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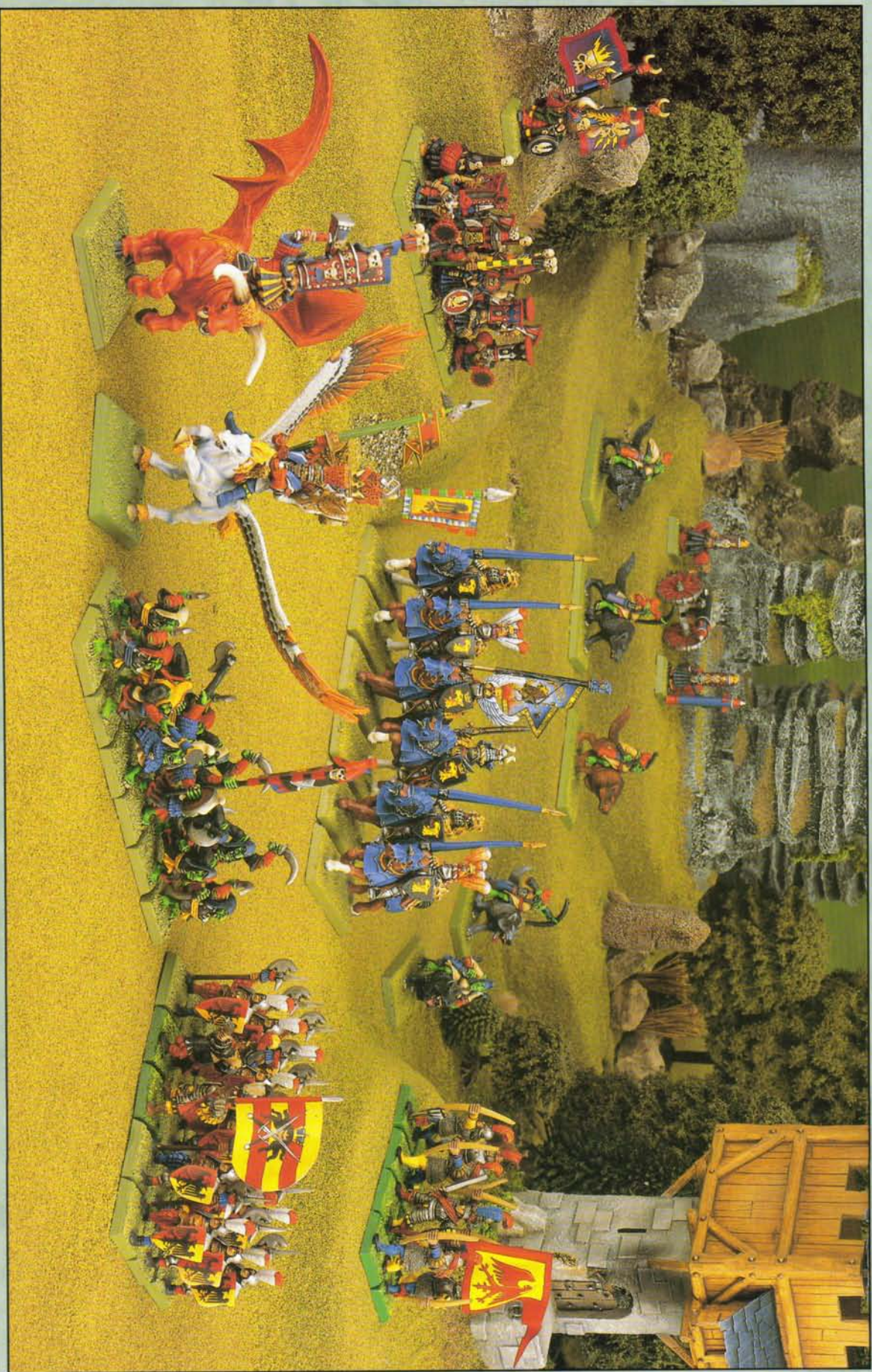
**CHAOS DWARFS**



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A CHAOS DWARF WARBAND SURPRISES AN EMPIRE OUTPOST



# WHITE DWARF® PRESENTS



## CHAOS DWARFS

A compilation of Chaos Dwarf articles from White Dwarf magazine

Cover art by Dave Gallagher, Black & white art by John Blanche and Mark Gibbons



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This book has been compiled from articles published over several issues of White Dwarf magazine. In it you will find all the features that normally go to make up a Warhammer Armies book, including background history, a bestiary, special rules, a magic spells deck, battle report, 'Eavy Metal pages, and army list. In short, all the information you need as a Chaos Dwarf general! Although there is little newly published material, we have tidied up some of the presentation to make the material more accessible. We hope that this book will provide Chaos Dwarf players with a more satisfying option than buying some half dozen back issues of White Dwarf magazine.

The Chaos Dwarf army lists were originally printed without a Special Characters section. We've added a few special characters into the limited space available. Players may wish to use existing models to represent these characters, or, as an alternative, models can be converted to produce suitably individual pieces.









# CHAOS DWARFS

By Rick Priestley

**This month sees the release of the first models in a brand new series of Chaos Dwarf miniatures by Alan Perry. To accompany these models, Rick has been delving into the background of this dark race.**

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, some time 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 DARK LANDS

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. Amongst the peaks volcanoes spew black smoke into the filthy sky. In the plains the stench of tar pits and oil pools hangs heavily in the air. Steaming lava from beneath the earth's crust covers the ash wastes with a blanket of bubbling magma.

Almost nothing can grow in the Dark Lands. The dim light and choking air combine to ensure that the land remains devoid of vegetation except for a few straggly black thorns. The volcanoes and gaping pits bring up all kinds of minerals and gems from beneath the earth: gold and silver, iron and copper, diamonds and sapphires, as well as sulphur, oil and tar. It is a land rich in the materials that Dwarfs especially covet.

## THE CHAOS DWARF EMPIRE

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. They built the Tower of Zharr-Naggrund in the shape of a mountain rising tier upon tier to its summit. At its top they built a temple to their evil god *Hashut*, the Father of Darkness.

Around their dark city the Chaos Dwarfs sunk mines into the earth, delving deep into the rock and filth in pursuit of the treasures that lie below. They built engines down in the depths, using steam power generated by the heat of the rocks themselves. They dug for coal and piled it high into black mounds. They drilled for oil and tar, and dug open pits in which to store it, creating lakes of sticky blackness over the land. In the mountains they quarried stone and used it to build roadways to connect all their lands together, so that the plundered riches of the earth might flow all the faster into their gargantuan city.

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 TOWER OF ZHARR-NAGGRUND

The Tower of Zharr-Naggrund lies at the centre of the Chaos Dwarf Empire and is the object of all their labours and enterprise. Though there are numerous mines, workshops, foundries and fortresses throughout the Plain of Zharrduk and beyond, there is just one mighty city in all the empire. The Tower of Zharr-Naggrund is built of obsidian, black volcanic glass whose light reflects the flames of the myriad furnaces that burn both day and night. The entire city is built in a series of tall steps, like a ziggurat, each step hundreds of feet high and surmounted by battlements that jut upwards like a row of ugly fangs.

Each step is square, and the bottom step is pierced by four huge stone gateways bound in iron. The gates are almost as high as the walls and massive beyond any obvious need. From the east and west gateways roads paved with slabs of gold and brass lead to the Mountains of Mourn and the Dark Lands. The north and south gateways are the river sluices through which the waters of the River Ruin pour. The cold river enters the city from the north and it is put to use cooling the huge forges of the Chaos Dwarf Sorcerers, powering the steam-driven engines, and flushing the effluent of industry out to the south. Where it leaves the city the river is stained red and yellow with filth, laden with noxious sediments and its steaming water is thick and poisonous. A foul yellow cloud hangs about the river and its banks are choked with drifts of spectacularly coloured pollutants.

A thousand massive furnaces burn within the vastness of Zharr-Naggrund, smelting the metals that are the lifeblood of the city. The city is a huge living workshop full of smoke and noise, illuminated by its inner fires and driven by machines of vast size and power. Gigantic steam-driven hammers stamp out sheets of iron and bronze with rhythmic booms like the heartbeats of a cyclopean god.

Massive cauldrons of bubbling metal pour out their molten contents into twisted moulds of intricate construction. The roaring of furnaces, groaning of huge wheels and grinding of arcane machines fills the oily air. The noise and the labours never cease. The Dark Lands are shrouded in thick volcanic clouds and smoke from the workshops of Zharrduk, so the Tower of Zharr-Naggrund exists in a timeless twilight, illuminated by the carmine fires of its own forges.

### THE TEMPLE OF HASHUT

At the pinnacle of the city is the Temple of Hashut, the bull-shaped god of the Chaos Dwarfs, who they call the Father of Darkness. His temple is guarded by Bull Centaurs, creatures mutated from Chaos Dwarfs long ago. They have the body of a bull but the torso of a Chaos Dwarf, with long snaggly tusks and exotically curled beards. Inside the temple its guardians perform bloodthirsty rites, throwing captives into cauldrons of molten metal to the echoing laughter of the assembled Chaos Dwarf Sorcerers. On top of the temple stands the iron statue of Hashut. Its hollow iron belly contains a furnace heated by coals so that the statue glows red hot and anyone who touches its surface suffers searing wounds. The god is the embodiment of the city, its deity and its master, whose power flows through the Chaos Dwarf Sorcerers, and for whom thousands of slaves are sacrificed by fire and furnace.

## CHAOS DWARF SORCERERS

The Chaos Dwarf Sorcerers rule over the Tower of Zharr-Naggrund as the lords and masters of the Chaos Dwarfs and high priests of Hashut. Their lore is deep and ancient, the study of machines and magic combined to produce arcane engines of power and destruction. It was Chaos Dwarf Sorcerers who constructed the city in past ages, who carved its shape from obsidian and raised its dark towers and fashioned its massive gateways. They are few in number, probably no more than a few hundred amongst the whole Chaos Dwarf race.

In the Temple of Hashut the Chaos Dwarf Sorcerers meet in a great conclave of evil to make their plans of domination. There is no leader nor formal hierarchy amongst them, but the strongest voice belongs to the oldest and most powerful, for Chaos Dwarfs respect age and knowledge just as much as other Dwarfs. Each Chaos Dwarf Sorcerer controls part of the city, with its workshops and forges, slaves and warriors, as part of his personal dominion.

Chaos Dwarfs are resistant to magic, as are all Dwarfs after a fashion, but they are not immune to its effects. As Chaos Dwarf Sorcerers use magic it gradually seeps into their bodies, evoking changes in them which are both unique and horrific. After many centuries of labour a Chaos Dwarf Sorcerer begins to change: the pace of change is slow, but once it begins, his fate is sealed.

Starting with his feet, the Chaos Dwarf Sorcerer slowly begins to turn to immobile stone. At first his legs turn grey and solid so that he is unable to move, and his followers are obliged to carry him around or else he has them construct a mechanical engine to move him about. Then his lower body and torso turn to stone, making him extraordinarily tough. Once his arms become stone he is entirely dependent upon his followers to perform his magic, as all he can do is speak and watch their progress. After a while his entire body turns to stone and he becomes





THE SEA OF DREAD

0 100 200 300 MILES



a statue. The statues of Chaos Dwarf Sorcerers are lined up along the roadways around the Tower of Zharr-Naggrund, forming rank upon rank of grey stones watching over the approach to the city.

## CHAOS DWARF WARRIORS

There are relatively few Chaos Dwarfs. The vast numbers of slaves who toil in the Tower of Zharr-Naggrund and in the Plain of Zharrduk outnumber them many times over. All the Chaos Dwarfs belong to one of the Chaos Dwarf Sorcerers, they are his subjects and also his kinsmen, bonded by ties of blood-loyalty which all Chaos Dwarfs deem unbreakable. Bands of Chaos Dwarfs scour the Dark Lands searching for captives to bring back to Zharr-Naggrund to work in the mines and forges, or to sacrifice at the Temple of Hashut.

The acquisition of slaves is very important to Chaos Dwarfs because they are totally dependent upon captives to keep their city and industries going. Bands of Chaos Dwarfs will travel many hundreds of miles to raid Orc or Goblin strongholds in the Mountains of Mourn, and when they conquer a tribe they take as many prisoners back to their city as they can. The more captives they take the more successful the expedition is judged to have been. All wars of conquest are fought with the aim of taking slaves; the Chaos Dwarfs are not interested in expanding their territories further, for the Mountains of Mourn and the Plain of Zharrduk contain all the wealth that they require. Sometimes whole armies of Chaos Dwarfs march against the Orc and Goblin tribes, subduing one tribe after another before returning to the Tower of Zharr-Naggrund laden with slaves.

The Chaos Dwarfs also raid to the north, attacking the fierce horse-riding human tribes of the northern highlands, but these are distant conquests for them and the horse tribes often flee rather than fight. The furthest west the Chaos Dwarf armies have reached to date is the verdant valleys of Farside: the province of Kislev which lies in the eastern foothills of the Worlds Edge Mountains. Smaller bands of Chaos Dwarfs have penetrated as far as the lands around Death Pass, where they have encountered the many tribes of Goblins that live in the western part of the Dark Lands. The Chaos Dwarfs trade slaves with the Goblin tribes, choosing to use the Goblins as intermediaries rather than advance further into the Old World. In this way captive Dwarfs and Men from the Old World have been taken prisoner first by the Goblins and then sold on to the Chaos Dwarfs, only to end their days in the pits of Zharrduk or upon the burning altars of Hashut.

## BLACK ORCS

Many years ago the Chaos Dwarf Sorcerers tried to breed their own Orc race, a race of slaves that could work in the most hostile parts of their realm. They already had thousands of Orc and Goblin slaves, but the Chaos Dwarfs found them unruly and inefficient because they would often fight amongst themselves. Using evil magic and careful selection, the Chaos Dwarfs created a new type of Orc: stronger than an ordinary Orc but more loyal and not given to squabbling. This was how the race of Black Orcs came into being.

The experiment worked at first, but the Chaos Dwarfs soon realised that although their creations were much tougher, they were far too independent-minded to make

good slaves. Ordinary Orcs and Goblins were constantly riven by disputes and so never had time to plot against their masters. Black Orcs, on the other hand, were too well organised, often starting rebellions and leading the other Orcs and Goblins into armed revolt. After several near disasters when Black Orc-led armies ravaged parts of the Tower of Zharr-Naggrund the Chaos Dwarfs decided to drive them from the city forever. Many Black Orcs escaped into the Mountains of Mourn where their descendants remain to this day, while others undertook the long journey to the west and eventually reached the Old World. The Chaos Dwarfs destroyed many Black Orcs, but they left some tribes free to roam the mountains so that they could recruit them as troops into their armies.

## HOBGOBLINS

During the height of the largest and most savage Black Orc rebellion the Chaos Dwarfs were almost overcome. Vastly outnumbered by their former slaves they were driven upwards through the layers of their city, fighting for each level, ascending ever closer to the Temple of Hashut itself. At the final hour the city was saved by the treachery of the Hobgoblins, who, having rebelled along with the Black Orcs, switched their allegiance once more and turned the tide against the Orc rebels. In doing so the Hobgoblins earned the enmity of the other green-skinned races who deeply distrust them to this day.

