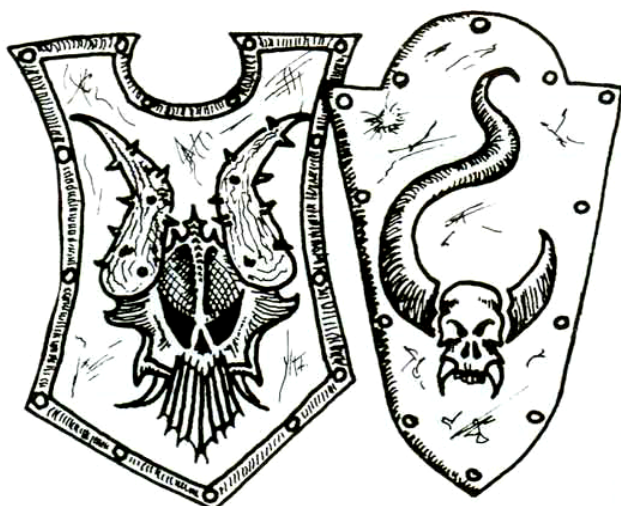
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Hero										
Dark Clan Chieftain										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Hero	3	5	4	4	4	2	3	3	10	
		Points/model : 60pts								
		Base Size : 20x20mm								
		Hand weapon <b>Options :</b> Light Armour : +2pts Heavy Armour : +4pts Shield : +2pts Great weapon : +4pts Additional hand weapon : +4pts Galvorn Armour								
<b>Special Rules :</b> Mutant : 0-1      Personal    Chaos Attribute		0-1 May Battle Standard bearer : +25pts But then may choose only armours. Battle Standard bearer may be magic, with no limit.								

Hero										
Bull Centaur Slayer										
	M	WS	BS	S	T	W	I	A	Ld	
Bull Centaur Slayer	8	5	3	4	5	2	4	4	9	
		Points/model : 100pts								
		Base Size : 25x50pts								
		Hand weapon <b>Options :</b> Light Armour : +2pts Heavy Armour : +4pts Shield : +2pts Great weapon : +4pts Additional hand weapon : +4pts Galvorn Armour May choose up to 50pts in magic items and Chaos Attribute.								
<b>Special Rules :</b> Mutant : 0-1      Personal    Chaos Attribute		0-1 May Battle Standard bearer : +25pts But then may choose only armours. Battle Standard bearer may be magic, with no limit.								


Hero										
Dark Guild Master-Crafter										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Engineer	3	4	4	3	4	2	2	2	9	
		Points/model : 45pts								
		Base Size : 20x20mm								
		Hand weapon <b>Options :</b> Light Armour : +2pts Heavy Armour : +4pts Great weapon : +4pts pistol or brace of pistols master's blunderbuss (count as Dwarven gun with 1D3 hits on target) Galvorn Armour May choose up to 25pts in magic items and Chaos Attributes.								
<b>Special Rules :</b> Engineer master Mutant : 0-1      Personal    Chaos Attribute		<b>Engineer master :</b> May become additional crew for Ranged warmachines and Darkguild weapons teams, allowing them to Re-roll any artillery dice, and use his BS for Shooting-rolls and Darkguild teams misfires. May not join Hobgoblins Bolt-Throwers.								





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Gore Unit										
1+ Dark Clan Warcasts										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf	3	4	3	3	4	1	2	1	9	
Champion	3	4	3	3	4	1	2	2	9	
					Points/model : 9pts					
					Unit Size : 10+					
					Base Size : 20x20mm					
					<b>Weapons &amp; Armour :</b> Hand weapon, heavy armour, shield <b>Options :</b> Great Weapon : +2pts  --Champion +10pts --Standard Bearer +10pts --Musician +5pts					
<b>Special Rules :</b> Chaos Dwarf					Magical Banner : up to 50pts					

Gore Unit										
Blunder-Bursters										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf	3	4	3	3	4	1	2	1	9	
Champion	3	4	3	3	4	1	2	2	9	
					Points/model : 12pts					
					Unit Size : 10+					
					Base Size : 20x20mm					
					Weapons & Armour : Hand weapon, Blunderbuss, heavy armour.					
					Options : --Champion +10pts --Standard Bearer +10pts --Musician +5pts					
Special Rules : Chaos Dwarf Use rules in Ravening Hordes...					The unit's Champion may carry a brace of pistol for +2pts. Magical Banner : up to 50pts					

