



Chaos Dwarfs

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Many thousands of years ago the Dwarf race moved northwards from its ancestral home somewhere in the Southlands. They moved along the high ridge of mountains known as the Worlds Edge Mountains, following the trail of mineral ores and precious gems.

The Dwarfs spread amongst the mountains, driven onwards by their lust for the secrets of rock and metal. Over a period of many hundreds of years they dug shafts and excavated cavernous underground cities, they sank mines deep into the mountain roots, and constructed tunnels which carried them further north.

Eventually, sometime in the dim and distant past, the Dwarfs reached the upland region at the far north of the Worlds Edge Mountains which they called Zorn Uzkul or the Great Skull Land. Here they found a vast and inhospitable plateau where the air was thin and cold and the rocks barren. Many turned back south to swell the growing numbers of Dwarfs in the Worlds Edge Mountains, others turned west into the cold lands of Norsca, but some of the most adventurous turned east and then south along the bleak Mountains of Mourn.

At first these widespread Dwarf kindreds maintained contact with each other, but the eastern Dwarfs strayed far and when the Time of Chaos came the northern regions were cut off forever. The Dwarfs of the west believed their eastern kin dead, destroyed by the tides of Chaos that came from the north, but they were mistaken. Chaos did not kill the hardy Dwarfs, instead it worked a dreadful change upon them.

The Chaos Dwarf Empire is sited amidst the Mountains of Mourn and the adjoining eastern part of the Dark Lands. It is a stark and cheerless place, where nature has rent the ground and burst the mountains apart. It is a land rich in the materials that Dwarfs especially covet.

It is impossible to say for certain how or when the Dwarf kindred of the east became the Chaos Dwarfs. Probably it was a slow process of warping and twisting, for Dwarfs are stubborn by nature and more resistant to magic than other creatures. Nonetheless they were changed.

Their Dwarf instincts became perverted into a mockery of traditional values. The huge and monstrous Tower of Zharr-Naggrund, the City of Fire and Desolation, arose on the plain of Zharrduk. This monstrous city is fashioned from black obsidian and stained with the red glow of a thousand diabolic furnaces. Where Dwarfs shun magic the Chaos Dwarfs embraced it and became mighty sorcerers, the creators of arcane machineries and horrific engines

The refuse of thousands of years of labour fills the Plain of Zharrduk where industry tears at the earth, pock-marking the surface with ugly scars of endeavour. Beneath the flickering flames of countless forges untold thousands of slaves, creatures of many races captured in war or traded from the Orcs of the west, work at the enterprises of the Chaos Dwarfs.



The Chaos Dwarf Army

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Warriors	Infantry	3	4	4+	-	3	110	2/4	-
Blunderbusses	Infantry	3/2	4	6+	-	3	90	-/2	*1
Hobgoblins	Infantry	3/1	3	0	-	3	45	-/-	*2
Black Orcs	Infantry	4	4	5+	-	3	110	-/1	-
Orc Slaves	Infantry	4	3	0	-	3	40	-/2	*3
Hobgoblin Wolf Riders	Cavalry	3/1	3	6+	-	3	80	-/-	*2
Bull Centaurs	Cavalry	4	4	5+	-	3	140	-/2	-
Earthshaker Cannon	Artillery	1/3	3	6+	-	1	90	-/1	*4
Death Rocket Bolt	Artillery	1/1D6	2	6+	-	1	60	-/1	*5
Thrower	Artillery	1/2 per stand	2	0	-	2	65	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Great Taurus	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7
Lammasu	Monstrous Mount	+1	-	-	-	-	+25	-/1	*8
Sorcerer Lord	Special	-	-	-	-	-	+25	-/1	*9

Special Rules

1. Blunderbusses. Units with Blunderbusses have a shooting range of 15cm. The unit has 2 shooting attacks. Units hit by Blunderbusses get a -1 penalty for their armour rolls. One unit of Warriors per full 1000 points may be replaced by Blunderbusses (including the 20 points discount) while still counting for the Warrior min/max value. Note that this unit also counts for max value of Blunderbusses.

2. Hobgoblins. Hobgoblins and Hobgoblin Wolf Riders carry an assortment of smaller ranged arms, so may only shoot up to 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Also this enables them to shoot at enemies charging them from any direction. Hobgoblins and Orcs have a strong hatred so units of Hobgoblins or Hobgoblin Wolf Riders may not brigade with units of Black Orcs or Orc Slaves.