The Hobgoblins enjoy the favour of the Chaos Dwarfs and care little what other greenskins think of them. Unlike the Chaos Dwarfs' other slaves, they are not made to work in the pits and workshops, but are used as warriors. They are a sneaky, evil-minded race, who remain as dishonest and cowardly in the service of the Chaos Dwarfs as they were when fighting for the Black Orcs. Other greenskins despise them and would certainly kill them were it not for the power they enjoy amongst the Chaos Dwarfs.

Hobgoblins are distinctive in appearance. They look much like Goblins, but they are taller, though nowhere near as burly as Orcs. In fact their whole appearance is thin and sneaky, with narrow eyes and sneering mouths full of pointy teeth. They ride giant wolves and often carry bows to shoot the enemy from a distance. The Chaos Dwarfs utilise many Hobgoblins in their armies but don't really trust them. The Chaos Dwarfs know that the Hobgoblins are despised by other greenskins, and need the protection of the Chaos Dwarfs to survive.





# CHAOS DWARF HISTORY

Chaos Dwarfs are descended from the Dwarfs that inhabit the Worlds Edge Mountains and the Old World. Unlike their distant cousins the Chaos Dwarfs became warped by the lands in which they lived, their natural instincts twisted and perverted into a mockery of traditional Dwarf values.

The history of the Chaos Dwarfs is obscured by time and the harsh Dark Lands that separate their Empire from the Old World. Few have travelled through this barren, inhospitable wasteland and even fewer have escaped to speak of the horrors they have witnessed.

Only through their relentless search for slaves to work in the foul mines and furnaces that litter the plain of Zharr are Chaos Dwarfs forced into contact with the outside world.

## Imperial Year

- 4500 The time of the Ancestor Gods. No written records of these times survive although legend tells of the gradual colonisation of the Worlds Edge Mountains by Dwarfs.
- 4300 The most adventurous of Dwarfs journey across the barren upland regions north of the Worlds Edge Mountains which they name 'Zorn Uzkul' (or the Great Skull Land) in the plain of Zharr.
- 4000 Contact is lost between Dwarfs of the Worlds Edge Mountains and Dwarf settlements in the Dark Lands and Zorn Uzkul. The Dwarfs of the west believe their eastern kin have perished, destroyed by the tides of Chaos from the north.
- 3500 Abandoned by their gods, Dwarfs of the Dark Lands turn to the worship of the evil god *Hashut*, the Father of Darkness.
- 2700 Legend tells how the mighty ziggurat, Mingol Zharr-Naggrund (lit. *The Great City of Fire and Desolation*) was raised from dark iron and black obsidian by the most powerful Chaos Dwarf Sorcerers.



- 2600 Enslavement of Orc and Goblin tribes throughout the Dark Lands and Mountains of Mourn.
- 150 Experiments on captive Orc and Goblin slaves by Chaos Dwarf Sorcerers result in the creation of the Black Orcs.
- 100 The Black Orcs prove unruly and difficult to control. After leading an armed revolt that ravages the lower levels of Zharr-Naggrund they are purged from the ziggurat. Fleeing Black Orcs escape to the Worlds Edge Mountains and the Mountains of Mourn.
- 500 Rich volcanic deposits first mined at Gorgoth.
- 1000 To fuel the ever increasing demand for slaves the Chaos Dwarf fleet cruises the River Ruin and Sea of Dread enslaving those unfortunate enough to cross its path. A great sea canal is constructed linking the Falls of Doom with the Sea of Chaos giving the fleet an exit in the north.
- 2493 Battle of Anurell's Tomb: a Chaos Dwarf slaving expedition encounters a High Elf Army south of the Plain of Bones.



# WARHAMMER

## THE CHAOS DWARF BLUNDERBUSS

By Rick Priestley

The Chaos Dwarfs generally fight with one of two weapons, both equally destructive in their own way. The first is the double handed axe, a short hafted weapon with a heavy metal blade which can crack open armour and cleave a foe in two. The second is the Blunderbuss, a short ranged weapon of devastating effect. The Blunderbuss uses a gunpowder charge to fire shards of spiked iron at the enemy, although it can also fire hot coals, lead shot, pieces of scrap metal, and even stones if need be. The weapon is so robustly made that it can be loaded with far more powder and shot than a simple handgun, and its effect is quite different.

When a Blunderbuss regiment fires a volley the whole zone to its front is filled with spinning razor sharp pieces of iron which spread out covering a broad front. As the enemy are hit and slain, more slicing metal ploughs into the ranks behind, causing untold devastation to all foes unfortunate enough to be close. Blunderbusses have only a very short range, as all the energy of the shot is dispersed over a short distance, but within this range they are deadly.

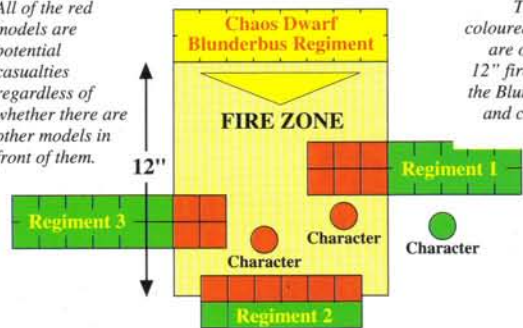
The Blunderbuss armed Chaos Dwarfs are also ferocious hand-to-hand fighters. Their preferred tactic is to give their enemy a single blast and follow up by charging into close combat.

### GAME RULES FOR THE BLUNDERBUSS

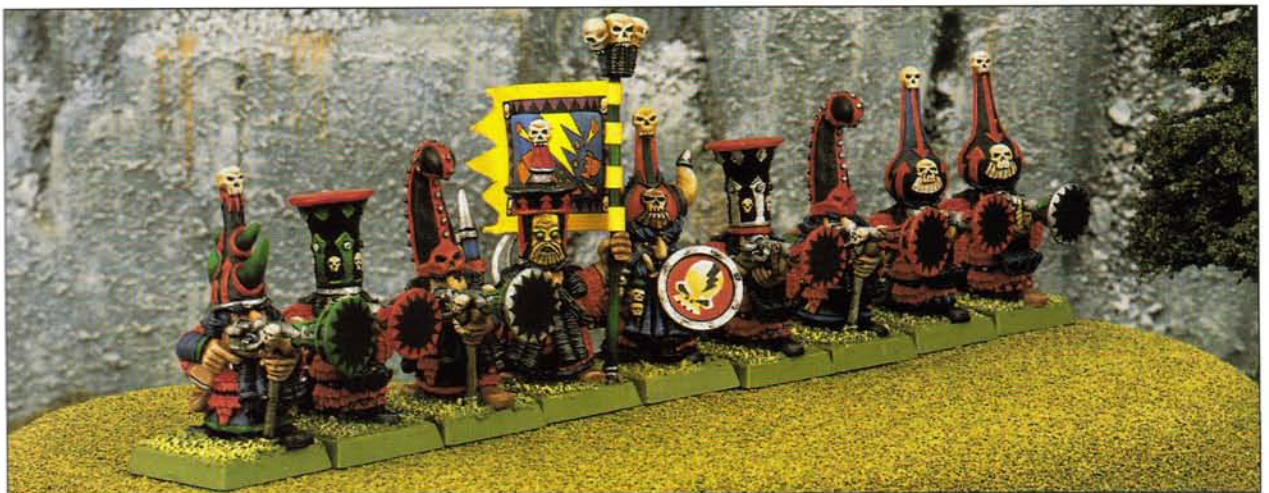
A regiment of Blunderbuss armed troops shoots in a unique way. The weapon has a range of 12" and the regiment may only shoot if it did not move during its movement phase. Work out the results of shooting as follows.

Draw an imaginary line from the extreme left hand side of the regiment which extends 12" directly in front of the regiment. Now draw a similar line on the right hand side. Draw a line across to form an area which extends across the regiment's entire frontage and 12" in front of it. This zone is indicated on the diagram below. This is the regiment's fire zone.

*All of the red models are potential casualties regardless of whether there are other models in front of them.*



Every model within the regiment's fire zone is a potential casualty, even models which are behind other models, or behind cover. Only targets which lie on the other side of a hill or building are protected from the Blunderbusses. It makes no difference how many Blunderbusses are firing, the important consideration is the fire zone covered by the unit. The number or ranks in the Blunderbuss unit also has an effect. It is assumed that the models behind poke their weapons forward and add their fire to the volley. The effect of extra ranks of Blunderbusses is described later.



A REGIMENT OF CHAOS DWARF BLUNDERBUSS



Roll a dice for each potential casualty to determine if you hit. It is easiest to do this unit by unit, rolling a handful of dice at one go, for each unit. For example, if there are 16 potential casualties in an enemy unit, roll 16 dice to determine how many are hit. Some enemy targets will inevitably lie only partly within the area described, in which case you must use your judgement to decide if they are potential hits or not. The general rule is that a model is a potential hit if its base is at least halfway within the fire zone — in the same way as a target from a war machine or spell template. Of course, some judgement will be required, as it is never possible to exactly measure the proportion of a model's base covered by a template, so if there is any doubt you will have to reach agreement with your opponent or decide the matter with a further dice roll.

Roll to hit each potential target using the ballistic skill (BS) of the Chaos Dwarfs as normal. None of the usual to hit modifiers apply, except for cover (-1 soft cover and -2 hard cover). This reflects the fact that the volley represents a massive wall of fire, where individuals are hit because they are in the way rather than because they have been specifically aimed at. As Chaos Dwarfs have a BS of 3 this will mean targets are usually hit on the roll of a 4.

Resolve each hit in the normal way using the To Wound chart. The Blunderbuss has a strength of 3, but this is increased by +1 for each full rank of Chaos Dwarfs behind the first up to a maximum of 5 (ie. three full ranks including the front). Any Chaos Dwarfs in a rank behind the third are too far back to poke their weapons forward.

Resolve saving throws for any casualties using the appropriate modifier (ie -1 if S4 and -2 if S5). No additional modifier applies as it does for hand guns on account of the rapid dispersal of the blunderbusses' energy. Once you have established the total number of wounds inflicted on a unit, remove casualties exactly as normal.

Proceed with each potential target unit or individual model until you have resolved all casualties.

## TARGETS WITH SEVERAL WOUNDS

Once the total number of wounds inflicted has been calculated remove casualties from target units exactly as you would for normal shooting from bows, crossbows etc. So, if you fire at a unit of 20 Ogres of which 16 are potential hits, roll 16 dice to hit, resolve the number of wounds as normal, and then remove the total number of casualties as appropriate. So, if you cause 6 wounds you will remove 2 models (they have 3 wounds each) just as you would for bow shots. This may seem obvious, but it is an easy mistake to assume that just because you roll a dice for each potential target that the wounds have to be distributed amongst all those targets — this would be unbearably tedious!

## CHARACTERS AND MONSTERS

In the case of enemy characters and single models with many wounds, only one dice is rolled and only a maximum of one wound is normally suffered. If a hero is mounted on a monster then both are potentially hit if they lie within the fire zone. In the case of characters and war machines, each crew member, each horse or wolf pulling a chariot, and the machine or chariot itself are each potentially hit assuming they lie within the fire zone. This is effectively the same as if the war machine or chariot were hit by a stonethrower template which covered them.

If a monster with several wounds, a character and monster, a war machine, a character model, or a war machine is either: 1) the only model in the fire zone, or 2) the closest target in the

fire zone measuring from the unit's front, then the Blunderbusses may elect to Concentrate Fire on this target alone. This is bad news for the target concerned as the concentrated volley is the most devastating of all.

When firing a concentrated volley, roll one dice to hit for each Chaos Dwarf in the front rank, applying modifiers only for cover exactly as described above. Resolve all hits against the target as you would for normal shooting with the addition of the strength bonuses for ranks as before. If the models being fired at consist of a chariot, character riding a monster, or other multiple targets, randomly distribute hits exactly as you would with normal shooting.

WEAPON	RANGE	STRENGTH	SAVE
Blunderbuss	12"	S3+1 per rank up to S5 max	-1 if S4 -2 if S5

## FRIENDLY UNITS IN THE FIRE ZONE

This is generally a bad idea as you can imagine. The flying shards of iron, hot coals and other debris fired from the Chaos Dwarfs' Blunderbusses does not discriminate between friend and foe. It is therefore vital for the Chaos Dwarf general to position his Blunderbuss units appropriately.

## STAND AND FIRE

A Blunderbuss armed unit can stand and fire against a charging enemy unit if it starts its move more than half its own charge distance away as per normal. The Blunderbuss armed Chaos Dwarfs hold their fire until the last moment. Then they concentrate fire on the charging foe in the same manner described for firing at isolated characters and machines. Roll a D6 for each Chaos Dwarf front ranker ignoring the to hit modifiers as usual for Blunderbusses (the -1 which is generally applied to troops shooting at charging troops does not apply for Blunderbusses). Work out wounds and remove casualties as normal, applying the strength modifier for a second or third rank. When a Blunderbuss unit stands and fires it only shoots at its chargers, not at other troops within its fire zone, because the Chaos Dwarfs wait until their enemy are so close that they absorb all the energy of the shot!

## SUMMARY

1. Establish fire zone 12" in front of the unit extending across the unit's frontage.
2. Roll to hit each model within the fire zone. It is convenient to deal with each target unit at a time, rolling the appropriate number of dice to establish hits, then resolving wounds and saves as normal. Finally remove the appropriate number of casualties.
3. Proceed until all potential hits have been resolved.
4. Chaos Dwarf Blunderbusses may not move and fire in the same turn.
5. The strength of the hit is 3 for one full rank, increasing to 4 for two full ranks and a maximum of 5 for three full ranks. Ranks which are not full do not count, and save modifiers are adjusted according to strength as per normal.
6. It is possible to concentrate fire against a single target if it is the only target in the fire zone or if it is the closest target. Resolve damage as you would for normal shooting, rolling once to hit with each Blunderbuss in the front rank.



# CHAOS DWARF EARTHSHAKER CANNON

The Earthshaker cannon is a massive weapon of destruction and one of the most deadly weapons in the arsenal of the Chaos Dwarfs. It fires a heavy shell full of powerful explosive. When the shell lands it smashes into the ground, burying itself deeply before it explodes, creating devastating shock waves. As well as blowing its target apart, the shockwaves of the explosion are so strong that nearby models are knocked to the ground. Troops close to the blast will be far too shocked by the impact to fight, or even to move. All they can do is lie on the ground, dazed and confused, until they recover their senses.

The Earthshaker cannon's shots are worked out in the same way as shots from a stone thrower. You will need the standard missile template with the hole in the centre, the artillery dice, and the scatter dice.

First pivot the cannon so that it is pointing in the direction you wish to fire. Now declare how far you want to fire the Earthshaker shell. As with stone throwers, you must do this without measuring, guessing the range as accurately as you can. You must guess a distance of between 12" and 48" – you cannot guess less than 12" because the barrel can only be depressed by a certain amount. Once you have made your guess place the missile template directly over the spot you have estimated.

To see where the shell lands roll both the scatter and artillery dice. If the scatter dice rolls a HIT then the shell lands where you have aimed it. If you roll an arrow then the shell veers off in the direction indicated.

