

Chaos Dwarf Slaver Warband

by [Evan Emswiler](#)

I was inspired by Tommy Punk's work on the City of the Damned Warbands, so I decided to make up my own -- the Chaos Dwarf Slaver Warband. I hope you like it.

Chaos Dwarf Slaver Warband

"Take 'em alive." -- The motto of the Chaos Dwarf slaver

The black mines and factories of the Chaos Dwarf Empire require an ever growing population of slaves. The lifespan of a slave in the mines around the Tower of Gorgoth or in the factories of the Plain of Zharr is not long -- they are worked literally to death. Thus, every day the Chaos Dwarf nobles send bands of their subordinates, reinforced by goblinoid slaves, to procure more workers. The majority of these bands are sent into the orc and goblin tribelands of the mountains surrounding the Chaos Dwarf Empire, where the orcs and goblins that make up the majority of their workforce and armies. However, some have been known to make it into the lands beyond, into the lands of the human Empire...

The Chaos Dwarf warband is slightly different from others in that there are two different races included in most warbands. The "heroes" portion of the warband is composed of the Chaos Dwarves themselves (and possibly a bull centaur), while the "henchmen" section is made up entirely of their goblinoid slaves.

A Chaos Dwarf slaver band must have a minimum of at least 3 models. You have 500 shekels with which to choose troops to make up your band. The maximum number of warriors in the band is 20.

Special Rules for Chaos Dwarf Warbands: Chaos Dwarfs are cold and cruel creatures, who think nothing of sending their slaves to certain death. Chaos Dwarfs or Bull Centaurs are therefore not affected by the death or breaking of any of their henchmen (ie, they will not have to take any tests because of a slave breaking). Similarly, black orcs are not affected by orcs or goblins. Orcs are not affected by goblins, and no one is affected by hobgoblins (except other hobgoblins).

Orcs and goblins must ordinarily test for animosity. However, if there is a black orc within 6", or if your warband includes hobgoblins, they do not have to test. Hobgoblins must always test.

Choice of Warriors

Heroes:

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| Slaver Captain | Your warband must include one slaver captain. |
| Bull Centaur | Your warband may have one bull centaur. |
| Subordinates | You may have any number of Chaos Dwarf subordinates, up to the maximum number of models allowed in the warband. |

Henchmen:

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|------------|--|
| Hobgoblins | Your warband may include any number of hobgoblins, up to the maximum number of models allowed in the warband. |
| Black Orcs | You may include up to 3 Black Orcs in your warband, however you may not have more Black Orcs in your warband than you have Chaos Dwarf subordinates. |
| Orcs | You may have up to 5 orcs in your warband. |
| Goblins | You may have any number of goblins in your warband, up to the total number of models allowed. |

Heroes:

Slaver Captain -- 80 shekels

Each warband must have one slaver captain. This is generally a low ranking Chaos Dwarf noble, placed in charge of the slaver band by his lord. The position of slaver captain is a dangerous one that often ends in an ignominious death on the burnt plains of the Dark Lands. If successful, however, it can be the start of an illustrious career. Indeed, many illustrious Chaos Dwarf generals have begun their careers slaving in the mountains around the Dark Lands.

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 3 | 5 | 4 | 4 | 4 | 1 | 3 | 2 | 9 |

Weapons and armor: A Chaos Dwarf slaver captain may choose his equipment from the Chaos Dwarf Equipment list.

Special Rules: Any warriors with 6" of the captain may use his leadership when taking leadership tests.

One Bull Centaur -- 100 shekels

While Bull Centaurs do not normally bother themselves with the affairs of slaver bands, they will occasionally lend assistance at the request of their lord. This is a somewhat rare

occurrence, however, and thus only one Bull Centaur will ever be associated with a particular slaver warband.

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 8 | 4 | 3 | 4 | 4 | 2 | 3 | 2 | 9 |

Weapons and armor: A Bull Centaur may choose his equipment from the Chaos Dwarf Equipment list.