Gore Unit										
Doom Bolters										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf	3	4	3	3	4	1	2	1	9	
Champion	3	4	3	3	4	1	2	2	9	
			Points/model : 14pts							
			Unit Size : 10+							
			Base Size : 20x20mm							
			Weapons & Armour : Hand weapon, crossbow, heavy armour.							
			Options : Shields : +1pts --Champion +10pts --Standard Bearer +10pts --Musician +5pts							
Special Rules : Chaos Dwarf			Magical Banner : up to 50pts							

Gore Unit										
Chaos Dwarf Mutant Outcasts										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf	3	4	3	3	4	1	2	1	8	
Champion	3	4	3	3	4	1	2	2	8	
			Points/model : 6pts							
			Unit Size : 10+							
			Base Size : 20x20mm							
			Weapons & Armour : Hand weapon, Shield.							
			Options : Light armour : +1pts							
<b>Special Rules :</b> Mutant : 0-1 dominant chaos attribute per unit. Chaos Dwarf. Outcast.			--Champion +10pts --Standard Bearer +10pts --Musician +5pts							
			Mutant champions may choose 1 personal Chaos attribute, in addition to dominant chaos attributes of the unit.							


Special choice										
Chaos Dwarf Mutants Berzerkers										
	M	WS	BS	S	T	W	I	A	Ld	
Mutants Berzerkers	3	4	3	3	4	1	2	1	8	
Champion	3	4	3	3	4	1	2	2	8	
					Points/model : 9pts					
					Unit Size : 10+					
					Base Size : 20x20mm					
					Weapons & Armour : Hand weapon, Heavy weapon.					
					Options : 0-3 Champions +10pts					
Special Rules : Mutant : 0-2 dominant chaos attribute per unit. Frenzy. Chaos Dwarf. Outcast.					Mutant champions may choose 1 personal Chaos attribute, in addition to dominant chaos attributes of the unit.					





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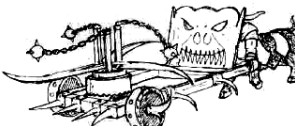

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Special Choice										
0-1 Chaos Dwarf Bazukas										
	M	WS	BS	S	T	W	I	A	Ld	
Dark Guild Team	3	4	3	3	4	2	2	1	9	
	Range	Strength	Save	Damage	Template					
Bazuka (Frag)	24"	4	-2	1	small					
Bazuka (Crack)	24"	6	-4	1D2	no					
					Points/model : 40pts					
					Unit Size : 1-5 teams.					
					Base Size : 40x40mm					
					Weapons & Armour : Hand weapon, heavy armour.					
Special Rules : move or fire, Weapon-teams misfire, Chaos Dwarf.										

Special Choice										
0-1 Chaos Dwarf Swivel Guns										
	M	WS	BS	S	T	W	I	A	Ld	
Dark Guild Team	3	4	3	3	4	2	2	1	9	
	Range	Strength		Save		Damage		Template		
Swivel Gun	12"	4		-2		1		Flame		
					Points/model : 340pts					
					Unit Size : 1-5 teams.					
					Base Size : 40x40mm					
					Weapons & Armour : Hand weapon, heavy armour.					
					May grapeshoot (see cannons)					
Special Rules : move or fire, Weapon-teams misfire, Chaos Dwarf.										

Special Choice										
0-1 Chaos Dwarf Petards										
	M	WS	BS	S	T	W	I	A	Ld	
Dark Guild Team	3	4	3	3	4	2	2	1	9	
	Range	Strength	Save		Damage		Template			
Petard	9-36"	4(5)	-2(-3)		1		small			
					Points/model : 40pts					
					Unit Size : 1-5 teams.					
					Base Size : 40x40mm					
					Weapons & Armour : Hand weapon, heavy armour.					
					Special Rules : Move or fire, indirect hit. Weapon-teams misfire. Chaos Dwarf.					

Special choice										
0-1 Whirlwind & Tenderizer units										
	M	WS	BS	S	T	W	I	A	Ld	
Boar Centaur Crew	7	4	3	4			3	2	9	
Whirlwind				4	6	2				
Tenderizer				6	6	2				
 			Points/model : 45pts							
			Unit Size : 1-5 charriots							
			Base Size :							
			Weapons & Armour : Hand weapon, heavy armour. Armour Save : 3+							
			mix freely the 2 kind of charriot. The Boar centaurs don't attack on impact/front, but defends themselves if engaged from sides and rear.							
<b>Special Rules :</b> Charriot, Chaos Dwarf. Models attacking from front suffer a +1 to hit in hand-to-hand.			<b>Whirlwind :</b> 2D6+1 impact hits on charge. Then 2D3 attacks in front.							
			<b>Tenderizer :</b> 1D6+1 impact hits on charge. Then 1D3 attacks in front.							