If the artillery dice rolls a MISFIRE then something has gone wrong – roll a D6 and consult the Earthshaker Misfire Chart below. A misfire roll automatically cancels out the whole shot regardless of the scatter dice result. If you roll a number on the artillery dice then this is the distance in inches the shell veers off target as shown by the arrow on the scatter dice. Move the template the distance indicated in the direction shown by the arrow. If you roll a HIT on the scatter dice then the numbers are ignored: a number simply indicates that the shot has not misfired.

## EARTHSHAKER MISFIRE CHART

D6	Roll
1-2	<i>Boom!</i> The shell explodes as it is being loaded. The cannon is destroyed and the crew slain. Any troops within 2D6" are thrown to the ground as described in the text.
3-4	The fuse fizzles out and the cannon fails to fire. It takes a complete turn to replace the shell and prepare to fire, so you not only fail to shoot this turn but you cannot shoot again next turn either.
5-6	The shell explodes in mid-air causing no damage. Your shot has no effect this turn.

## DAMAGE

Once you have established where the shell lands damage can be worked out. Any model that lies directly under the hole in the template is hit automatically. Note that only one model can lie within the hole and if there is any doubt, it is the model under the exact centre of the template which is hit. Models whose bases lie under the rest of the template are hit on the D6 roll of 4+. As with stone throwers this is a matter of judgement and common sense. A good rule of thumb is that a model may be considered a potential hit if at least half its base area lies under the template, while models whose bases are only touched or grazed can be ignored.

Once you have worked out which models have been struck by the exploding shell work out damage in the normal way. Roll for each target to determine if you have caused damage, the exploding shell has a Strength of 7. A damaging hit from an Earthshaker cannon causes D3 wounds, but as most creatures have only one wound it is not always necessary to make this dice roll. This ability to inflict several wounds at once on a large target does, however, make the Earthshaker cannon extremely useful against big monsters.

Maximum Range you may guess	Strength	Wounds	Save
12-48"	7	D3	-4 Modifier

The Earthshaker cannon is massive and extremely solid. As a result it has a high Toughness and is difficult to damage.

Move	Toughness	Wounds
3"	7	3

An Earthshaker cannon can be moved by its Chaos Dwarf crew at 3" per turn so long as it has a full crew of three. Loss of crew members reduces the movement rate proportionately. The Earthshaker cannon cannot move and fire during the same turn, other than to pivot on the spot to aim at its target.

If crew are lost the Earthshaker cannon's rate of fire may be affected. If a single crewman is slain the cannon can continue to fire normally. If two crewmen are slain the remaining crewman may fire, but it takes him a complete turn to load the cannon, which may therefore only fire every other turn. This is in addition to any penalty imposed by a misfire result. Should all the crew be slain the weapon is useless and may not fire.

## EARTHSHAKER!

In addition to the damage it causes the Earthshaker shell literally shakes the ground when it lands, causing troops to fall to their knees and drop their weapons. The area affected by the Earthshaker shell is established by rolling 2D6. This establishes the radius of the Earthshaker effect measured in inches from the point of impact.



Any models within the range of the Earthshaker effect may be temporarily thrown to the ground and disorientated by the blast. Roll a D6 and consult the Earthshaker Chart below. The result applies to all troops within the area.

- 1 **QUAKE!** Troops are thrown to the ground and may neither move, shoot, fight or do anything at all in their following turn.
- 2-5 **RATTLE!** Although severely rattled by the shaking ground the troops stay on their feet. In the following turn movement is at half rate and troops may not shoot. Troops may fight normally in hand-to-hand combat. War machines such as cannons and stone throwers may shoot on the D6 roll of a 4+.
- 6 **WOAH!** Bracing themselves against the shock waves the troops suffer no ill effects and are ready to move and fight as normal.

The shock waves affect models from both sides. It is quite likely for some members of a unit to be affected while others are not. In this case the entire unit is bound by any movement penalties that apply, but only models actually

within the Earthshaker's effect range suffer the shooting or fighting penalties. This may mean that some models can shoot or fight while other members of the same unit are unable to do so.

If a unit is broken while some of its members are suffering from a *Quake* or *Rattle* result then any models suffering movement penalties are destroyed automatically, while the rest flee at their normal rate. If a unit pursues while some of its member are suffering a *Quake* or *Rattle* result then the pursuit is worked out as normal and the move, shoot and fighting penalties cease to apply immediately.

## CHAOS DWARF DEATH ROCKET

The Death Rocket is a fiendish invention of the Chaos Dwarf Sorcerers. It consists of a tubular rocket packed full of a chemical propellant synthesised from the abundant raw materials of the Plain of Zharr. The propellant chemicals are highly unstable and extremely toxic, and the slaves that work in the rocket factories of Zharr rarely last for long. The poisonous fumes and deadly chemicals

inevitably kill those lucky enough not to be involved in one of the regular explosions.

Although the Chaos Dwarfs have built and launched some extremely large rockets, they have achieved the greatest success with the small battlefield weapon known as the Death Rocket. This is about seven or eight feet long and is packed full of propellant. It contains a small explosive charge at its tip and is stabilised in flight by means of fins at the rear.

Despite the grand ambitions of the Chaos Dwarfs' experiments, their rockets have not proven very reliable. One especially large





rocket, a huge thing as high as a tower and known as the Hammer of Hashut, went disastrously off course and almost hit Zharr-Naggrund itself, eventually landing on a Goblin camp, blowing a crater in the plain of Zharr hundreds of yards across. Fortunately on this occasion little damage was done, Goblins excepted, but the Chaos Dwarf Sorcerers wisely decided to confine their experiments to the distant and mostly uninhabited Howling Wastes to the south.

The Death Rocket carries an explosive charge, but due to its unpredictable nature it does not always explode when the rocket lands. Sometimes the rocket will smash into the ground and simply bury itself without exploding. On other occasions the rocket will hit the ground and spin round madly before its propellant splutters into life once more carrying the rocket off in a new direction. A rocket which goes wild in this way can sometimes hop and skip across the battlefield, changing direction several times before it explodes.

The Death Rocket's shots are worked out in the same way as shots from a stone thrower or the Earthshaker cannon already described. First pivot the launcher so that it is pointing in the direction you wish to fire, then declare how far you want to fire the rocket, guessing the range as accurately as you can. The maximum range you are permitted to guess is 48". Once you have made your guess place the missile template directly over the spot you have guessed.

To see where the rocket lands roll both the scatter and artillery dice. If the scatter dice rolls a HIT then the rocket lands where you have aimed it. If you roll an arrow then the rocket veers off course and lands in the direction indicated.

If the artillery dice rolls a MISFIRE then something has gone wrong – roll a D6 and consult the Death Rocket Misfire Chart opposite. If you roll a number on the artillery dice then this is the distance in inches the shell veers off target as shown by the arrow on the scatter dice. Move the template the distance indicated in the direction shown by the arrow. If you roll a HIT on the scatter dice then a numbers score on the artillery dice is ignored (a number simply indicates that the shot has not misfired).

## DAMAGE

The rocket only causes damage when it explodes; it inflicts no damage if it merely strikes the ground and shoots off in another direction. Once you have established where the rocket explodes damage can be worked out. Any model that lies directly under the hole in the template is hit automatically. Note that only one model can lie within the hole and if there is any doubt it is the model which lies under the exact centre which is hit. As with stone throwers and the Earthshaker cannon models whose bases lie under the rest of the template are hit on the D6 roll of a 4+.

Once you have worked out which models have been struck by the exploding shell work out damage in the normal way. Roll for each target to determine if you have caused damage. The exploding shell has a Strength of 5. A damaging hit from a Death Rocket causes D3 wounds, but as most creatures have only one wound it is not always necessary to make this dice roll.

Maximum Range you may guess	Strength	Wounds	Save
48"	5	D3	-2 Modifier

The rocket launcher itself is solidly built and difficult to damage. It has a profile as shown below and has 3 wounds. However, because of the explosive nature of the rockets, every time a wound is suffered roll a D6. On the score of a 6 the launcher explodes and is destroyed together with its crew.

Move	Toughness	Wounds
3"	7	3

A Death Rocket launcher can be moved by its Chaos Dwarf crew at 3" per turn so long as it has a full crew of two. If one crew member is slain movement is reduced proportionally (ie, halved). The Death Rocket cannot move and fire during the same turn, other than to pivot on the spot to aim at its target.

If one crewman is slain the weapon may continue to fire normally. Should both crew be slain the weapon is useless and may not fire.

## DEATH ROCKET MISFIRE CHART

D6	Roll
1-2	<i>Boom!</i> The rocket explodes as it is being loaded. The machine is destroyed and the crew slain.
3-4	The fuse fizzles out and the rocket fails to fire. It takes a complete turn to replace the rocket and prepare to fire, so you not only fail to shoot this turn but you cannot shoot again next turn either.
5-6	The rocket goes out of control and lands 4D6" in the direction you have aimed it. Place a small token, dice, or other convenient marker on the spot and roll a D6.
1, 2 or 3	The rocket explodes. Place the template where the rocket lands and work out damage as normal.
4, 5 or 6	The rocket strikes the ground and spins like crazy before relaunching itself into the air. The rocket lurches a further 4D6" through the air in a random direction (use scatter dice). Mark where the rocket lands and roll another D6 on this chart (1-3 explodes, 4-6 spins off randomly 4D6"). Continue rolling until the rocket explodes.



# HOBGOBLIN BOLT THROWERS

Bolt or dart throwers are large crossbows which shoot a spear-sized missile. They are so large that they are mounted on their own stands, often with wheels so they can be pivoted easily. A crew of two is required to wind back the powerful torsion arms and position the huge bolt ready for firing. On the whole these weapons are nowhere near as large or cumbersome as stone throwers and cannons.

Bolt throwers are fired in the shooting phase along with other missile weapons. To shoot your bolt thrower first turn it on the spot so that it points towards your intended victim. The bolt travels straight forward and (hopefully) hits the first target in its path. To determine if the bolt strikes its target roll a D6 to hit using the crew's **BS** in the same way as bow shots, crossbows, and other missile weapons. The basic score needed to hit is therefore shown on the standard Missile Fire Chart (below). The usual modifiers apply, see the Shooting section in the Warhammer rulebook for details.

If you score a hit work out damage as described below. If you miss then the bolt hits the ground or sails into the air and comes down harmlessly somewhere else.

## MISSILE FIRE CHART

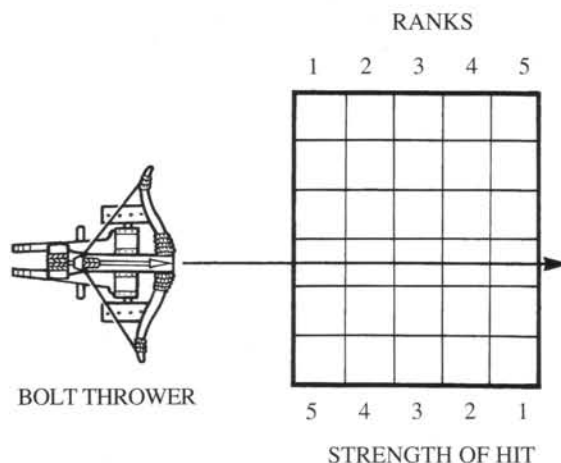
BS	1	2	3	4	5	6	7	8	9	10
D6 Score										
To Hit	6	5	4	3	2	1	0	-1	-2	-3

## WORKING OUT DAMAGE FROM HITS

A bolt thrower is a powerful weapon which can hurl its bolt through several ranks of troops, piercing each warrior in turn. If you hit resolve damage against the target using the bolt thrower's full Strength of 5. If the model is slain then the bolt hits the trooper in the second rank directly behind: resolve damage on the second model with a Strength of 4. If the second rank trooper is slain then a model in the third rank is hit: resolve damage with a Strength of 3. Continue to work out damage as the bolt pierces and slays a model in each rank, deducting -1 from the Strength for each rank pierced.



A model damaged by a bolt thrower sustains not 1 but D4 wounds, which means that large monsters can be hurt or even slain by a hit from a bolt thrower. Armour saves are not allowed for hits from a bolt thrower, because the missiles are so fast and deadly that any armour is pierced along with its wearer. Because saves are not taken, a target with only one wound will be slain automatically if it takes damage, so there is no need to roll a D4 to decide the number of wounds.



## PROFILES

The bolt thrower hurls a sharp-tipped spear which causes considerable damage. The chart below shows its details.

RANGE	STRENGTH	DAMAGE	SAVE
48"	5 -1 per rank	D4	No save is allowed

Bolt throwers are solid constructions made from wood and iron. They have a profile like a creature with a Toughness value and a number of wounds which they can sustain before they are destroyed.

The move rate is the speed the bolt thrower can be moved by its full complement of two Hobgoblin crew. If either of the crew is slain the bolt thrower's speed is reduced proportionately. A bolt thrower cannot move and shoot in the same turn except to turn to face its target.

MOVE	TOUGHNESS	WOUNDS
3"	7	3

## LOSS OF CREW

A bolt thrower has a crew of two and if one crewman is slain then the remaining crewman can just about get by without slowing up the machine noticeably. If both crewmen are slain the bolt thrower may not fire!

## SUMMARY OF BOLT THROWERS

1. Align bolt thrower on target and roll to hit.
2. Resolve damage at Strength 5. No save is allowed for a bolt thrower.
3. If the target is slain roll damage against the second rank at Strength 4.
4. Continue rolling for damage until you fail to slay the target or run out of ranks. Deduct -1 from the Strength for each rank already pierced.





## CHAOS DWARF MAGIC CARDS

By Grant Williams

The Chaos Dwarf Sorcerers rule over the Tower of Zharr-Naggrund as the lords and masters of the Chaos Dwarfs and high priests of Hashut. Their lore is deep and ancient, the study of machines and magic combined to produce arcane engines of power and destruction.

It was the Chaos Dwarf Sorcerers who constructed the city in past ages, who carved its shape from obsidian and raised its dark towers and fashioned its massive gateways. They are few in number, probably no more than a few hundred amongst the whole Chaos Dwarf race.

In the Temple of Hashut the Chaos Dwarf Sorcerers meet in a conclave of evil to make their plans of domination. There is no leader nor formal hierarchy amongst them, but the strongest voice belongs to the oldest and most powerful, for Chaos Dwarfs respect age and knowledge just as much as other Dwarfs. Each Chaos Dwarf Sorcerer controls part of the city, with its workshops and forges, slaves and warriors, as part of his personal dominion.

As Chaos Dwarf Sorcerers use magic it gradually seeps into their bodies, evoking changes in them which are both unique and horrific. Starting with his feet, the Chaos Dwarf Sorcerer slowly begins to turn to immobile stone. At first his legs turn grey and solid so that he is unable to move, and his followers are obliged to carry him around or else he has them construct a mechanical engine to move him about. This condition gradually spreads upwards throughout the whole of the Sorcerer's body until he is made up entirely of stone. These Chaos Dwarf Sorcerer stone statues are lined up along the roadways around the tower of Zharr-Naggrund, forming rank upon rank of grey stones watching over the approach to the city.