Subordinates -- 30 shekels each

Your warband may include any number of subordinates. It is rare indeed for a Chaos Dwarf Warband to include no subordinates, as most slaver captains are reluctant to be alone in the wastes with their goblinoids slaves. Of course, the Chaos Dwarf subordinates get the first choice of equipment after the captain.

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 |

Weapons and armor: Chaos Dwarf subordinates may choose their equipment from the Chaos Dwarf Equipment list.

Henchmen

Henchmen must be chosen in groups of 1 to 5.

Hobgoblins -- 15 shekels each

Most Chaos Dwarf warbands include at least a few hobgoblins, and some are composed entirely of hobgoblins and dwarves. They are not entirely trusted by their masters, but are given positions with some authority, watching over the other slaves.

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| M | WS | BS | S | T | W | I | A | LD |
| 4 | 3 | 3 | 3 | 3 | 1 | 2 | 1 | 6 |

Weapons and armor: Hobgoblins choose their equipment from the slave equipment list.

Black Orcs: 40 shekels each

Black Orcs have not been trusted since their nearly disastrous rebellion. However, they are allowed to join slaver bands, as their strength and discipline are useful in forcing their lesser orc and goblin brothers into submission. However, your warband must have at least

as many Chaos Dwarf subordinates as it has black orcs -- they are not trusted and must not be allowed to outnumber their Chaos Dwarf superiors.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4 | 3 | 4 | 4 | 1 | 3 | 1 | 8 |

Weapons and armor: Black Orcs choose their equipment from the slave equipment list.

Orcs: 25 shekels each

Orcs are constantly fighting amongst themselves, and so orc slaves have no reservations about giving their free brothers a good bash. Unlike the smarter, stronger Black Orcs, they lack the intelligence to organize any kind of revolt, and are usually content to escape the heat and exhaustion of the mines and get a chance for a scrap.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 |

Weapons and armor: Orcs choose their equipment from the slave equipment list.

Goblins: 10 shekels each

The fate of a goblin slave in the Chaos Dwarf mines is even less enviable than that of an Orc, and so any chance to escape the exhaustion and bullying they face is welcomed, even if it takes the form of a slaving expedition into the wastes.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 |

Weapons and armor: Goblins choose their equipment from the slave equipment list.

Chaos Dwarf Equipment List:

About the Chaos Dwarf blunderbuss -- The Chaos Dwarfs are experts at making machines of firey destruction, and one of their favorite weapons is the blunderbuss. Unlike inferior blunderbusses created by humans, it may be reloaded in a relatively short time. It follows the rules for blunderbusses given in the main rules, however it may be fired more than once. It requires one turn to reload. During this time, the model may move, but may not be involved in hand to hand combat or other shooting.

About Chaos Dwarf Scale armor: Chaos Dwarfs produce a unique kind of armor made of hundreds of overlapping scales. This provides a higher level of protection than armor

produced by humans. Like normal Dwarf Armor, Chaos Dwarf Scale armor provides a saving throw of 4, 5 or 6. A warrior wearing this kind of armor has his initiative halved.

Hand-to-hand combat weapons

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| Dagger | 1 free additional daggers cost 1 shekel |
| Blunt Hand Weapon (hammer, mace, club) | 3 shekels |
| Sword | 5 shekels |
| Double Handed Weapon | 15 shekels |
| Axe | 5 shekels |

Missile Weapons

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| Chaos Dwarf Blunderbuss | 20 shekels |
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Armor

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| Chaos Dwarf Scale Armor | 40 shekels |
| Chaos Armor (captain or bull centaur only) | 75 shekels |
| Helmet | Free (they are Chaos Dwarfs, after all) |
| Shield | 5 shekels |

Slave Equipment List:

Hand-to-hand combat weapons

| | |
|-------------------------------------|--|
| Dagger | 1 free additional daggers cost 1 shekel |
| Hand weapon (hammer, mace, club) | 3 shekels |
| Spear | 10 shekels |
| Halberd | 10 shekels |
| Double Handed Weapon | 15 shekels |
| Axe | 5 shekels |

Missile Weapons

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|-----------|------------|
| Bow | 15 shekels |
| Short bow | 10 shekels |

Armor

| | |
|--|------------|
| Chaos Dwarf Scale Armor (hobgoblins only) | 40 shekels |
| Light Armor | 20 shekels |
| Helmet | 10 shekels |
| Shield | 5 shekels |

Sample Chaos Dwarf Warband

This is a sample beginning warband created using the rules above. I started with the standard 500 shekels and chose my troops, keeping in mind the models I have on hand (and the models I'd like to have an excuse to buy).