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Special Choice										
Death Rocket Battery										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Crewmen	3	4	3	3	4	1	2	1	9	
Death Rocket Battery					7	3				
	Range	Strength	Save	Damage	Template					
Death Rocket	48"(G)	4(8)	no	1D6	small					
					<b>Points/model :</b> 80pts					
					<b>Unit Size :</b> 1 machine & 2 crew.					
					<b>Base Size :</b> various					
					<b>Weapons &amp; Armour :</b> Hand weapon, heavy armour.					
					<b>Special Rules :</b> Chaos Dwarf. Direct hits only.					
						Treat as stone thrower. Use Cannon misfire table if you roll misfire and arrow. If you roll a hit and a misfire, the rocket deviate 4D6" from the point of impact in the direction of the arrow of the hit symbol.				

Rare Choice										
Bull Centaur Warriors										
	M	WS	BS	S	T	W	I	A	Ld	
Bull Centaur	8	4	3	4	4	1	3	2	9	
Champion	8	4	3	4	4	1	3	3	9	
			Points/model : 20pts							
			Unit Size : 5-20							
			Base Size : 25x50mm							
			<b>Weapons &amp; Armour :</b> Hand weapon, light armour, shield. <b>Options :</b> Great weapon : +2pts or additional hand weapon : +2pts Heavy armour : +1pts							
<b>Special Rules :</b> Chaos Dwarf, Hashut only.			--Champion : +12pts --Standard Bearer : +12pts --Musician : +6pts							

Special Choice										
0-1 Immortal Guards										
	M	WS	BS	S	T	W	I	A	Ld	
Immortal	3	5	3	4	5	1	2	2	10	
Immortal Champion	3	5	3	4	5	1	2	3	10	
			Points/model : 16pts							
			Unit Size : 10+							
			Base Size : 20x20mm							
			Weapons & Armour : Hand weapon, Galvorn armour & shield.							
			Options : --Champion +12pts --Standard Bearer +12pts --Musician +6pts							
Special Rules : mutant : stone body. Chaos Dwarf. Stubborn.			Magical Banner : no points limit.							
			Champion may spend up to 25pts in magic items and/or 0-1 personal chaos attribute.							


Rare Choice										
Hearthshaker Mortar										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Crewmen	3	4	3	3	4	1	2	1	9	
Hearthshaker					7	3				
	Range	Strength	Save	Damage	Template					
Hearthshaker	12-48"	4(8)	no	1D6	small					
					<b>Points/model : 110pts</b>					
					<b>Unit Size :</b> 1 machine & 3 crewmen.					
					<b>Base Size :</b> big and mean !					
					<b>Weapons &amp; Armour :</b> Hand weapon & Heavy armour					
					Treat as stone thrower. Use Cannon misfire table. Once damages worked, roll 2D6, any troops within that range in inches from the center of the template move half rate and may not fire ranged weapons.					
					War machines may only fire on 4+.					
<b>Special Rules :</b> Chaos Dwarf.										

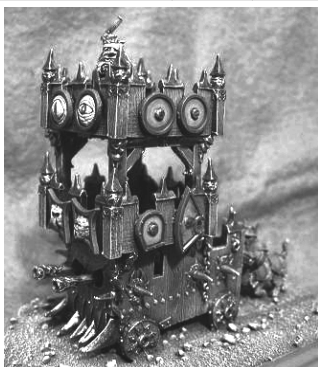


## CHAOS DWARFS ARMY


BY MACDEATH26


V 0.1


Rare Choice (counts as 2 choices)										
0-1 HellsCanon										
	M	WS	BS	S	T	W	I	A	Ld	
Chaos Dwarf Crewmen	3	4	3	3	4	1	2	1	9	
HellsCanon	-	4	4	6	7	6	1	4	9	
	Range	Strength	Save	Damage	Template					
HellsCanon										
					Points/model : 270pts					
					Unit Size : 1 machine & 3 crewmen.					
					Base Size : big and mean !					
					Weapons & Armour : Hand weapon & Heavy armour					
					You should download the rules !!!					
Special Rules : Chaos Dwarf.										