To use these spell cards in your Warhammer games, first carefully cut out the front and back of each card as a single piece. Fold the card in half along the dotted line and glue the two sides back-to-back. To make them a little more hard wearing, it's a good idea to insert some thin card between the two halves before you glue them together.

**POWER 2**

**DOOMROAR**

**RANGE: 36"**

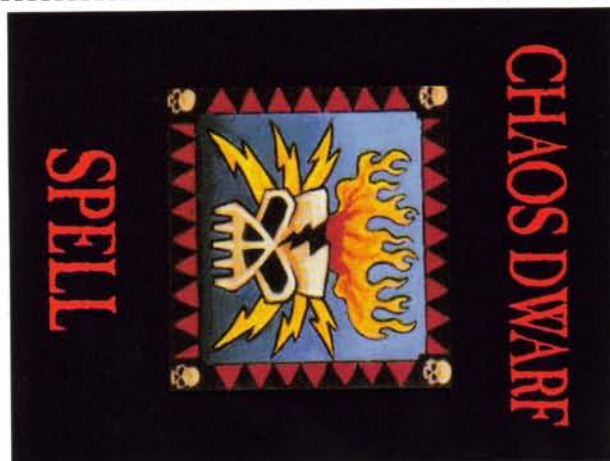
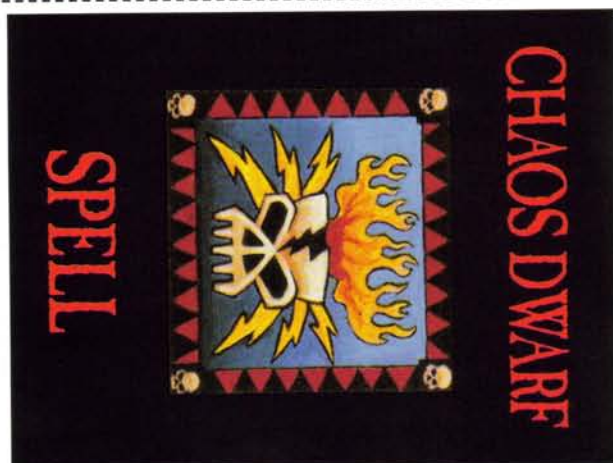
The Sorcerer's eyes blaze with power and his head slowly begins to transform, taking on the aspect of the mighty Bull-God Hashut. Massive twisted horns sprout from his temple and large flared nostrils belch forth smoke and fire. The transformed Sorcerer lifts his bull-head and bellows forth a deafening roar across the battlefield. Friends hearing it are filled with courage, while enemies suffer a feeling of doom and dread. All enemy units engaged in hand-to-hand combat must take a Panic test immediately. If they fail they are broken and will flee directly away from the nearest enemy. All fleeing friendly units within range immediately rally.

**POWER 2**

**SHADOWS OF HASHUT**

**RANGE: 18"**

The air around the Sorcerer grows cold and a shadowy form begins to coalesce next to him. It forms into a visage of Hashut, the mighty God of the Chaos Dwarfs. With a deafening roar, the shadow bull charges forward smashing everything out of its way. The player draws a line 18" from the Sorcerer. Every model crossed by the line suffers one S4 hit causing 1 wound. Any unit suffering one or more casualties from the Shadows of Hashut must take an immediate Panic test.





# CHAOS DWARF



## SPELL

**POWER 2** **RANGE: 18"**

### LAVA STORM

With a sweep of the sorcerer's arm the air fills with balls of molten lava. The Lava Storm flies in a straight line up to a distance of 18" hitting the first unit in it's path. The Lava Storm causes 2D6 on the target unit and each hit causes a wound on the D6 roll of 4, 5 or 6. No saving throw is allowed even for magical armour.

# CHAOS DWARF



## SPELL

**POWER 2**

### FIST OF FIRE

The sorcerer's hands are enwrapped with glowing bands of magical fire that snake out and envelope hand-to-hand combat opponents. Any close combat opponents that are hit are automatically wounded suffering not one but D3 wounds for the magical fire. Armour saving throws may be taken as normal. The spell remains in play until dispelled. It should be placed by the sorcerer or at the table edge to indicate that it is in play.

# CHAOS DWARF



## SPELL

**POWER 2** **RANGE: 24"**

### SORCERER'S CURSE

The sorcerer motions towards an enemy model and instills him with the curse of the Chaos Dwarf Sorcerers. The victim slowly begins to turn to stone from the feet upwards. To perform any action the model must first roll under his strength characteristic on 2D6 at the start of every turn. If he succeeds he can perform as normal that turn, but if not the model may do nothing as the encumbering bulk of his stoney form proves too difficult to move. The curse lasts for the rest of the game, until it is dispelled, or until the caster is slain or chooses to end the spell. Place the card next to the affected model. The caster can end the spell in his turn of the magic phase by removing the card from the table — the spell can then be used normally from the following magic phase.

# CHAOS DWARF



## SPELL

**POWER 2**

### FLAMES OF AZGORH

The sorcerer breathes out whirling tendrils of sorcerous flame. Use the teardrop shaped template from the Warhammer game and place the narrow end at the sorcerer's base and the broad end over the target. Any models under the template are hit on the D6 score of 4, 5 or 6. Any model hit suffers a S4 hit from the lashing flames. No armour saving throw is allowed, even for magical armour.



## CHAOS DWARF



## SPELL

**POWER 1**  
**RANGE: 6"**  
**FLAMING HIDE**

The sorcerer may cast this spell upon himself or any single model within 6". The skin of the affected model begins to glow red hot and flickers with sparks. The flaming hide will negate any wound suffered by the model on the D6 roll of 4, 5 or 6. In hand-to-hand combat, any model which hits the flaming hide will suffer one automatic S3 hit for each hit scored, due to the intense heat. Place this card next to the model or somewhere convenient on the table edge to show that it is in play. Once cast, the spell remains effective for the rest of the game, until it is dispelled or until the Sorcerer is slain. Only one Flaming Hide may be used at a time.

## CHAOS DWARF



## SPELL

**POWER 2**  
**RANGE: 18"**  
**ASH CLOUD**

The sorcerer summons up a cloud of hot volcanic ash which appears under any unit within 18". The ash cloud stings the eyes of the unit members and causes coughing and spluttering. The unit affected will have its Movement, Weapon skill, Bow skill, Initiative and Attacks characteristics halved (rounding fractions up) until the beginning of the next magic phase. This spell is only effective against living targets and has no effect on undead or demons.

## CHAOS DWARF



## SPELL

**POWER 1**  
**MAGMA POOL**

The sorcerer begins to melt into molten lava which flows away into the ground. The sorcerer reappears in another part of the battlefield, slowly seeping through the ground, then gradually re-forming and solidifying. The Magma Pool can be used to transport the sorcerer into hand-to-hand combat, in which case he fights as normal from the next combat phase onwards and counts as charging in the first round of fighting.

## CHAOS DWARF



## SPELL

**POWER 3**  
**RANGE: 24"**  
**ERUPTION**

The Sorcerer chants words of power and smashes his staff on the ground. There is a low rumbling then the ground erupts spewing forth molten lava and clouds of hot ash. Place the 3" diameter circular template over the target to represent the area of the eruption. Any models beneath the template must roll equal to or under their initiative to leap aside. Anything which fails to leap aside is instantly vapourised by the molten lava. War machines such as stone throwers and chariots will be automatically consumed (though their crews get to roll to avoid death) and buildings at least half under the card will collapse on the D6 roll of 4, 5 or 6.





A MIGHTY DWARF ARMY LINES UP FOR BATTLE AGAINST ITS MALEVOLENTLY WARPED KIN - THE CHAOS DWARFS.



# WARHAMMER

## THE BATTLE OF ANURELL'S TOMB

By Robin Dews and Gary Morley

Eldril drew his cloak around him and turned his gaze towards the eastern horizon. As the stars faded into the azure tint of daybreak he wondered whether he too was destined to die in this barren and forsaken land.

Behind him, a sheer cliff rose dark and craggy into the sky, to tower over his small band of warriors. At its base, shrouded in vines, as with some ancient tapestry stood the granite pillar of Anurell's Tomb. He stretched out his fingers to touch the cold stone. Centuries ago, Anurell the great High Elf mariner and explorer had been laid to rest here when he and his crew had been shipwrecked on this coast. Now Eldril had come in the vanguard of Lord Dramalliel's army to recover Anurell's remains and recover that ancient jewel of power known as the Navigator Stone.



His mind drifted back to the arduous journey from the coast. They had marched relentlessly for three days, following the treacherous path of the dark river as it snaked its way through the shadowy mountain peaks. As they'd moved inland, Imrrallion, Lord Dramalliel's chosen hero had flown above them on his war eagle silently scouting the land to warn them of approaching dangers.

When they reached the valley of Anurell's tomb, Imrrallion had turned back to guide the main body of the army forward to join them — and it was then that disaster struck. As the small group of Elves approached the tomb, they had been attacked by a savage pack of wolves ridden by spiteful, leering creatures that Eldril recognised as Hobgoblins. They had driven the foul creatures off, but not before many of his men had fallen under a rain of black arrows or been cut down by the surprise and ferocity of the attack.

Eldril had immediately sent a messenger back to Lord Dramalliel to urge haste before the Hobgoblins regrouped

to attack again. All day they had scoured the skies waiting for Imrrallion's return, but there had been no sign of the mighty warrior and his eagle Deathwing. Then in the late afternoon, the hills around their position had echoed to the thunder of drums and the braying of trumpets. His scouts informed him that a large army of Chaos Dwarfs was marching towards their position, alerted no doubt by the sneering tales of the Hobgoblins, and just before nightfall he had seen two great winged beasts flying high over the tomb. At first he thought that it was Imrrallion and Lord Dramalliel returned to aid them but as the creatures descended he realised that both of the monsters were wreathed in smoke and flame and now he did indeed fear the worst.

He knew that the dark Dwarfs would have little idea of his real strength and would be unlikely to trust the tales of the Hobgoblins. He also knew that if he could hold his position, the main High Elf force led by the Silver Helms and Reaver Knights would soon come to their aid. With a heavy heart, he posted sentries and settled down for the night to wait for dawn...

"My Lord?", Eldril looked up, torn from his thoughts. Before him stood a young Elf. His bright features marked him from a noble family, but there was a hint of fear in his voice. Eldril nodded. "The sentries report movements to the north and west. They fear the dark ones are here and are preparing for battle." From where he stood at the centre of the clearing Eldril could just make out the silhouetted forms of the sentries standing guard at the edge of the trees. He turned back to the messenger, "Go my lad, have no fear and prepare your weapons."

As the sun crept higher, the chill mist that had filled the valley and all night long seeped into the bones and hearts of Eldril's warriors slowly burned away. To the west the broad valley stretched away, dipping gently to where it touched the dark ribbon of the river. From the edge of their camp, one of the sentries came running. My lord, the enemy is once again upon us. I can see their fiendish war machines being set up on yonder hill.

Eldril was silent. He gazed at the messenger and remembered yesterday's battle, the blood, the fear and the comrades who had fallen. As he strapped on his sword and prepared to sell his life, he heard a great shout come from the south. The triumphant yell echoed up the length of the valley. It was the war cry of Dramalliel, the High Elf army had arrived...





In the days of Bel-Shanaar before the Dark Elf wars, the High Elves had ranged across the world in their great age of exploration. Mighty ships sailed from Ulthuan carrying navigators, cartographers and warriors to chart the coasts of the new lands and establish settlements and colonies. Contact was established with the Dwarfs and the great era of trade and friendship began.

At this time, Anurell was a great High Elf seafarer who sailed the oceans of Old World in his mighty Dragon ship. He held in his possession an ancient jewel of power known as the Navigation Stone, with the aid of which he could scry the stars and sense the ebb and flow of the waters and the movement of the winds. Drawing on its power, he could ride the tossing seas when other ships were becalmed, or traverse the deep oceans and locate the narrowest of channels between deadly rocks and reefs.

In 1658 (Imperial calendar — 2739) Anurell set sail from Ulthuan in an attempt to locate the eastern route to Cathay. A month later he rounded the southern tip of the South Lands, where a thousand years later, the Fortress of Dawn would be built. The weather and omens had looked fair, but as he sailed north-east into the Sea of Dread disaster struck.

His fleet was attacked by hideous sea monsters rising from the depths to engulf the fragile ships. Loathsome black tentacles and cavernous jaws crushed the ships, sucking them down into the dark waters from where there was no escape. Their boats crippled and taking water, only Anurell's crew and one other ship broke free of the horror and fled northwards. Sighting land, Anurell and a handful of companions managed to haul themselves ashore on the southern tip of the Dark Lands, where they established a settlement and readied themselves for the harsh winter ahead.

As the months passed, despair gripped the group. Goblin raiders cut down their numbers and disease and hunger took their toll. When Anurell was killed in battle, his grief stricken kinsmen erected a huge monolith and laid his body underneath with the famed Navigation Stone at his side. Leaderless, demoralised and fearing for their lives, the ragged group decided to strike north rather than linger on and die of starvation. In the spring of 1659 they headed north towards the Plain of Bone and were never seen again.

Centuries later, an expedition from the Fortress of Dawn located the ancient monument. A force was dispatched under the command of Dramalliel to discover whether this truly was Anurell's tomb and to recover his body as well as the Navigation Stone. As the advance guard under the command of Eldril reached the site, they were attacked by a strong force of Hobgoblins. After a bitter struggle, the foul creatures were driven back but many of the Elves were lost. A messenger was sent back to the main force in order to hasten their march before the Hobgoblins regrouped and attacked again. The remaining Elf defenders waited for word from the main body of troops, but as dawn broke, the beat of drums from the surrounding hills once again pounded out a message of doom...

## SETTING UP THE GAME

When we decided to fight this battle, Gary and I agreed to create a scenario upon which to base the game. Depending on who you normally play with, this can make for some highly entertaining games. It's sometimes hard to judge exactly how the details and special victory conditions of a scenario will affect the outcome of the battle, but with experience you will be able to play some exciting battles. The Mighty Empires



campaign system is also an excellent way of creating Warhammer games with slightly unusual forces, or for creating a narrative campaign within which each battle is fought.

## BACKGROUND AND DEPLOYMENT

The battle was to be fought the day after the encounter between the advance guard of the High Elf army and the Chaos Dwarf force. We decided that one foot unit of the High Elf army could set up first, anywhere within 12" of Anurell's tomb. The Chaos Dwarf army could then deploy anywhere in a zone stretching from the river to the half-hill on the north-west table edge and up to 18" onto the table. The remainder of the High Elf army would then be allowed to move onto the battlefield anywhere between the river and the half-hill on their table edge during the movement phase of Turn 1.

