



WOEHAMMER ARMIES

CHAOS DWARFS



Chaos Dwarf Special Rules

Sorcerous Exhalation

Lammasu swirl with magic, every breath that take infused with sorcerous power. Each time the Lammasu breathes in, it draws magical energy from enemy wizards.

Units with this special rule stymie the efforts of enemy wizards. Enemy wizards within 16" of a Lammasu must deduct 1 from the casting value of any spells they attempt to cast. In addition, any attacks from magical weapons or items that target the Lammasu or its rider are at -1 to hit.

Earth shaker Cannon

As its name would suggest, the earth shaker cannon lands with such impact it causes tremors in the ground as it lands.

The Earth Shaker counts as a bombard with the following additional rules. Once the shot and any subsequent scatter has been resolved roll 2D6; this is the range of the effect in inches. Each unit, friend or foe including the initial target unit but excluding chariot, flying, and monstrosity units, within the range must roll a D6 and consult the chart below;

- 1 - knocked down - the unit is knocked to the ground, change its order die to down, or give it a down order if it has not already had one. The unit will automatically recover in the recovery phase as they regain their footing, no test is necessary
- 2 - 4 - shaken - the unit maintains its composure, but is nonetheless unsteadied by the tremors. The unit may not sprint this turn.
- 5 - 6 - steady - the tremor is not sufficient to unsettle the unit, they suffer no effect.

The Earth shaker cannon requires a great deal of black powder to hurl its massive shell, and this is not without its risks. If the to hit roll for the cannon is a natural 0 a misfire has occurred. The shot does not get made and a D6 roll on the misfire table below must be made;

- 1 - BOOM! - the shell explodes in the cannon, striking the crew as if it had hit itself. Also roll for earth shaker rules as above from the cannon itself.
- 2 - Boom. - the shell does not fire but the blast in the breach causes a large tremor. Roll for the Earth shaker rules as above from the cannon itself.
- 3 - 5 - Fizz - the cannon does not fire, and there is no further effect
- 6 - Huge blast - the cannon is over stuffed sending the shell well off course. The shot is fired at the target unit, but counts as a miss, and scatters 3D10" inches instead of the usual 1D10".

Slaves

Chaos Dwarfs make use of many slaves, and in particular are fond of using orcs as warrior slaves in their armies.

Units with this rule are less likely to break when their cruel masters are in sight. They may reroll any failed break tests if a Chaos Dwarf unit are within 10". However, if no Chaos Dwarf unit is within 10" they will automatically fail any break tests they are required to take as they use the confusion of battle to try and escape.

Magic of Hashut

Chaos Dwarf sorcerers have access to Dark, Destruction, and Rune Magic spell lores and magic items in addition to the spells and items listed below.

Hashut Magic Spells

Doomroar

Casting level 7

The Sorcerer's eyes blaze with power as his head begins to transform into the visage of Hashut. Lifting his new head into the air, the sorcerer lets forth a mighty bellow

Range: 10"

Target: All units within range

Effect: All units nearby take a command test, modified by pins in the usual way. Successful Chaos Dwarf units will lose a pin. Unsuccessful enemy units will gain a pin.

Lava Storm

Casting Level 6

With a sweep of his arm the sorcerer summons mighty balls of fiery lava from the sky

Range: 18"

Target: Any spot within range

Effect: Place lava storm templates within range, arranged in a line, touching as the caster wishes. Any units hit by the templates suffer D3 SV3 magic missile Fire per template they have been hit by.



Lava Storm Template

Flaming Hide

Casting level 7

A roaring inferno erupts about the Sorcerer, making him dangerous to attack

Range: -

Target: Sorcerer and his unit

Effect: All units attacking the Sorcerer take an additional pin of fire damage from close combat with the Sorcerer and his unit. This is in addition to any pins taken from combat normally (even if they would otherwise not have any) and is taken in the original combat and any follow up combat.