First, I have to choose my leader. I don't have any choice about this, so I will just take a Chaos Dwarf leader, try to make a little background for him and buy him some equipment. My leader will Khanezzer the Ruthless, a low-ranking Chaos Dwarf lord. He is not particularly powerful at the moment, only having a few personal slaves and a small household, but he has connections with those above and seemingly limitless ambition. He has been asked by his lord to supervise a slaving expedition into the wastes. This is an important expedition, as they plan to travel far away from Chaos Dwarf lands, into the lands of the human empire.

For his model, I will use the chaos dwarf hero model with a curved, scimitar-like sword and three spike on his helmet (a picture is on my webpage for those who want to see it). I like the model, and it seems to fit the idea of a low-ranking Chaos Dwarf. He looks like he could be the leader of a slaving expedition, and in any case, I already have him painted ;-)

Khanezzer, Chaos Dwarf Slaver Captain -- 125 shekels

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|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|
| M | WS | BS | S | T | W | I | A | LD |
| 3 | 5 | 4 | 4 | 4 | 1 | 3 | 2 | 9 |

Equipment: Dagger, sword, Chaos Dwarf scale armor, helmet

Since this is a very important expedition, Khanezzer's lord has also assigned a bull centaur to serve as a bodyguard for the captain, but also to keep an eye on him.

Taurn One-eye, Bull centaur -- 150 shekels

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 8 | 4 | 3 | 4 | 4 | 2 | 3 | 2 | 9 |

Equipment: Dagger, two axes, Helmet, Chaos Dwarf Scale armor

Next we need to have some lower Chaos Dwarf warriors, brought along to add a stable base to our band (and to keep the slaves in line). I thought I would choose some blunderbusses to give me some missile power (and because I wanted to use some of the models I am painting now).

2 Chaos Dwarf subordinates -- 110 shekels (55 shekels each)

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 |

Equipment: Dagger, helmet, blunderbuss, sword

I thought it would be neat to give the captain a kind of hobgoblin lacky to carry out his orders (who would suck up to him while he was being watched and later plot against him behind his back).

Mordack, Hobgoblin -- 55 shekels

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 4 | 3 | 3 | 3 | 3 | 1 | 2 | 1 | 6 |

Equipment: Dagger, axe, light armor, helmet, shield

I also thought I would give Mordack a couple of hobgoblins to boss around. I will give some of them bows so that they can pick off the enemy from a distance.

2 hobgoblins -- 50 shekels

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 4 | 3 | 3 | 3 | 3 | 1 | 2 | 1 | 6 |

Equipment: Dagger, axe, shield

2 hobgoblin archers -- 60 shekels

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
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|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 3 | 3 | 1 | 2 | 1 | 6 |
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Equipment: Dagger, Bow

Well, that's everything. I had originally intended to include some orcs and goblins as well, but you can't have everything in your beginning warband. I can add them later and say that they have been captured during the warband's travels. There were a few pieces of equipment that I didn't particularly want, but I thought I should include them to fit the models I had in mind.

As for the list itself, I just chose the point costs by comparing the stats of the chaos dwarf warband members with those given in other warbands, so they might be slightly off. Same things with the cost of the blunderbuss.

This is just a first draft, so I welcome any comments or criticisms. I also don't have access to all of the White Dwarfs with the Mordheim articles in them, so I might have overlooked something. I will be putting this up at the Temple of Hashut, as well.

Evan Emswiler

Visit the Temple of Hashut --

<http://www.geocities.com/TimesSquare/Labyrinth/5075/>