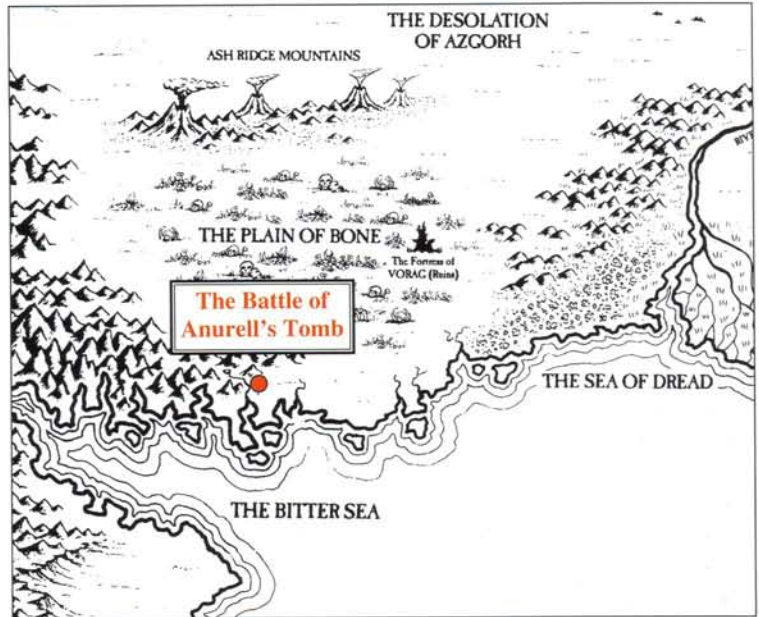
This set-up gave the High Elves the advantage of seeing the disposition of the Chaos Dwarf force before they committed their troops to battle. However, by allowing the Chaos Dwarf army to deploy up to 18" onto the table, we also balanced the advantage of speed that a High Elf army has over a Dwarf force.

## VICTORY CONDITIONS

The victory conditions for the game were simple. All of the normal Warhammer victory condition rules applied, but in

addition, the High Elves would gain five victory points if they managed to have an unbroken unit within 6" of the Tomb of Anurell at the end of the game. If the Chaos Dwarfs army prevented this, or had their own unbroken regiment within 6" of the tomb, then five extra victory points would be given to them.

Having set up the terrain and agreed on conditions, we both went away to select our armies.





## THE HIGH ELF ARMY (Robin Dews)

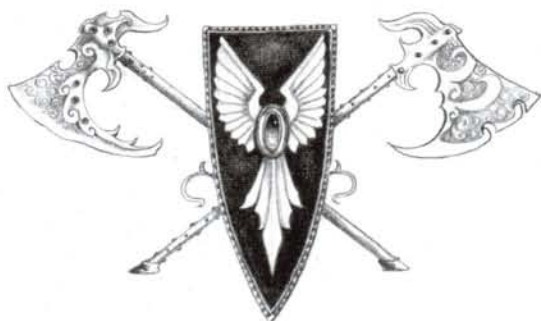


This was the first time I'd fought a battle with the High Elves and I was really looking forward to it. Over the last few months, we've added lots of new models to the Studio army and with the release of the Warhammer Armies — High Elves book, there was a lot of background and inspiration to draw upon.

The Chaos Dwarf army is relatively new and so I had a good idea as to what the core of the force would be. Gary

was bound to choose both the Bull Taurus and the Lammasu, and so I felt that I would also need some flyers that could move around the battlefield quickly, to counter this threat. It was also highly likely that he would include both the Death Rocket and the Earthshaker Cannon in his army. Having flyers on my side would also give me the opportunity to drop down on these fearsome war machines and kill or rout the crews.

My first choice was the army General. I chose the model of Eltharion riding on the War Griffon Stormwing and armed him with the *Sword of Teclis* — to give him some deadly striking power.



My next choice was Imrallion, a High Elf Hero mounted on a War Eagle. I equipped this character with *The Amulet of Hoeth* giving him a magic level equivalent to a Wizard Champion, and a *Blade of Darting Steel* which gives automatic hits in close combat. I wanted this character to be my mobile strike force, attacking the war machines and swooping down on the hapless Chaos Dwarfs. When I came to allocate my spells, Imrallion drew *Tempest* and *Fiery Convocation*, which placed suitably destructive forces in his hands.

My final two major characters were a High Elf Mage Lord and the Army Standard bearer.

I mounted the Mage Lord on a Unicorn (because I really like the model) and gave her the *Skull Wand of Kaloth* and the *Heart of Woe*. The Skull Wand is a deadly close combat weapon that has the ability to drain the soul from your opponent if you manage to strike them and they fail a subsequent leadership test.

This can be a great advantage if you are fighting a high level character who has a number of wounds, as a single hit is able to destroy them with no save. When I made the draw for magic items I picked all of the spells from the High Magic deck. I

was lucky to get the *Assault of Stone*, *The Glamour of Teclis*, *The Coruscation of Finreir* and *Drain Magic*.

This gave me a good balance of attacking, movement, and defensive spells, plus the ultimate weapon if ever I am under a serious magical assault.

For my army standard I used the model of a Tiranoc Charioteer. I wanted him to be able to keep pace with the Reaver Knights and Silver Helms but also be a powerful fighting unit in his own right. Used properly, a charging chariot can be a devastating weapon, and I spent the extra 100 points to turn the standard into a Battle Banner, giving him an extra +D6 to any combat resolution — more than enough to rout even a large Dwarf unit.

Turning to my rank and file units, my first choice was two regiments of archers. Under the set-up rules for the game, I was allowed to place one of my units within 6" of the tomb, before any other models were placed on the table. I decided to use one of my archer regiments — Eldril's Arrows — for this task. Their job was to keep the Chaos Dwarfs away from the tomb until the end of the game. This was quite a tricky decision. From their position on the tabletop, I knew their lines of fire would be restricted by the woods at the edge of the clearing. However, High Elf archers are also tough fighters. If a Chaos Dwarf unit got close enough to charge them, then I knew they would be more than able to take care of themselves.

The second unit of archers I placed with my main force. Although I had never faced one in battle, I knew that the Earthshaker cannon was a deadly threat. Even if it failed to score a direct hit on my regiments, the earthquake effect was more than likely to immobilise them or disrupt their movements. I couldn't afford for this to happen as it was essential to my strategy that my army moved in quickly to reinforce the archers located at the tomb. I therefore decided to deploy these archers opposite the Earthshaker cannon in order to kill the crew and prevent it firing.

The other units in my army were a regiment of Phoenix Guard and a regiment of High Elf spearmen. My plan for both of these units was for them to close with the main body of the Chaos Dwarf army in order to engage them in hand-to-hand combat. I was confident that with the exception of the Blunderbusses, with their deadly ranged fire, my forces were more than adequate for the job.

## THE PLAN

My overall plan was basically very simple (and with hindsight, fatally flawed!). First of all, I intended to send the Silver Helms dashing for the clearing in order to reinforce Eldril's Archers positioned next to Anurell's tomb. The Reaver Knights and army standard bearer would swing around the wooded hill to attack the wolf riders and Blunderbusses before the latter could do any real damage to my forces. At the earliest opportunity I would send both of my flyers up high both to threaten his war machines and also hopefully draw the Bull Taurus and Lammasu up off the ground. Both of these monsters cause terror and could easily send my warriors running from the battlefield. If I could draw them away from the ground my army would be able to manoeuvre freely and I was confident that if it came to a battle in the skies, my general and hero would be able to hold their own. With only four turns to play speed was of the essence, and I couldn't afford to get drawn into a long slogging battle. Finally, I would attempt to knock out the crews of his war machines using my second regiment of archers and the Repeater Bolt thrower.



# LORD DRAMALLIEL'S HIGH ELF COMMAND



**Lord Dramalliel:** High Elf General. Hand weapon, heavy armour and shield, riding his war griffon Nightwing. Dramalliel also wields the *Sword of Teclis*.



**Imrallion:** High Elf Hero. Hand weapon, Heavy armour and shield, riding his war eagle Deathwing. Imrallion wears the *Talisman of Hoeth* and carries a *Blade of Darting Steel*. His spells are *The Tempest* and *Fiery Convocation*.



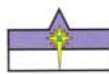
**Anaryll:** High Elf Mage Lord riding a Unicorn. Anaryll bears the *Skull Wand of Kaloeth* and wears the *Heart of Woe*. Her spells are: *Coruscation of Finreir*, *Assault of Stone*, the *Glamour of Teclis* and *Drain Magic*.



**Gladaryll:** Army standard bearer. Hand weapon, heavy armour and shield. Gladaryll rides in a two-horse chariot and carries the army standard which is also a *Battle Banner*.



**6 Reaver Knights:** Armed with swords and spears and wearing light armour and shields. The regiment includes a standard bearer.



**16 Phoenix Guard:** Armed with halberds and spears and wearing heavy armour. The regiment includes a standard bearer.



**Yvresse Emerald Company – 16 High Elf Spearmen:** Armed with spears and swords and wearing light armour and shields. The regiment includes a standard bearer.



**Ithrim Patrol – 16 High Elf Archers:** Armed with longbows and hand weapons and wearing light armour. The regiment includes a standard bearer.



**Eldril's Silver Arrows – 16 High Elf Archers:** Armed with longbows and hand weapons and wearing light armour. The regiment includes a standard bearer.



**6 Silver Helms:** Armed with swords and lances. The Silver Helms wear light armour and shields and ride barded horses. The regiment includes a champion and a standard bearer carrying the *Banner of Wrath*.



**1 Repeater Bolt Thrower:** The two-crew members are armed with hand weapons and wear light armour.

**Total Points Value**

**3002**



## THE CHAOS DWARF ARMY (Gary Morley)



I really like playing scenario battles as I am a keen Mighty Empires player, linking games with a campaign can really test your generalship. With the scenario set, I was really excited. High Elves are fast (especially compared to Chaos Dwarfs) and usually have plenty of High magic to wield. But with the new Chaos Dwarf army I knew I would have a force to be reckoned with.

I decided that I would give my army plenty of leaders and magic, and also make use of the Hobgoblin allies. I wanted an army with plenty of backbone capable of holding and pinning Robin's forces whilst I made a dash for the Tomb of Anurell.

Chaos magic is full of enraged volcanic destruction, so I thought a powerful Sorcerer Lord mounted on a Lammasu would be a match for any High Elf Mage. My Sorcerer, being a level 4 wizard, is allowed to have up to 4 magic items, I chose the *Book of Ashur* as one thereby increasing my magic level to 5, allowing me to have up to 5 spells from the Chaos Dwarf pack. I also chose a *Giant Blade*, giving me +3 strength, *Amulet of Fire* increasing my chance of dispel and *The Rod of Power* allowing me to store power cards for future use. When I came to pick my spells I got *Flames of Azgorgh*, *Lava Storm*, *Sorcerer's Curse*, *Ash Cloud* and the last was *Eruption*, which is my favourite and really sums up my image of a Chaos Sorcerer at work, spewing forth molten lava and ash clouds!

Next, my Army General. I mounted Lord Bzaark on a Great Taurus, giving me the ability to move around the battle field quickly. This monster is certainly a powerful foe, breathing fire is a great missile weapon to soften up your victim before you drive home your attack. I armed Lord Bzaark with 3 magic items, *Spellshield* to deflect spells, a *Healing Potion* and the *Obsidian Blade* which would give me a chance at destroying any magical armour my enemy should be wearing.



To give real backbone to my ground forces I decided to give each unit of troops a leader of at least champion level. First was a Unit of Bull Centaurs led by Bultar, armed with *The Blade of Leaping Copper* giving him +1 on his attack characteristic, these Bull Centaurs have 2 attacks, a toughness of 4 and 2 wounds providing the Chaos Dwarfs with a powerful, mobile, hard-hitting unit to counter enemy cavalry.

The unit of Blunderbusses was a must. These great models can have a devastating effect and a good round with their weapons can cause many casualties in the enemy ranks. Their Champion was wearing the *Crimson Armour of Dargan*. I intended this unit to provide support for the Hobgoblin units, one of which was to be a unit of wolf riders led by Glashruk, a Hero armed with *Heart Seeker* and *Enchanted Shield*, allowing him to re-roll his attacks and give him +1 save. The second unit of Hobgoblins were Warriors led by a Champion wielding a *Parrying Blade*, forcing a -1 Enemy attack.

I also included a unit of Chaos Dwarf Warriors, wearing Heavy armour and armed with huge double-handed axes, they are more than a match for Elf spearmen, led by a Champion carrying *The Blade of Slicing* giving him a -2 save modifier.

Probably the biggest advantage the Chaos Dwarfs have over High Elves is war machines. Positioned properly on the battlefield they can turn the events of the battle dramatically. I just had to equip my army with at least one Earthshaker and one Death Rocket. These models are brilliant and are certainly worth the points.



### A CUNNING PLAN!

With my army worked out, and considering the deployment conditions, I decided to deploy the Hobgoblin Warriors on my right flank, supported by the Blunderbusses and Death Rocket. Here I hoped to entice Robin to attack me, to draw off some of his forces, smash them with missile fire and then make a sweeping right flank attack with the wolf riders.

In the centre I positioned the Earthshaker, hopefully to cause many casualties to the Elf ranks, or at least slow them down. The Bull Centaurs were to provide support to the Earthshaker or counter any cavalry attacks.

Meanwhile, to their left, I had diverted the slow but steady Chaos Dwarf Warriors towards the Tomb of Anurell. Led by Lord Bzaark, they would be positioned and ready for action by the time Robin's troops caught up.

The movements of my Lord Sorcerer were to engage and destroy the enemy Mage, I knew Robin was bound to include at least one Mage, and I felt very confident that I could beat him with my Sorcerer. He was a very powerful character now raised to level 5, mounted and with a lot of magic, the only thing that could go wrong was the dice!



# LORD BZAARK'S CHAOS DWARF ARMY



## Lord Bzaark: Chaos Dwarf

**Lord:** The General is armed with an axe and wears heavy armour. He is mounted on a Great Taurus and carries three magic items, a *Spellshield*, the *Obsidian Blade* and a *Healing Potion*.



## 16 Chaos Dwarf Warriors:

Armed with double-handed axes and wearing light armour. The regiment includes a standard bearer and musician and is led by a champion armed with a *Blade of Slicing*.



## 8 Chaos Dwarf Bull Centaurs:

Armed with double-handed axes and wearing light armour and shields. The regiment includes a standard bearer and musician and is led by a Champion armed with a *Blade of Leaping Copper*.



## Zhrazak Chaos Dwarf Sorcerer Lord:

The Wizard is armed with an axe and rides a Lammasu. He carries four magic items – a *Giant Blade*, the *Book of Ashur*, a *Rod of Power*, and an *Amulet of Fire*. His spells are: *Flames of Azgorgh*, *Eruption*, *Ash Cloud*, *Lava Storm* and *Sorcerer's Curse*.



## 8 Hobgoblin Wolf Riders:

Armed with axes and short bows and wearing light armour and shields. The regiment includes a standard bearer is led by a Hero equipped with an *Enchanted Shield* and *Heart Seeker*.



## 1 Earthshaker Cannon:

The three crew members are armed with hand weapons.



## Chaos Dwarf Blunderbusses:

10 Chaos Dwarfs equipped with Blunderbusses, axes and wearing heavy armour. The regiment includes a standard bearer and musician and is led by a champion who wears *Crimson Armour of Dargan*.



## 12 Hobgoblin Warriors:

Armed with axes and wearing light armour and shields. The regiment includes a standard bearer and musician and is led by a Champion equipped with a *Parrying Blade*.