Rare Choice										
0-1 Chaos Dwarf Juggernaut Battle Tower										
	M	WS	BS	S	T	W	I	A	Ld	
Boar Centaur (inside)	7	4	3	4	4	2	3	2	9	
Juggernaut Battle Tower	7			7	7	5				
	Range	Strength	Save	Damage	Template					
Twin-linked Gun	9"	4	-2	1	Flame					
						Points/model :				
						Unit Size : 1+				
						Base Size : Huge and Awesome !				
						<b>Armour Save : 3+</b> is not destroyed by S7+ hits but takes 1 additionnal damage.  Must house : --10Blunderbusters (may fire side and Front) or --10 Doombolters (360° fire) or --2 Black guild teams (may choose diferent targets) with : 0-2 Swivel gun 0-2 Bazuka 0-1 mortar (top roof)				
<b>Special Rules :</b> Chaos Dwarf. Charriot. <b>Boar centaur may not fight.</b>										



Hero										
Khan Slayer										
	M	WS	BS	S	T	W	I	A	Ld	
Hobgoblin hero	4	5	4	4	4	2	3	3	7	
SteppenWolf	9	3	0	3	3	1	3	1	3	
	<b>Points/model :</b> <b>Base Size :</b> 20x20mm or 25x50mm <b>Weapons &amp; Armour :</b> Hand weapon <b>Options :</b> Light Armour Heavy armour Shield Great Weapon Bow Additional hand weapon									
	<b>Special Rules :</b> Hobgoblin. Slayer. 0-25pts in magics. <b>Slayer :</b> allows to re-roll 1 animosity roll per turn within 12ps.									


<b>Core unit</b>									
<b>Hobgoblin Soldiers</b>									
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Hobgoblin	4	3	3	3	3	1	2	1	6
champion	4	3	3	3	3	1	2	2	6
					<b>Points/model : 3pts</b>				
					<b>Unit Size : 10+</b>				
					<b>Base Size : 20x20mm</b>				
					<b>Weapons &amp; Armour :</b> Hand weapon, shield. <b>Options :</b> Light armour : +1pts				
<b>Special Rules :</b> Hobgoblins, Animosity.					--Champion +10pts --Standard Bearer +10pts --Musician +5pts				


Core unit										
Hobgoblin Archers										
	M	WS	BS	S	T	W	I	A	Ld	
Hobgoblin	4	3	3	3	3	1	2	1	6	
champion	4	3	4	3	3	1	2	1	6	
	<b>Points/model : 5pts</b>									
	<b>Unit Size : 10+</b>									
	<b>Base Size : 20x20mm</b>									
	<b>Weapons &amp; Armour :</b> Hand Weapon, Bow.									
	<b>Options :</b> Light armour : +1pts --Champion +10pts --Standard Bearer +10pts --Musician +5pts									
<b>Special Rules :</b> Hobgoblins, Animosity.										

# CHAOS DWARFS ARMY


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V 0.1

Core unit										
Hobgoblin Raiders										
	M	WS	BS	S	T	W	I	A	Ld	
Hobgoblin	4	3	3	3	3	1	2	1	6	
champion	4	3	3	3	3	1	2	2	6	
SteppenWolf	9	3	0	3	3	1	3	1	3	
		Points/model : 11pts								
		Unit Size : 5+								
		Base Size : 25x50 mm								
		<b>Weapons &amp; Armour :</b> Hand weapon. <b>Options :</b> Bow : +3pts Light Armour : +1pts shield : +1pts								
<b>Special Rules :</b> Light-cavalry, Hobgoblins. Animosity.		--Champion +10pts --Standard Bearer +10pts --Musician +5pts								

Special Choice										
Hobgoblin Bolt-Thrower										
	M	WS	BS	S	T	W	I	A	Ld	
Hobgoblin Crewmen	4	3	3	3	3	1	2	1	6	
Bolt-Thrower					7	3				
	Range	Strength	Save	Damage	Template					
Bolt-Thrower	48"	6-1/rank	no	1D3	no					
						Points/model : 35pts				
						Unit Size : 1 machine & 2 crew				
						Base Size : various				
						Weapons & Armour : Hand weapon				
						Options : Are you kidding ?				
						1-2 may as a single choice.				
Special Rules : Hobgoblins, Animosity.										