Ash Cloud

Casting level 8

The battlefield darkens as a thick cloud of volcanic ash fills the sky

Range: Battlefield

Target: -

Effect: All shooting is reduced to short range. This does not affect weapons which fire overhead, however these weapons are at -1 Acc whilst the ash cloud is in the sky. This spell can be dispelled by casting the Change Weather spell

Duration: Lasts until end of the turn

Magma Pool

Casting level 7

The Sorcerer liquifies into a bubbling stream of magma, oozing into the earth to reappear and reform elsewhere

Range: 18"

Target: Caster and his unit

Effect: The unit is moved from their current point on the battlefield to any other point within 18" chosen by the caster. If this brings them into contact with the enemy they count as having charged.

Chaos Dwarf Magic Items

Hero units may take magical items as listed below, or magical items of the Dark or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Obsidian Blade - *This jet black sword is forever scalding to the touch*- This sword inflicts fire damage - 10 points

Axe of Woe - *This axe was forged by the cruelest of runesmiths*- This large axe has a SV6 for any natural 1s to hit - 12 points

Magic Armour

Giant Hat of Mourn - *This large hat was found in the mouth of a volcano* - This hat makes the wearer immune to the extra pin of Fire attacks, and removed D3 + 3 pins for rally orders rather than D6 - 10 points

Lava Cloak - *This cloak is hotter than the blackest of forges and pulses thick, acrid smoke at all times* - missile The wearer of this cloak is -1 to hit from all missile attacks that target him, and inflicts a single SV1 choking attack in HtH combat - 20 points

Magic Standards

Banner of Hashut - *This banner beats the visage of the Great God Hashut* - This banner makes all Chaos Dwarf units within 12" to automatically pass any order tests that result in a charge or missile attacks on enemy units - 12 points

Chaos Dwarf Army List

Army Composition

When choosing a Chaos Dwarf army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

Chaos Dwarf Lord riding Allied Great Taurus, 340 points Monstrosity Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Lord with large axe, heavy armour	[4]	5	6	[6(9)]	7	9	[Tough], Command, Follow, [Wound], 3 x HTH, [Heavily Laden]
Great Taurus	5	4	6	11	-	-	Large, MoD 2, 4 x HtH SV4, 1 x HtH SV10, 3 x Flaming Breath SV3 Fire, Dread, Flies

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points.

Chaos Dwarf Lord, 118 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Lord with axe, medium armour	4	5	6	6(8)	7	9	Tough, Command, Follow, Wound, 3 x HTH
2 x Chaos Dwarf Bodyguards with axes, medium armour	4	5	6	6(8)	7	8	

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give unit big axes @ free, or giant axes @ 1 point per model. Give unit heavy armour increasing res to (9) and adding Heavily Laden rule @ 9 points + 1 points per bodyguard. Make unit Stubborn @ 2 points per model. Add up to 2 Chaos Dwarf Bodyguards @ 18 points each

Note. The warband must include one Chaos Dwarf War Lord unit and one only

0 - 1 Chaos Dwarf Sorcerer, 81 points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with axe, medium armour	4	5	6	6(8)	7	9	Tough, Wound, 2 x HtH, Magic Level 1
0 x Apprentices with axes, medium armour	4	5	6	6(8)	6	8	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points, Wound 2 @ 16 pts. Add up to 4 Apprentices @ 22 points each

0 - 1 Chaos Dwarf Sorcerer riding Allied Lammasu, 291 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with axe, medium armour	[4]	5	6	[6(8)]	7	9	[Tough], [Wound], 2 x HtH, Magic Level 1
Lammasu	5	4	6	9	-	-	Large, MoD 2, 4 x HtH SV3, Beastly Breath, Dread, Flies, Sorcerous Exhalation

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points, Wound 2 @ 16 pts.

0 - 1 Chaos Dwarf Hero, 86 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Hero with big axe, medium armour	4	5	7	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH

Upgrade to heavy armour @ 9 points increasing Res to 6(9) and adding Heavily Laden rule, Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 3 @ 10 points, Give unit Giant Axe @ 1 point. Give hero Vengeful rule @ 1 point. Can be given a battle standard adding the heavily laden rule.