## 1 Death Rocket:

The two crew members are armed with hand weapons.

**Total Points Value**

**2950**





HIGH ELF TURN 1

### HIGH ELF 1

With a mighty shout, the High Elf army surged forward onto the battlefield. On the left flank, Gladaryll, the army standard bearer, drove forward his chariot with the Reaver Knights galloping alongside. Their task was to seal the gap between the wooded hill and the river and prevent the Hobgoblin wolf riders from running round the flank of the High Elf army. To his right, Anaryll, the Mage Lord, spurred forward her Unicorn.

Further along the line, the Phoenix Guard gripped the hafts of their halberds in silent, grim determination as they marched forward towards the wooded hill. The only sound from their advance was the chink of armour and the slap of leather on metal. Behind them, the Yvresse Sapphire Company strode forwards. To their right, the Ithrim Patrol halted in their stride as the warriors notched their bows and took aim at the huge Chaos Dwarf cannon, silhouetted on the distant hill. On the extreme right of the line, the mighty Silver Helms spurred on their steeds and galloped forward towards the copse of trees concealing Anurell's tomb and the waiting advance guard.

To the rear, Imrallion gripped the neck of Deathwing, his eagle mount, as the great beast prepared for flight. To his right, Dramalliel, the High Elf General spoke calming words to his mighty War

Griffon as it sensed and smelled the acrid, volcanic odour of the Chaos Dwarf army

Meanwhile, hidden amidst the trees, Eldril's men readied their bows and prepared to sell their lives dearly.

Taking careful aim, the Ithrim Patrol let loose a volley of arrows towards the crew of the Earthshaker on the distant hill. The hail of missiles danced around the crew but failed to wound a single Dwarf.

Gazing towards the skies Imrallion drew upon the power of the *Amulet of Hoeth* and unleashed a magical storm of terrifying intensity. Lurid, flashing polychromatic clouds spiralled madly around the sky and a crackling multi-

coloured rain sizzled across the battlefield. Along the valley Elves and Dwarfs cowered in fear, and the flying beasts on both sides remained rooted to the spot, unable to take to the air.

### CHAOS DWARF 1

Amid the pounding thunder of their drums, the Chaos Dwarf army advanced. On the right, the Blunderbuss regiment shouldered their weapons and droning their dark battle cry advanced towards the wooded hill. Behind them the Hobgoblin wolf riders moved slowly forward, their savage mounts snarling and straining now that the scent of Elf was in their nostrils. Their champion, Grashnak signalled to his warriors to



CHAOS DWARF TURN 1





*The two great armies advance*

hold their line and draw bows and ready to fire. To their left, the Hobgoblin regiment marched forward alongside them, bickering and muttering dark threats to each other about what blood they would spill when they closed with the enemy.

Behind them Zhrazak the Great Sorcerer Lord descended the hill to ensure that the treacherous creatures stayed in line. At the sight of the mighty Lammasu, the Hobgoblins fell silent as a black fear swept their hearts.



On the left of the Chaos Dwarf line, the warriors raised their mighty axes and let out a deafening cheer as Bzaark flew down from the hill on the great Red Bull of Hashut. At the General's command they turned face and began to march towards the clearing and Anurell's tomb, just visible through the trees. In front of them the Bull Centaurs edged slowly forward, watching with hate filled eyes, the sight of the Silver Helms galloping across the battlefield on their swift Elf steeds.

As the Centaurs reached the trees, there was a thundering roar and a thick cloud of black smoke erupted from the brow of the hill where the Earthshaker cannon was positioned.

Bzaark watched through narrowed eyes as the dark silhouette of the enormous missile tumbled towards the High Elf lines. Huge gouts of earth were blown into the air as the shell ripped a great gash in the earth just in front of the High Elf line. In an instant, black smoke and flames hid the Elves from view as the ground around them began to shudder and quake. The Phoenix Guard gripped the hafts of their halberds as the very earth trembled but their nerve was strong and they remained on their feet. To their right, the Yvresse Silver Arrows also steadied themselves and loaded their weapons ready to advance.

Amidst a blast of smoke, the Death Rocket crew fired their weapon. The deadly missile flew hissing towards the High Elf chariot like a winged serpent and although the projectile flew straight and true it overshot the mark to explode with a great flash behind the advancing Elves.

The skies above the battlefield still flashed and crackled with blasts of energy. Under this maelstrom of elemental force, metal shards flew from the Death cannon and Earthshaker as both weapons began to disintegrate. The Sorcerer Lord attempted to thwart the magic but was unable to stop the storm.

However amidst the High Elves the same force was also wreaking havoc. The Bolt Thrower was damaged and the chariot almost destroyed by a blast of thunderous energy. Fearing further damage, Imrallion raised his hands to the sky and at the word of command the tempest ceased.



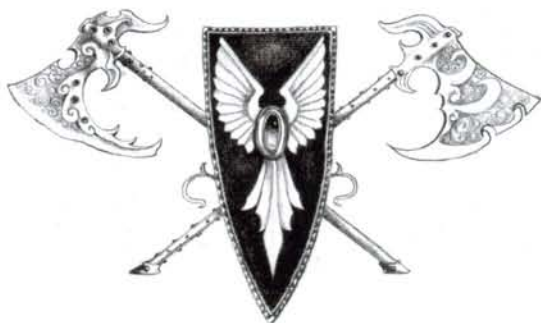


HIGH ELF TURN 2

## HIGH ELF 2

Across the entire front, the High Elf army advanced. On the left, the Reaver Knights and Tiranoc chariot surged forward to close the gap between the river and the wooded hill. As they emerged into the gap, they saw, directly ahead of them, the Hobgoblin wolf riders and Chaos Dwarf Blunderbusses drawn up in formation, ready to receive the charge.

Now that the magical storm had lifted, the Silver Arrows once again loosed their bows and aimed a volley of missiles at the distant Earthshaker crew. As the Dwarfs dashed for cover, one of them was struck down by an arrow in the back. Stepping over the corpse, the two remaining Dwarfs grimly continued to load their weapon.



Seeing the danger to the Reaver Knights, the Bolt Thrower crew loosed a volley of missiles at the solid mass of the Chaos Dwarf Blunderbusses, but to little avail. Three of the bolts flew wide and the fourth thudded against the stout armour of one of the Dwarfs and failed to penetrate its target.

Anaryll gazed across the plain and focused upon the mutated forms of the Chaos Dwarf Centaurs moving forward at the edge of the trees. Drawing on but a small portion of her power, she began to trace a complex web of patterns and lines in the air. Immediately a mist-like haze engulfed the Centaurs,

spiralling round them and holding them in its grip.

No sooner had this spell been cast, than Anaryll sensed a surge of magical energy emanating from the enemy Sorcerer. Twisting on her mount she focused her mind on the dark power and sent it surging back into the void.

Exhausted by this effort, she was unable to prevent a further build up of magic. With a hissing roar, the Reaver Knights were engulfed in a stinging cloud of volcanic ash. Choking and coughing, the Elf riders struggled to rein in their horses as the evil smelling cloud engulfed them, blinding their eyes and filling their throats with dust.

## CHAOS DWARF 2

With a braying of trumpets and thunder of drums the Chaos Dwarf army advanced. On the left, the Chaos Dwarf warriors, shouldered their axes and began to march in column towards the gap in the trees. On the right, the wolf riders, Blunderbusses and Hobgoblins formed up in a solid wall, ready to receive the charge of the Reaver Knights and the speeding chariot.

Entwined within the Glamour of Teclis, the Bull Centaurs were unable to move and remained where they stood. With a great roar, the Bull Taurus surged across the battlefield. Its mighty wings beat the air as it carried the Chaos Dwarf General over the trees and into the midst of the clearing containing Anurell's Tomb.

With a thunderous blast, the Earthshaker launched another projectile across the plain sending it crashing into the midst of the Ithrim Patrol, killing five of them. The remainder were shaken but resolved to hold their line. As the blast subsided, the ground beneath the Elf centre began to rumble and quake. Although severely rattled, the Phoenix guard, the Sapphire Company, Ithrim Patrol and the Mage Lord all managed to stay on their feet. Shaken, but resolute, the grim Elves stepped over the bodies of the slain and closed their ranks.

On the right, the crew of the Death Rocket primed the fuse and aimed their weapon towards the Reaver Knights lined up below them at the foot of the hill. With an evil hiss, the missile flew towards the Elf cavalry and great clods of earth and flame exploded in their midst killing one of the warriors. Miraculously, three others reared away from the devastation and avoided being caught in the blast.

As they closed their ranks, the Knights were caught in a rain of arrows from the Hobgoblin wolf riders directly in front of them. Four arrows struck home, but all but one were stopped by the fine Elf armour. Shaken by this assault, the Reaver Knights steadied their nerve, inspired by the sight of their army standard mounted high on the Tiranoc chariot.

As the Red Bull of Hashut thundered to the ground, great bursts of flame tore from its nostrils, engulfing the High Elf



archers.

As they cowered from the heat and smoke, two of the Elves were burnt to death, but the remainder stood firm under the steady gaze of Eldril

As the winds of magic once more began to flow over the battlefield, Anaryll attempted to dispel the dark ash cloud engulfing the Reaver Knights. Despite her efforts, she was unable to counter the Chaos Dwarf Sorcerer's sinister magic. Sensing the confusion emanating from the Bull Centaurs, Zhrazak attempted to drive away the magical enchantment cast upon them by Anaryll. He too was unable to counter the powerful magic of his foe.

Drawing once again on the power of the Amulet of Hoeth, Imrrallion focused his energy on the entrapped Reaver Knights. Despite the power of the Sorcerer Lord, who had cast the spell, he broke through the enchantment and the cloud dissipated.



CHAOS DWARF TURN 2

Although their Sorcerer had been unable to release them, the Bull Centaurs at last broke free from the magical effects of the Glamour of Teclis drawing upon their own grim determination and innate resistance to magic.



*The Red Bull of Hashut sweeps into the clearing to attack Eldril's command.*





## HIGH ELF TURN 3

*The Blunderbusses break and flee from the Reaver Knights but are cut down by Imrallion mounted on his war eagle.*



## HIGH ELF TURN 3

## HIGH ELF 3

On the right of the High Elf line, Eldril's command fled in terror from the apocalyptic form of the Red Bull of Hashut. Ignoring their commander's shouts, they turned and ran from the clearing.

At the edge of the trees, the Silver Helms formed up in a line and advanced towards the Bull Centaurs.

High above the battlefield, the High Elf General and Griffon swooped down upon the Chaos Dwarf Sorcerer riding his Lammasu, and deadly battle to the death began.

On the left, the Reaver Knights and Tiranoc chariot surged forward and charged into the wolf riders and Blunderbusses. As they surged forward, a volley of arrows flew from the Hobgoblins, cutting another knight from his horse. To their left, there was an ear-splitting roar from the Blunderbusses and the chariot was engulfed in fire and shrapnel.

Gladaryll was cut down where he stood. His dead fingers still gripped the reins as the chariot crashed into the front rank of Blunderbusses. At the same instant Imrallion swooped down on the rear of the Dwarf regiment. Rearing back on his eagle, Imrallion yelled his battle cry as the beast ripped into the Dwarfs with beak and claws.

In the centre, the Bolt Thrower crew aimed their weapon at the distant Earthshaker and let loose a volley of bolts. The four missiles darted across the valley and another crewman was impaled and cut down.

Despite Gladaryll's death, the mighty chariot scythed into the first rank of Blunderbusses, cutting down two of them while the mighty Elf steeds champed and kicked out at the terrified Dwarfs. From behind them, Imrallion, wielding his *Blade of Darting Steel* cut down another Dwarf, as Deathwing clawed and ripped his way into their ranks. The great eagle beat down with his massive wings, leaving the bodies of two more Dwarfs twisted and broken.

Assailed from all sides, the beleaguered Dwarfs broke and fled. Before they could cover more than a few yards, Imrallion once more swooped down on them and they were utterly destroyed.

Alongside this bloodlust, the Reaver Knights drove home their charge at the Hobgoblins mounted on their snarling wolves. Two of the evil greenskins fell under the force of the assault and a third was trampled underfoot by a rearing Elf steed. In the bloody fighting, one of the Knights was pierced by a cruel Hobgoblin blade, but the malevolent half-breeds refused to run and the bitter struggle continued.



High above the battlefield, the High Elf General overcame his fear as he dived down upon the Chaos Dwarf Sorcerer mounted on the Lammasu. As the two mighty war beasts clashed, Dramalliel drew *The Sword of Teclis* and made a deadly thrust at his opponent. Crackling celestial energies rippled up and down the blade, but it was turned aside by the smoky black threads of sorcery emanating from the Lammasu's skin. Nightwing lashed out with his beak and claws, tearing at the Sorcerer and wounding him, but the malevolent Dwarf struck back, wounding the Griffon and sending him rearing back. As the two great beasts tumbled across the skies, tearing and rending at each other the Lammasu gored the Griffon with his mighty horns. The Griffon let out a roar of pain as Dramalliel struggled to regain control of his wounded mount, and the Sorcerer and the Elf both steeled themselves for another deadly joust in the sky.

This turn, the winds of magic blew strong across the battlefield, but with a swift gesture Anaryll, the Mage Lord drained the energies away, leaving the spellcasters with no power to work their sorcery.





*The Reaver Knights and Standard Bearer charge towards the right flank of the Chaos Dwarf army.*

### CHAOS DWARF 3

With a vast sweep of its leathery wings, the Red Bull of Hashut propelled itself towards the centre of the battlefield to land in the very teeth of the High Elf army. On the left, the Bull Centaurs galloped forward to charge into the Silver Helms, while the Dwarf warriors moved forward into the clearing, now empty but for the charred remains of the dead Elves.

As its sole crewman sweated and laboured to load another missile, the Earthshaker cannon was unable to shoot, but over on the right, the Death Rocket crew fired their weapon at the now crippled chariot, killing the remaining steed and blowing the war machine to smithereens.

Once again acrid smoke and flame belched from the nostrils of the Great Taurus, engulfing the Silver Arrows in a blistering column of fire. Three of the Elves were burned to death, but the remainder steadied themselves for the fight.

On the right, the raging battle between the wolf riders and the Reaver Knights continued. One of the knights lashed out at the Hobgoblin champion, but the blade was deflected by his armour. In reply, the champion thrust with his Heartseeker Blade, chopping through sinew and bone and cutting down the two remaining knights. In triumph the champion leapt from his



CHAOS DWARF TURN 3



horse and seized the fallen Elf standard. With a bloodcurdling screech he raised the bloodied banner above his head while his wolf mount began to feed upon the fallen Elves.

As the battle raged below, high above, the Griffon and the Lammasu once again clashed in mortal combat. With a mighty sweep of his blade, Dramalliel plunged his weapon deep into the heart of the dark Sorcerer. The magical enchantment emanating from the Lammasu's skin was unable to save the Sorcerer Lord and with a shriek he fell from his mount and tumbled to ground far below.

With the death of his master, the Lammasu bellowed in fury. Enraged, it kicked and gored at the Griffon, raking its belly with its horns, gouging out deep furrows of flesh.