Special Choice										
Sneaky Gits										
	M	WS	BS	S	T	W	I	A	Ld	
Sneaky Gits	5	3	3	3	3	1	3	1	6	
Big Bastard Gits	5	3	3	3	3	1	3	2	6	
					<b>Points/model : 10pts</b>					
					<b>Unit Size : 10+</b>					
					<b>Base Size : 20x20mm</b>					
					<b>Weapons &amp; Armour :</b> Two hand weapons, silk clothes. <b>Options :</b> --Champion +10pts --Standard Bearer +10pts --Musician +5pts					
<b>Special Rules :</b> Poisoned attacks. Hobgoblins, Animosity. "Sneaky Gits Bastards !"  Opponent's Greenskins (orcs & Gobbos) are subject to Hatred against Sneaky gits.					<b>Silk clothes</b> grant a Ward save of 6+ in close combat (only) as the weapons slide on the sweet soft silk.					
					<b>Sneaky gits Bastards !</b> Opponents never gets bonus from attacking these bloody bastards from flank or rear, nor can get bonus for outnumbering the sneaky gits. Sneaky gits get an additional +1 bonus when attacking an enemy to it's flank or rear, and also get an additional +1 when outnumbering opponents. (What a bunch of bastards !!!)					

Special choice										
Goblin mutants slaves										
	M	WS	BS	S	T	W	I	A	Ld	
Sneaky Gits	4	2	3	3	3	1	2	1	6	
		Points/model : 2pts								
		Unit Size : 20+								
		Base Size : 20x20mm								
		<b>Weapons &amp; Armour :</b> Hand weapon <b>Options :</b> Shield : +1pts Spear : +1pts --Standard Bearer +8pts --Musician +4pts								
<b>Special Rules :</b> <b>Mutant :</b> 0-1 dominant chaos attribute. Slaves, Animosity.										




# CHAOS DWARFS ARMY


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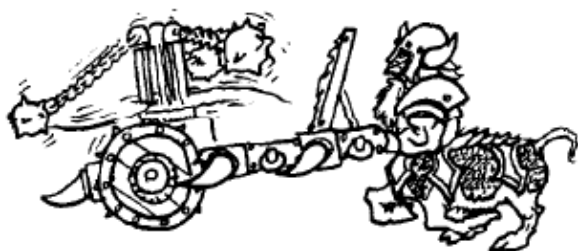
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Army book by macdeath26.

Special Choice										
Orc Slaves										
	M	WS	BS	S	T	W	I	A	Ld	
Orc	4	3	3	3	4	1	2	1	7	
	Points/model : 4 pts									
	Unit Size : 10+									
	Base Size : 25x25mm									
	Weapons & Armour : Hand Weapon									
	Options : Light armour : +1pts Shield : +1pts or Additionnal hand weapon : +2pts									
--Standard Bearer +10pts --Musician +5pts										
Special Rules : Slaves, Animosity.										



Special choice										
0-1 Black Orc slaves										
	M	WS	BS	S	T	W	I	A	Ld	
Black Orc	4	4	3	4	4	1	2	1	8	
	Points/model : 9pts									
	Unit Size : 10+									
	Base Size : 25x25mm									
	Weapons & Armour : Hand weapon, light armour									
	Options : Heavy armour : +1pts  Additionnal hand weapon : +2pts or Great weapon : +2pts  --Standard Bearer +10pts --Musician +5pts									
Special Rules : Slaves.										

Chaos Attributes Chart :