0 - 1 Chaos Dwarf Engineer, 94 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Engineer with big axe, medium armour	4	5	6	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH, Mechanical Genius

Make Daemonsmith @ 25 points making magic level 1 Note; If upgrades to daemonsmith will count towards spellcaster limit of the army

Elite Troops

0 - 2 Units of Chaos Dwarf Bull Centaurs, 91 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Bull Centaur Leader with axe, medium armour	4	5	6	7(9)	6	8	Tough, Fast 8, Ferocious Charge
2 x Bull Centaurs with axes, medium armour	4	5	6	7(9)	6	8	Fast 8, Ferocious Charge

Give unit big axes @ free. Add up to 3 Bull Centaurs @ 27 points each.

0 - 1 Units of Chaos Dwarf Immortals, 137 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Leader with axe, heavy armour	4	5	6	6(9)	6	9	Tough, Zealous
4 x Chaos Dwarfs with axes, heavy armour	4	5	6	6(9)	6	8	Zealous

Dwarfs may carry big axes @ free, Giant Axes or Halberds @ 1 point per model. Give unit shields adding shield wall rule @ 2 points per model. Add up to 5 Immortals @ 25 points each.

Troops Units

Chaos Dwarf Warriors, 100 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Leader with axe, medium armour	4	5	6	6(8)	6	8	Tough
4 x Chaos Dwarfs with axes, medium armour	4	5	6	6(8)	6	8	

Dwarfs may carry big axes @ free, Giant Axes or Halberds @ 1 point per model. Add up to 5 Chaos Dwarfs @ 18 points each.

Chaos Dwarf Blunderbussers, 115 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Dwarf Leader with axe, blunderbuss, light armour	4	5	6	6(7)	6	8	Tough
4 x Chaos Dwarfs with axes, blunderbusses, light armour	4	5	6	6(7)	6	8	

Add up to 5 Chaos Dwarf Blunderbussers @ 21 points each.

Weapon	Short	Long	Extreme	SV	Special
Blunderbuss	10	20	-	2	D3 Hits, Fire order to shoot

Hobgoblins, 57 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Hobgoblin Leader with axe, light armour	6	5	5	4(5)	7	7	Tough
4 x Hobgoblins with axe, light armour	6	5	5	4(5)	7	6	

Give unit spears @ free. Add up to 5 Hobgoblins @ 9 points per model

Hobgoblin Wolf Riders, 69 Points
Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wolf Rider Leader with axe	6	5	5	5	7	7	Tough, Fast 6, Rapid Sprint, Wolf 1 x HtH SV1
2 x Wolf Riders with axe	6	5	5	5	7	6	Fast 6, Rapid Sprint, Wolf 1 x HtH SV1

Give unit spears @ free, bows @ 2 points per model. Give unit light armour @ 2 points per model. Add up to 3 Wolf Riders @ 19 points per model

Slave Orcs, 45 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Slave Orcs with axes	5	4	6	5	6	6	Slaves

Give unit spears @ free, light armour increasing Res to 5(6) @ 2 points per model. Add up to 5 Slave Orcs @ 9 points per model

Artillery Units

Earth Shaker Cannon, 108 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Chaos Dwarf crew with axes, light armour, earth shaker cannon	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Death Rocket Launcher, 110 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Chaos Dwarf crew with axes, light armour, death rocket launcher	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Weapon	Short	Long	Extreme	SV	Special
Death Rocket	10	20	20 - 40	5	Fire, D6 hits, Fire order to shoot

Daemon Cannon, 152 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Chaos Dwarf crew with axes, light armour, large cannon (howling horror ammunition)	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Monstrosity Units

Great Taurus, 222 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Great Taurus	5	4	6	11	6	9	Large, MoD 2, 4 x HtH SV4, 1 x HtH SV10, 3 x Flaming Breath SV3 Fire, Dread, Flies

Lammasu, 210 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Lammasu	5	4	6	9	7	8	Large, MoD 2, 4 x HtH SV3, Beastly Breath, Dread, Flies

Iron Golem, 180 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Iron Golem	3	5	7	14	5	9	Large, MoD 2, 4 x HtH SV4, 2 x Flame thrower attack 10" D3 hits SV4 Fire (1 x exchange of Missiles), Dread, Blundering, Fast 6