Wielding his *Blade of Leaping Copper*, the champion of the Bull Centaurs crashed into the Silver Helms with his warriors beside him. Shouting above the din of battle, Prince Aenerion, mighty Elf hero and captain of the Elf knights, issued his challenge to the Chaos Dwarf champion. With a savage cry the two warriors locked their weapons in a fierce struggle to the death.

Oblivious to the battle around them they hacked and thrust at each other. Two knights fell before the weapons of their foes and though the Centaurs were wounded in return, they ignored the pain and returned to the fray.

Severely mauled, the Silver Helms steadied themselves and stood their ground.

Crying revenge for their fallen comrades, the Silver Helms standard bearer drew upon the terrible power stored within the Banner of Wrath. Incandescent lightning bolts lashed the Bull Centaurs, but only one of them tumbled to the ground amidst the smell of burning flesh and ozone.

Anaryll now turned her attention to the nightmare vision of the Red Bull of Hashut that threatened to

send the High Elf centre fleeing in terror. Tracing a delicate web in the air with her fingers, she attempted to trap the beast within the *Glamour of Teclis*. Before the misty shroud could materialise about the monster, the Chaos Dwarf General held high his spell shield and the sorcerous energies spiralled away to once more ensnare the Bull Centaurs in the magical maze.

## HIGH ELF 4

On the right flank of the army, Eldril's command overcame their terror and formed up in readiness to rejoin the fight. In the centre, the remaining warriors of the Ithrim Patrol and the Silver Helms, grimly steeling themselves to face a vision of hell that was the Red Bull of Hashut.

From the summit of the hill, the Bolt Thrower crew levelled their weapon at the exposed flank of wolf riders, in an attempt to impale their foes with a volley of bolts. The razor sharp weapons struck home, killing the first rider but the Hobgoblin champion beside him took the full force of the missiles against his armour. Although Graznak was sorely wounded, the remainder of the bolts failed to penetrate their target.

The Ithrim Patrol once more attempted to prevent the Earthshaker from firing, but the lone crewman remained concealed behind his weapon and was unharmed.

With his War Griffon now sorely wounded, Dramalliel desperately fought to drive his foe from the skies. Drawing upon the ancient magic stored in the Sword of Teclis he flayed the Lammasu with a hail of energised blows.

Unable to withstand this deadly onslaught, the Lammasu let out its death shriek and tumbled to the ground to join its master.

In the bloody battle between the Silver Helms and the Bull Centaurs the staggering power of the massive creatures began to overwhelm the Elf knights. Their hero, Prince Aenerion was cut from his horse by the Centaur champion and yet other knight was split in two by the savage blow of an axe.



HIGH ELF TURN 4



In the face of this blood and slaughter, the Silver Helms resolve failed them and they turned and fled. Desperate to pursue their foes, the Centaurs remained trapped within the sorcerous energies of the glamour of Teclis.

As the sun began to set in the blood red sky, Anaryll the High Elf Mage Lord saw a vision of her destiny. Spurring forward her mount, she charged at the Bull Taurus, swinging the mighty Skull Wand of Kaloth high above her head. As the warriors clashed, Anaryll rained blow after blow upon the Chaos Dwarf General. As the final blow fell, the eyes on the skull opened and an ice cold voice hissed "You are mine!" With an anguished shriek, Bzaark's evil soul was sucked from him and his dead and broken body tumbled to the floor like a dry and lifeless husk.

Roaring with anger and grief, the great Bull Taurus drove at the Wizard, rending her body and crushing her head on the ground like a smashed gourd. In response to the agony of her death, the *Heart of Woe* shattered into a thousand shards, slicing through both the Great Taurus and the Unicorn to leave their ripped and shattered bodies strewn in pieces on the blood-stained ground.

Oblivious to this carnage, Imrallion swooped down on his eagle to attack the Death Rocket positioned on the hill. With a blow from his taloned claw, one of the gunners was swiftly dispatched, while his companion turned tail and fled.

Swivelling on his mount, Imrallion drew upon the power of the *Amulet of Hoeth*, and cast a *Fiery Convocation* upon the hapless wolf riders. Still triumphant in their victory, the Wolf Riders shrugged off the magical attack and prepared for the charge.



High above the battlefield, Lord Dramalliel and the Chaos Dwarf Sorcerer engage in a bitter struggle to the death.





CHAOS DWARF TURN 4

### CHAOS DWARF 4

As the sun dipped towards the horizon, the Chaos Dwarfs licked their wounds and readied themselves for the final battle.

In the centre, the Hobgoblins faced off against the Phoenix Guard while on the right, the Chaos Dwarf warriors occupied

the clearing under the deepening shadow of the Tomb of Anurell.

From the central hill, the ground shook as the Earthshaker cannon once more lobbed its massive projectile towards the Phoenix Guard, standing silent in the middle of the plain. Labouring alone to fire his weapon, the gunner misjudged the range and the missile overshot its target. Nonetheless, the shattering impact of the explosion rocked the ground beneath their feet, halting their advance.



*The High Elf Mage Lord and Chaos Dwarf General clash in single combat.*



On the left, the Hobgoblins fired a volley of arrows at Imrallion silhouetted on the hill above them, but the shots merely bounced off his finely wrought armour.

In response, Imrallion once again drew upon the power of the *Amulet of Hoeth* and cast the *Fiery Convocation* upon the hapless wolf riders. This time, no sorcery could save them, and two of the riders were killed, the remainder fleeing for their lives.

As night fell, the two armies disengaged. Both sides had been severely mauled in this bloodiest of battles. On the High Elf side, the Reaver Knights, Silver Helms, and Tiranoc chariot had all been destroyed. Anaryl their Mage Lord was dead and many more warriors would never see the dawn. They held less than a quarter of the battlefield, and the Tomb of Anurell was in the hands of the enemy. For the Chaos Dwarfs, the once proud Blunderbusses had all been killed. Their General and Sorcerer Lord were also dead, together with the Red Bull of Hashut and the mighty Lammasu. The wolf riders had routed and most of the crew of their war machines were either fleeing or dead. However, the Tomb of Anurell was within their grasp and bloody but unbowed, victory was theirs.

## HIGH ELF SUMMARY

Oh, so close, so close. Another turn and I would have sent the evil scum running from the field. The Phoenix Guard could have easily defeated the Hobgoblin regiment and with support from my two regiments of archers I could have seen off the Bull Centaurs with attacks from my General on his War Griffon and the Eagle Rider.

If I have to own up to my mistakes, I think that I was mesmerised by the Chaos Dwarf Blunderbusses early in the game, and this affected my deployment and ultimately the outcome of the battle. The background to the game meant that Gary deployed first in his set up area, and I was able to move my forces onto the table in my first turn movement phase.

Whenever you play scenario games, it is essential to keep in mind just what it is you are trying to do. We had determined that whoever had an unbroken force within 6" of the Tomb of Anurell at the end of the game would gain five victory points. This effectively meant that the tomb was worth five enemy units routed or destroyed. Even if I had been able to destroy both the wolf riders and the Blunderbusses with my charge, it would still leave two of my fastest and most powerful units at completely the wrong end of the table.

What I should have done, was deploy the Phoenix Guard at the extreme left of my line to prevent the wolf riders coming round my flank. This tough High Elf unit would have been more than a match for the Hobgoblins and Gary would have been unable to fight with both the wolf riders and the Blunderbusses on such a narrow frontage. Following this plan would have enabled my Reaver Knights Tiranoc Chariot and the Silver Helms to race for the clearing where they would have been more than a match for the Chaos Dwarfs. Ah, the benefit of hindsight!

During the Magic Phase of turn two, I was confronted with a horrible dilemma. My General was in combat with the Chaos Dwarf Sorcerer, who could use his spell casting ability to attack my character. At the same time I needed to try and cast the *Glamour of Teclis* onto the Bull Taurus to prevent it from flying in to attack the Silver Helms or charging and destroying Eldril's Archers. When I rolled 2D6 for the winds of magic, the result was a double six! With that much power available I knew that it could be a decisive phase that might see the end of

my General. I therefore decided to play the *Drain Magic* card, thus saving my General but leaving my other units to their fate.

The Earthshaker cannon was probably Gary's most powerful weapon in winning the battle. Although it didn't directly kill many of my troops, the earthquake effects completely paralysed my centre by forcing the Silver Arrows, Phoenix Guard, Yvresse Sapphire Company, and my Wizard to only move at half rate throughout the game. Thus, this weapon was able to completely counter the major advantage I had over the Dwarfs — that of speed. I could maybe have attacked the Earthshaker earlier on in the game using my General or eagle rider, but again I used the latter to attack the Blunderbusses (a case of real overkill!) and then locked my General in combat with the Sorcerer on his Lammasu.

By the time these combats were resolved, it was too late for my forces to get into combat and the game was all but lost.

## CHAOS DWARF SUMMARY

Phew! That was close, I only just managed to pull it off. I think I may have gone another move, but with my two main characters killed and the wolf riders routing off the table, no one to fire the Death Rocket and the Earthshaker reduced to one crew member — it was only a matter of time! However the Chaos Dwarf Warriors did manage to secure the Tomb of Anurell.

On the whole, my tactics worked roughly to plan. The Earthshaker Cannon could have caused more casualties but did manage to slow the Elf army down. My right flank held and both the Blunderbusses and wolf riders acquitted themselves well. Indeed I really did not think that the wolf riders would hold up against the Reaver Knights, I am glad I paid extra for short bows, and of course the Hero helped steady the ranks. (If they had not fled the field on the last turn, then I think Glashruk would have been awarded a medal.) If the Blunderbusses had not been attacked in the rear by the eagle then I may have been able to send the Wolf Riders off on a flank attack next turn. However the attack on the Blunderbusses probably saved the Earthshaker cannon from a similar fate.

My unit of Bull Centaurs were twice hampered by the *Glamour of Teclis*, but nevertheless made short work of the Silver Helms, and certainly arming their champion Bultar with *The Blade of Leaping Copper* giving him 4 attacks, worked a treat.

I think my biggest mistake in the battle was the use of my Sorcerer. I really think he would have been invincible, if I had engaged Robin's Mage, instead of his General, then things might have been more decisive. Although Robin seemed to have the upper hand in the "control" of the *Winds of Magic* when he used the *Drain Magic* card in turn two, my Sorcerer was about to unleash a whole fury of deadly spells against his General, plus there was also 3 unused Power cards stored in the *Rod of Power*. It certainly was a furious fight though, I almost had the Griffon, it was down to one wound before the Lammasu perished.

My General did fairly well and certainly the Bull Taurus performed admirably. In combat with the Mage he survived the attacks from the *Skull Wand of Kaloth*, losing on the last attack. A pity because I could then have charged him into the flank of the Phoenix Guard next move.

All in all a very close battle, one which was very exciting and could have gone either way. A lesson to remember, "Make a plan and stick to it!"



## CHAOS DWARF HEROES



CHAOS DWARF HERO



CHAOS DWARF LORD



CHAOS DWARF SORCERER



## CHAOS DWARFS

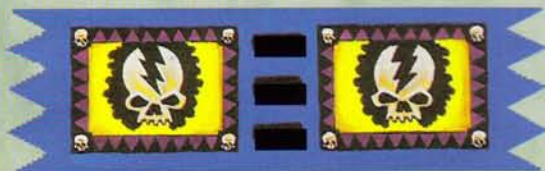
Chaos Dwarfs are evil, self-centred creatures, caring nothing for the life of others and directing all their labours to the construction of their great city, the Tower of Zharr-Naggrund. Chaos Dwarf armies scour the Dark Lands and beyond for slaves to labour in the mines and factories or as sacrifices to their dark god Hashut.



STANDARD BEARER



STANDARD BEARER



DRUMMER



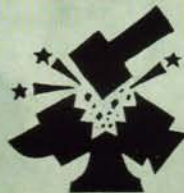
LEADER WITH SWORD



WITH AXE



WITH BLUNDERBUSS



LEADER WITH SWORD



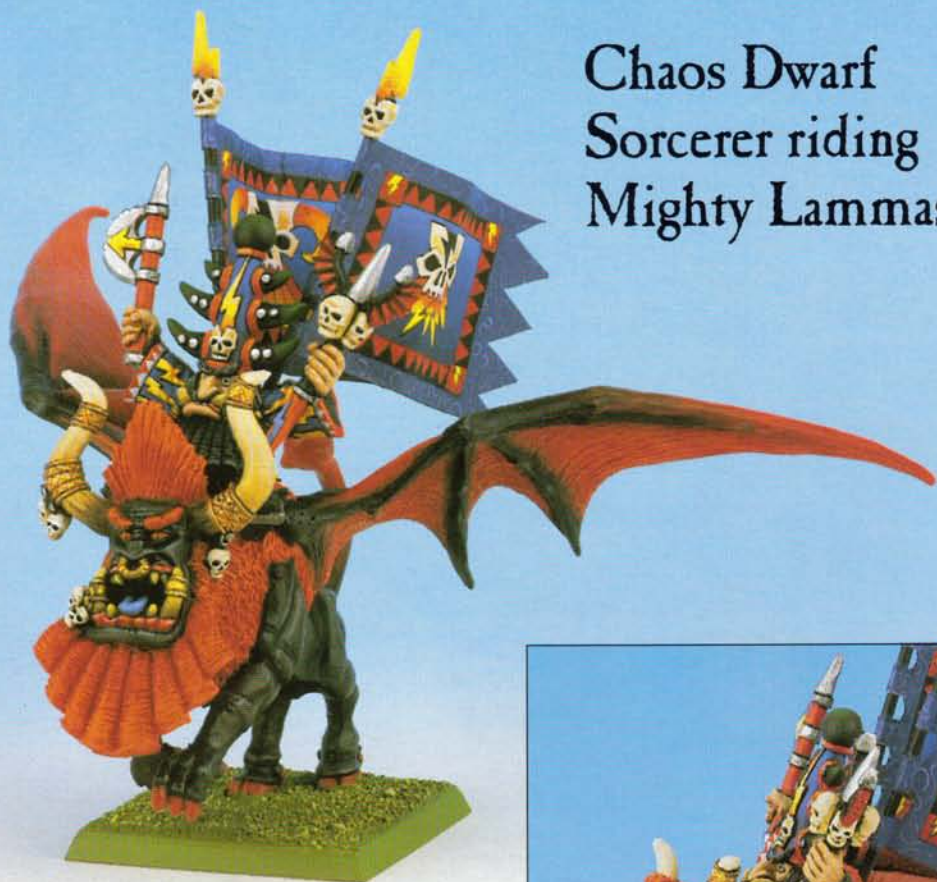
A REGIMENT OF CHAOS DWARFS WITH BLUNDERBUSSES



HORN BLOWER



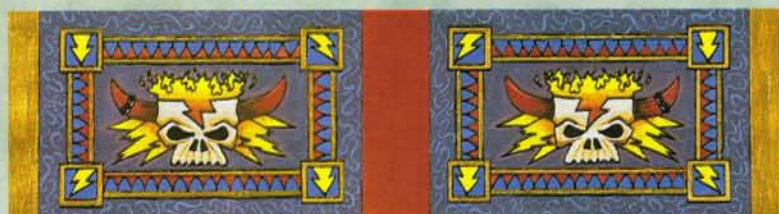
## Chaos Dwarf Sorcerer riding Mighty Lammasu



DETAIL OF LAMMASU



SORCERER'S WAR BANNER



CHAOS DWARF ARMY  
STANDARD AND PENNANTS





A REGIMENT OF CHAOS DWARF AXEMEN

# GREAT TAURUS



CHAOS DWARF  
LORD RIDING  
GREAT TAURUS



# BULL CENTAURS

Bull Centaurs are creatures with the upper torso of a Chaos Dwarf but the body of a ferocious bull. Many centuries ago, when Chaos Dwarfs were first twisted by the powers of Chaos, some of their race were transformed into Bull Centaurs.