# CHAOS DWARFS ARMY

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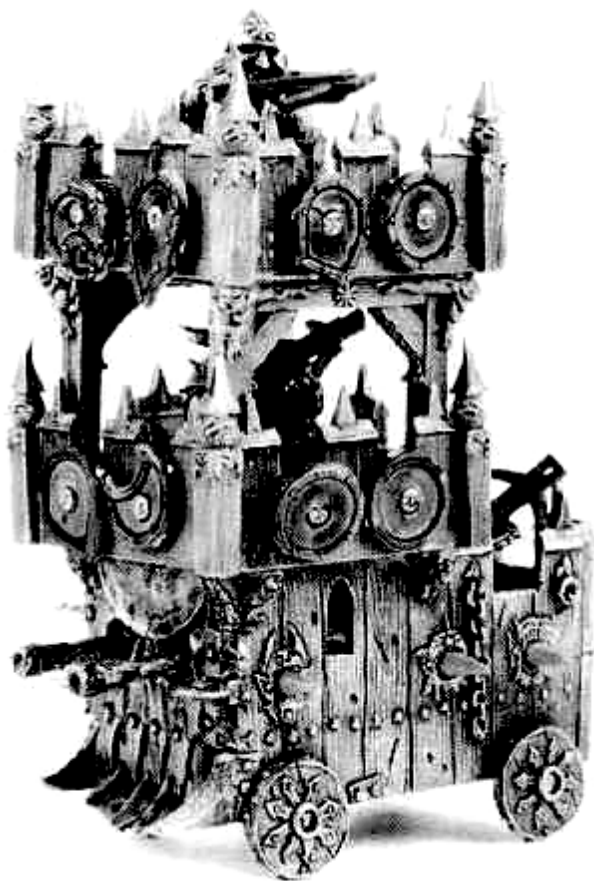
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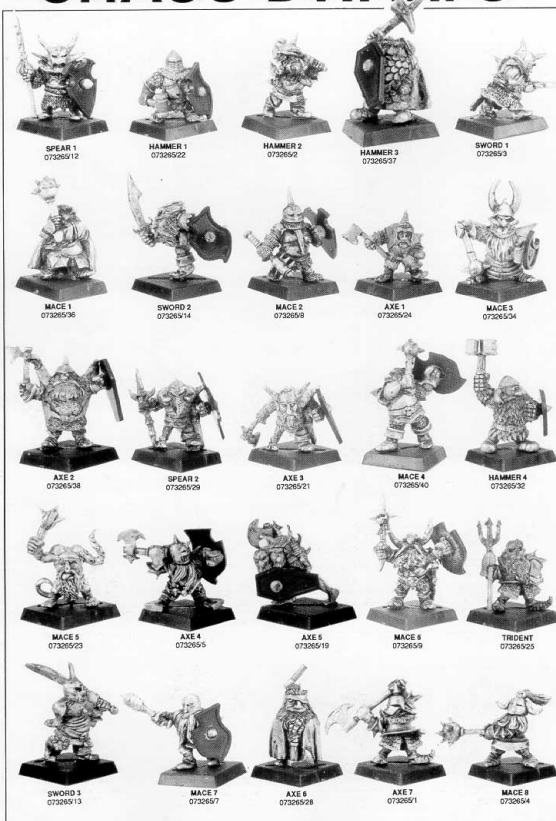