3. Orc Slaves. Slaves are just that, captives forced to work and fight for their cruel masters' enjoyment. A unit of Slaves suffer an additional -1 Command penalty when given an order. This penalty is waived, however, if the Slaves are brigaded with Black Orcs, Warriors or Blunderbusses.

4. Earthshaker Cannon. The Earthshaker acts as a Stone Thrower as described in main Rulebook. The exception is that the drive back from the Earthshaker shot causes confusion on rolls of 4+ rather than the usual 6+. In addition the Earthshaker shot causes confusion in units in base contact with the unit that take casualties from the Earthshaker fire on rolls of 6 on a D6 (roll for each unit).

5. Death Rocket. The Death Rocket acts similar to a Stone Thrower as described in main Rulebook, except it shoots D6 times per phase and hits inflicted on the target can be still saved by the armour with -1 modifier (as for handguns). If the roll for the number of shots comes up a 1, the Death Rocket has misfired and you must roll a D6 against the Death Rocket Misfire chart.

6. Bolt Thrower. The Hobgoblin Bolt Thrower is a Bolt Thrower as described in main Rulebook.

7. Great Taurus. Any character may be mounted on a Great Taurus. This mighty beast is fearsome to face on the battlefield. The Great Taurus causes terror and is able to fly.

8. Lammasu. The Lammasu is a magical creature trained to serve the Chaos Dwarfs. A Chaos Dwarf Sorcerer may be mounted on a Lammasu. A Lammasu is able to fly. In addition once per turn you can attempt to dispel one hostile spell cast on one friendly unit within 20 cm of the Lammasu on a roll of 4+ on a D6. There can be only one Lammasu in the army.

9. Sorcerer Lord. The General may be true Sorcerer Lord, maybe even one of the living ancestors from Zharr-Naggrund. Sorcerer Lord can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle Sorcerer Lord can add +1 to the dice when attempting to cast a spell. The player must announce that the Sorcerer's special spell casting bonus is being used before rolling for the spell.



Death Rocket Misfire Chart

D6 Result

- 1: KABOOM!** The Death Rocket explodes in spectacular fashion and is removed from play.
- 2: Malfunction.** The rocket does only one attack. Due to the malfunction only lighter version of rockets might be used till the end of the game and the shot cause D3 attacks instead of D6.
- 3: Dud.** The rocket only does one attack.
- 4-5: Whoosh!** The rocket overshoots and does D6 attacks on the first unit in the line of fire past the original target, regardless of range. If the result is 1, don't roll for the misfire again. If the target is engaged in combat, the hits are carried over into Combat phase. If no target is behind the victim the rocket leaves the battlefield without causing any damage.
- 6: Big badaboom!** The rocket does 2D6 attacks instead of the normal 1D6.

Chaos Dwarf Spells

A Chaos Dwarf Wizard may cast any of the following spells:

FLAMING HAND

4+ to castRange touching

The wizard's hand glows like molten steel as he calls forth the strength of the forges of the earth.

This can only be cast if the Wizard has joined a unit in combat. The spell automatically makes three attacks on one enemy unit which is touching the unit the Wizard has joined. These are worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in combat.

VOLCANIC ERUPTION

6+ to castRange 30cm

The wizard calls forth a storm of magma from beneath the earth.

Each enemy unit within 30cm of the Wizard's stand takes D3 attacks worked out in the normal way. Roll separately for each enemy unit. A unit is not driven back by the Volcanic Eruption. Engaged units carry over any hits scored into the first round of combat and hits caused by the Volcanic Eruption count as having been struck in the combat itself.

WORD OF FEAR

4+ to castRange 30cm

The wizard speaks a blasphemous litany that instills fear in the hearts of his enemies.

This spell can only be cast on any friendly unit within range regardless of whether the Wizard can see it or not. The unit counts as causing terror for the duration of the Combat phase.

METEOR STORM

5+ to castRange 30cm

The wizard hurls flaming stones from his fingertips toward the enemy, battering everything in its path.

Draw an imaginary line 30cm long extending from the Wizard's stand in any direction you wish. Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath its path, including your own. Unengaged units can be driven back by the Meteor Storm as with ordinary shooting. Engaged units cannot be driven back, but carry over any hits that are scored into the first round of combat. Hits caused by the Meteor Storm count as having been struck in the combat itself.