# CHAOS DWARFS ARMY

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## CHAOS DWARFS



THESE MODELS ARE SUPPLIED WITH AN UNDEAD SHIELD SPIRUE AS STANDARD

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286

## CHAOS DWARF WAR MACHINES

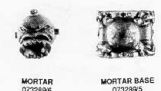
### CROSSBOWS

THESE MODELS ARE SUPPLIED WITH A PLASTIC CROSSBOW SPIRUE AS STANDARD



### MORTAR

THE COMPLETE CHAOS DWARF MORTAR CONSISTS OF:  
1 x MORTAR  
1 x MORTAR BASE  
1 x GUNNER 1  
1 x LOADER 1

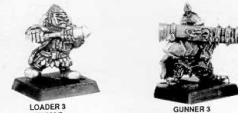


### SWIVEL GUN

THE COMPLETE CHAOS DWARF SWIVEL GUN CONSISTS OF:  
1 x SWIVEL GUN  
1 x MORTAR BASE  
1 x GUNNER 1  
1 x LOADER 1



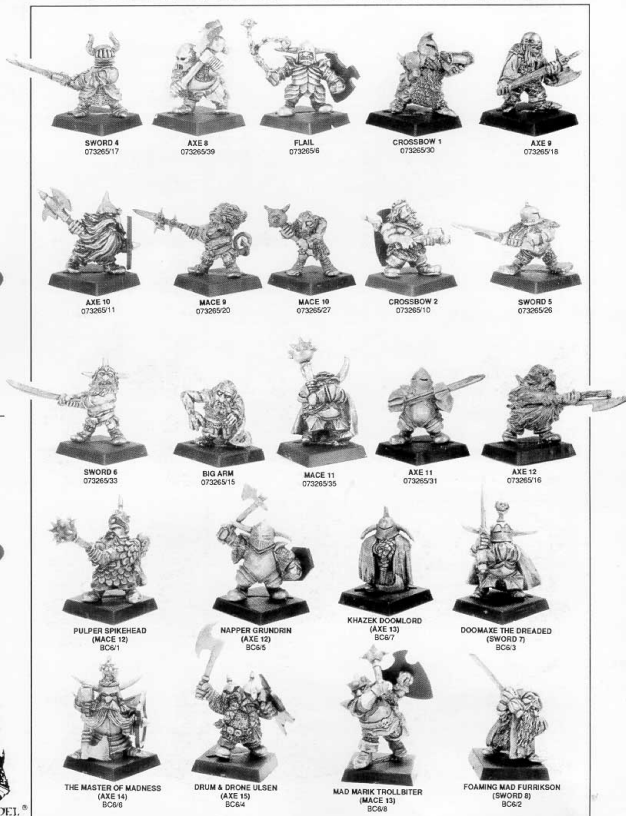
### BAZOOKA



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291

## CHAOS DWARFS



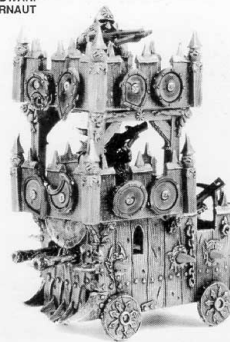
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THESE MODELS ARE SUPPLIED WITH AN UNDEAD SHIELD SPIRUE AS STANDARD

287

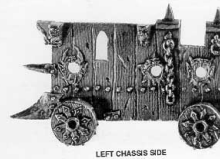
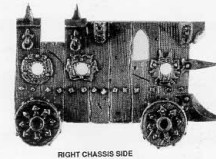
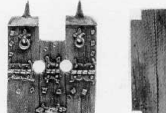
## CHAOS DWARF WAR MACHINES

### CHAOS DWARF JUGGERNAUT



THE COMPLETE CHAOS DWARF JUGGERNAUT CONSISTS OF:  
1 x RIGHT CHASSIS SIDE  
1 x LEFT CHASSIS SIDE  
1 x CHASSIS FRONT  
1 x CHASSIS BACK  
1 x CHASSIS PLATFORM  
1 x CANNON  
2 x TURRET SUPPORTS  
2 x TURRET SIDE  
2 x TURRET PLATFORM  
1 x BOAR CENTAUR  
1 x BOAR CENTAUR LEGS

NOTE THAT THE TOWER CAN BE EXTENDED INDEFINITELY BY ADDING 2 x TURRET SUPPORTS 2 x TURRET SIDE 1 x TURRET PLATFORM PER LEVEL



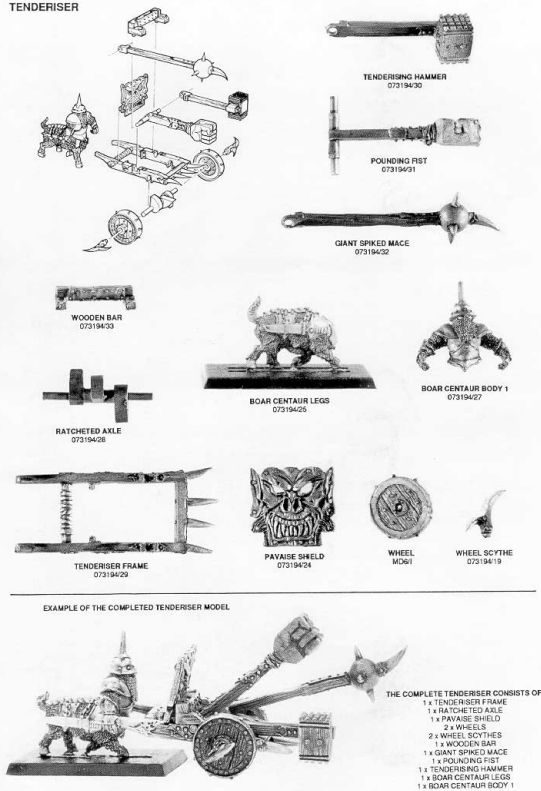
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290



## CHAOS DWARF WAR MACHINES

### TENDERISER

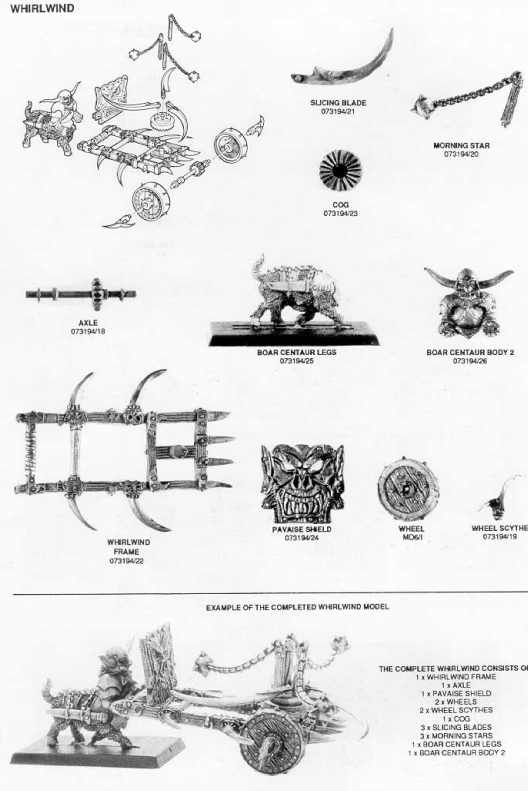


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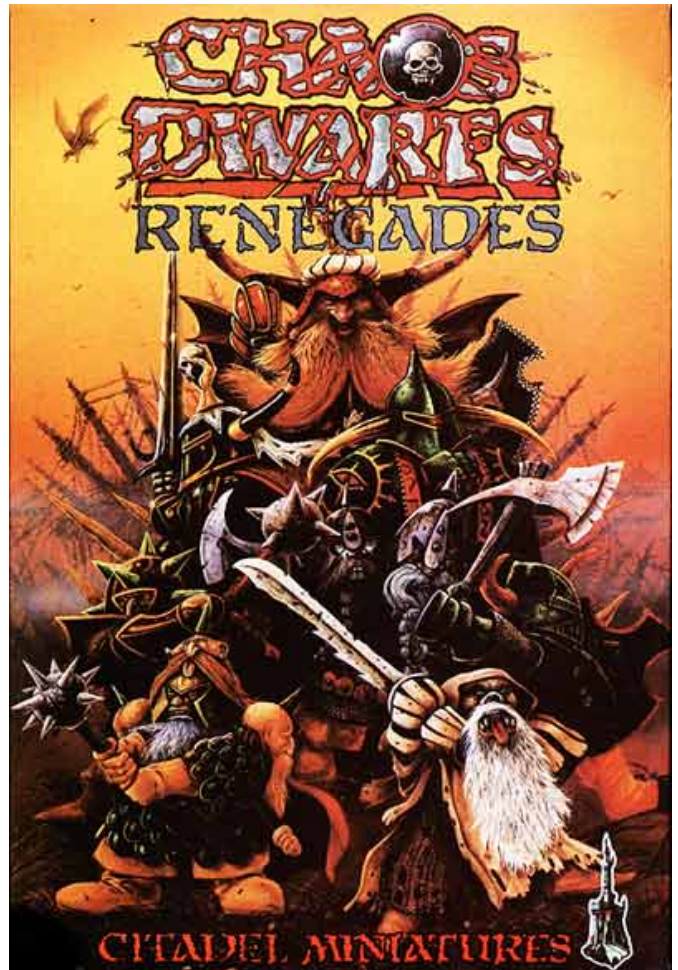
## CHAOS DWARF WAR MACHINES

### WHIRLWIND



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289





# CHAOS DWARF ARMY

BY MACDEATH26

V 0.1



## BY MACDEATH26

The map depicts a vast, desolate landscape with numerous geographical features and landmarks. Key locations include:

- Top Left:** THE HIGH PASS, KISLEV, ZORN UZCUL (The Great Skull Land), UZKULAK (Place of the Skull).
- Top Center:** To The Realm of Chaos, Road of Skulls, Ruins of the Tower, The Falls of Doom.
- Top Right:** NOMADIC TRIBES, GORLIN AND ORC TRIBES, CASH KADRAK (Vale of Wine).
- Center:** THE PLAIN OF ZHAIR, THE TOWER OF ZHAIR-NAGGRUND, THE GATES OF ZHAIR.
- Bottom Left:** THE DESOLATION OF DRAGONMOOR, THE RED PEAKS, DEADROCK GAP, MOUNT GRIMFANG (GORLIN LAIR), To Mad Dog Pass, CROOKBACK MOUNTAIN (SKAVEN LAIR), To Death Pass, ASH RIDGE MOUNTAINS, THE PLAIN OF BONE, THE FOREST OF VORAG (PITS).
- Bottom Center:** THE BLASTED WASTES, THE DARK LANDS, THE TOWER OF GORGOTH, MINES, THE DESOLATION OF AZGORH.
- Bottom Right:** THE HOWLING WASTES, THE SENTINELS, BLACK FORTRESS, PLAYED ROCK, RIVER WAIN, THE SEA OF DREAD.
- Right Side:** GORLIN AND ORC TRIBES, RIVER OF BONES, THE DEAMON'S STUMP.

A compass rose is located in the top right corner, and a scale bar in miles (0, 100, 200, 300) is at the bottom.