These powerful creatures guard the great statue of Hashut in the Temple high atop the Tower of Zharr-Naggrund.



CHAOS DWARF BULL CENTAURS



## CHAOS DWARF WAR MACHINES

The Chaos Dwarf Sorcerers are masters at inventing fiendishly devastating weapons. The Earthshaker Cannon and Death Rocket have been forged in the sulphurous depths of Zharr-Naggrund, ready to join the slave hunting warbands of the Chaos Dwarfs.

The Hobgoblins rely on the tried and tested Bolt Thrower to pierce the strongest armour and ranks and destroy ranks of their enemies.



THE FEROCIOUS CHAOS DWARF DEATH ROCKET



HOBGOBLIN BOLT THROWER



THE MONSTROUS EARTHSHAKER CANNON



# HOBGOBLINS

Hobgoblins are taller than ordinary Goblins, though nowhere near as burly as Orcs. In fact, their whole appearance is thin and sneaky, with narrow eyes and mouths full of pointy teeth. The Chaos Dwarfs utilise many evil Hobgoblins in their armies but don't really trust them. The Chaos Dwarfs know that the Hobgoblins are despised by other greenskins, and that they need the protection of the Chaos Dwarfs to survive.



STANDARD BEARER



CHAMPION



HOBGOBLIN



DRUMMER



A HOBGOBLIN REGIMENT



HERO



# HOBGOBLIN ARCHERS



BIG BOSS



BOSS



STANDARD BEARER



HORN BLOWER



ARCHER



REGIMENTAL BANNER



A HOBGOBLIN ARCHER REGIMENT



# HOBGOBLIN WOLF RIDERS



STANDARD BEARER



BIG BOSS



ARCHER



HOBGOBLIN WOLF RIDERS



## HOBGOBLINS



A UNIT OF HOBGOBLIN WOLF RIDERS



HOBGOBLIN HERO



HOBGOBLIN SNEAKY GITS

The Sneaky Git tribe lives east of Zharr Naggrund in the mountain clefts of Gash Kadrak. Of all the Hobgoblin tribes the Sneaky Gits are by far the most treacherous and double dealing.

With their long poisoned knives Sneaky Gits have developed a devious envelopment tactic typical of their back stabbing methods.



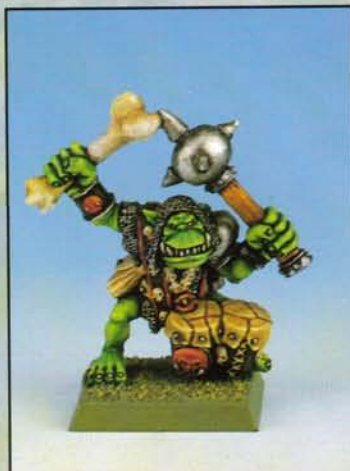
SNEAKY GITS LAP AROUND A UNIT OF EMPIRE CAVALRY



# ORC WARRIORS



ORC BIG BOSS



ORC DRUMMER



ORC STANDARD BEARER



ORC WARRIORS



A UNIT OF ORCS



# CHAOS DWARF BESTIARY

## CHAOS DWARFS

The exact origin of the Chaos Dwarfs is not known for certain. In the distant past some Dwarfs moved northwards into the Great Skull Lands or *Zorn Uzkul*, and then south along the Mountains of Mourn. These explorers were undoubtedly the ancestors of the Chaos Dwarfs. The great influx of Chaos has since worked terrifying changes on their bodies and souls. Chaos Dwarfs are evil, self-centred creatures, caring nothing for the life of others and directing all their labours to the construction of their great city, the Tower of Zharr-Naggrund. Chaos Dwarf armies scour the Dark Lands and beyond for slaves to fill their city and labour beneath the earth in the pits that surround it.

Physically, Chaos Dwarfs resemble other Dwarfs, for all Dwarfs are resistant to the influence of magic and so Chaos has not warped them to the gross degree it has some other creatures. Apart from their long tusks they display few of the mutations that Chaos brings. Some develop bull-like features, even cloven hooves and occasionally horns. These mutations are rarely seen amongst Chaos Dwarf Warriors; it is Chaos Dwarf Sorcerers who are most likely to show the effects of magic.



Unlike other Dwarfs, the Chaos Dwarfs are extremely learned in magic. The Chaos Dwarf Sorcerers run the Tower of Zharr-Naggrund. They are the masters of their race, directing the labours of the slaves and the conquests of the armies. The Chaos Dwarf Sorcerers are also the high priests of the Chaos Dwarfs' god *Hashut*, the Father of Darkness, whose burning temple sits atop the mountainous city. The iron statue of Hashut is wrought in the form of a gigantic bull which glows red hot with the heat of the burning furnace within its metal belly. The Chaos Dwarfs sacrifice captives to their god by throwing them into cauldrons of molten iron or tossing them into roaring furnaces.

The Chaos Dwarf civilisation has grown up apart from the influences and developments of the Old World and has acquired a distinctive character of its own. Chaos Dwarfs wear armour made from metal scales bound together with flexible wire that makes a strong but pliable defence. This armour is usually painted red. They wear extremely tall helmets which are as much a symbol of status as they are for protection. Depending upon his expertise a Chaos Dwarf's helmet can be a distinctive shape or may be decorated in a specific way. The most important Chaos Dwarfs wear especially large and elaborate helmets. All Dwarfs have thick beards and Chaos Dwarfs curl their beards in exotic styles. This makes them look even more ferocious and draws attention to their long snaggly tusks.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	4	3	3	4	1	2	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
HERO	3	6	5	4	5	2	4	3	10
LORD	3	7	6	4	5	3	5	4	10

Troop Type	M	WS	BS	S	T	W	I	A	Ld
SORCERER	3	4	3	3	5	1	3	1	9
SORCERER CHAMPION	3	4	3	4	5	2	3	1	9
MASTER SORCERER	3	4	3	4	5	3	4	2	9
SORCERER LORD	3	4	3	4	5	4	5	3	10

## SPECIAL RULES

### ARMOUR

Chaos Dwarfs are sturdy creatures who can bear the weight of armour more easily than fragile humans and other races. A Chaos Dwarf therefore has a move value of 3" regardless of any armour he wears.

### PURSUIT AND FLEE

Chaos Dwarfs are not particularly fast, even in the frantic running combat of close pursuit. To represent this they flee and pursue 1" less than other troops, ie. 2D6 -1" rather than 2D6".

### MAGIC

As described in Warhammer Magic, other Dwarfs benefit from natural magical resistance and so magic Dispel always work on a 4+ even if there is no wizard available to cast the Dispel. This proviso does not apply to Chaos Dwarfs, who utilise Dispels exactly like human or other armies.

## CHAOS DWARF SORCERERS

Chaos Dwarf Sorcerers do not use the same spell cards as other Chaos Sorcerers, they have their own pack of ten Chaos Dwarf spells. The spell cards are dealt in exactly the same way as for colour wizards. Begin by shuffling the cards and then deal out the appropriate number to each sorcerer (one for a Sorcerer, two for a Sorcerer Champion, three for a Master Sorcerer, and four for a Sorcerer Lord). When he examines his hand of cards the player may choose to exchange any for a further random deal from the same deck.



# BULL CENTAURS

Bull Centaurs are creatures with the upper torso of a Chaos Dwarf but the body of a ferocious bull. Many centuries ago, when the Chaos Dwarfs were first twisted by Chaos, some of their race were transformed into Bull Centaurs. Since those days the Bull Centaurs have guarded the great statue of Hashut in the temple high atop the Tower of Zharr-Naggrund. They are as keen witted and intelligent as Chaos Dwarfs and completely devoted to the worship of Hashut the Father of Darkness.

The Chaos Dwarf Sorcerers trust them completely, and often entrust them with complex or dangerous tasks. Although they are few in number they are more powerful than Chaos Dwarfs and much swifter in battle. Even though there are mighty individuals amongst them, there are no sorcerers in their number.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
BULL CENTAUR	8	4	3	4	4	2	3	2	9
CHAMPION	8	5	4	5	4	2	4	3	9
HERO	8	6	5	5	5	3	5	4	10
LORD	8	7	6	5	5	4	6	5	10



# GREAT TAURUS

The Great Taurus is a huge and terrifying monster with the body of a massive bull and membranous wings like a dragon. These creatures are stabled in great pens beneath the Temple of Hashut, the bull god of the Chaos Dwarfs. Powerful Chaos Dwarfs ride Great Tauruses into battle. The creature burns with a terrific intensity, so that its whole body is wreathed in fire and smoke. When it moves across the ground sparks fly from its hooves and lightning plays about its feet. It breathes fire in great snorting bursts and black smoke curls from its gaping maw. The Chaos Dwarfs believe that the Great Tauruses were once Chaos Dwarfs, and that they were mutated by the warping power of Chaos into living bull-furnaces like the statue of the god Hashut himself. The Chaos Dwarfs sometimes call the Great Tauruses the Red Bulls of Hashut.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
GREAT TAURUS	6	6	0	6	6	5	7	4	8

### TERROR

The Great Taurus causes *terror* as described in the Warhammer rulebook. Remember – creatures that cause *terror* automatically cause *fear* as well.

### FIERY SKIN

The Great Taurus's hide glows red hot and flickers with sparks, and can turn weapons in a similar way to armour. The Great Taurus therefore has an armour saving throw of 4, 5 or 6.

### FIERY BREATH

The Great Taurus can breathe flames over its enemy. Use the teardrop-shaped flame template from the Warhammer game and place the narrow end at the mouth of the Great Taurus and the broad end over the target. Any model lying under the template is hit on the D6 score of a 4 or more. Each model hit suffers a single strength 3 attack. Damage and saving throws are worked out normally. In addition, it is possible to set buildings on fire as described in the Warhammer rulebook, and to cause extra damage on targets which burn easily such as Treemen and Mummies.



## SPECIAL RULES

### FLY

The Great Taurus has huge membranous wings which enable it to *fly* as described in the Warhammer rulebook.



# LAMMASU

The Lammasu has the body of a gigantic bull, a powerful mace-tipped tail, and a massive, ugly head. The Chaos Dwarfs believe that the Lammasu is a rare mutation of the Great Taurus, a creature whose forebears were once Chaos Dwarfs, but which has become twisted by the powers of Chaos into a huge bull-shaped monster. The Lammasu's ancestry is evident in its tusked head, its thickly curled beard, and its considerable intelligence. It is a creature with magical properties. It breathes not ordinary air but the power of magic itself, drawing into itself the power of the winds of magic. As it exhales the creature breathes out whirling clouds of black sorcery which wreath themselves around the Lammasu, enwrapping it with protective power. The Lammasu is the favourite mount of Chaos Dwarf Sorcerers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
LAMMASU	6	6	0	6	7	5	6	3	8

## SPECIAL RULES

### TERROR

The Lammasu causes *terror* as described in the Warhammer rulebook. Remember creatures that cause *terror* automatically cause *fear* as well.

### FLY

The Lammasu has huge membranous wings which enable it to *fly* as described in the Warhammer rulebook.

### SORCEROUS EXHALATION

The Lammasu breathes out whirling tendrils of magic which enwrap it in a cloud of sorcerous protection. If a spell is cast on the Lammasu or its rider then it will fail on the D6 roll of a 4, 5 or 6 – exactly as if a Dispel card had been played by a wizard. Only one such roll may be made against each spell cast against the creature. Should you not succeed then Dispel cards may be used exactly as normal.

In addition, the smoky black threads of sorcery may entangle and foul any magical weapons wielded against the Lammasu and its rider in hand-to-hand combat. If an enemy attempts to hit the Lammasu or its rider with a magic weapon then the chance of hitting is always reduced by -1 regardless of any other bonuses or special considerations. The greatest chance of hitting is therefore a 2+, because even a weapon which would normally hit automatically must roll to hit requiring a 2+. An enemy armed with a magic weapon may choose to use an ordinary weapon instead, which hits and causes damage exactly as normal. Note that this special ability only applies to weapons wielded in hand-to-hand combat and not to fire balls, lightning bolts or other magic effects which a weapon may have – these would be cast as spells and can be stopped by the Lammasu's basic dispel as described above.

# HOBGOBLINS

Hobgoblins are taller than ordinary Goblins, though nowhere near as burly as Orcs. In fact, their whole appearance is thin and sneaky, with narrow eyes and sneering mouths full of pointy teeth. The Chaos Dwarfs utilise many evil Hobgoblins in their armies but don't really trust them. The Chaos Dwarfs know that the Hobgoblins are despised by other greenskins, and that they need the protection of the Chaos Dwarfs to survive.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
HOBGOBLIN	4	3	3	3	3	1	2	1	6
CHAMPION	4	4	4	4	3	1	3	2	6
HERO	4	5	5	4	4	2	4	3	7
LORD	4	6	6	4	4	3	5	4	8

## SPECIAL RULES

### ANIMOSITY

Hobgoblins are affected by Orc and Goblin animosity as defined in the Warhammer Armies book for Orcs and Goblins. If your army includes mobs of Hobgoblins plus other kinds of Orcs and Goblins, then these other kinds of greenskins will automatically pass their animosity tests. No dice roll is required – it is simply assumed that the mobs have passed their tests. This is because other greenskins distrust the Hobgoblins so much that they stop squabbling

amongst themselves and concentrate on keeping an eye on the treacherous Hobgobs. The Hobgoblins must test for animosity as normal, and may still attack or shoot at Goblins, Orcs and each other as described in the animosity rules.

### PANIC

If Hobgoblins break or flee past a unit of any other kind of Goblin or Orc then no panic test is required. In fact, the sight of Hobgoblins running away and being killed evokes nothing but cheers of joy and whoops of laughter from other greenskins.

Hobgoblins are not able to ignore fleeing Goblins (as Orcs can), and must take a panic test if other Orcs or Goblins break past them.

### BLACK ORC LEADERS

Black Orc Big Bosses and War Bosses can normally lead units of other greenskins, but will have nothing to do with Hobgoblins... and who can blame them.

"Stick 'em wiv arrers'. Stick 'em with knives, 'an swords, and spears. Stick 'em quick and stick 'em where it 'urts. But most of all, stick 'em when they's looking the other way."

*Gorduz Backstabber, Hobgoblin Chieftain*



# HOBGOBLIN SNEAKY GITS

Hobgoblins are such an utterly evil and treacherous race that it is hard to imagine a tribe of Hobgoblins whose double dealing and back stabbing is renowned even amongst their own fickle kind, yet it exists. This tribe, the Sneaky Gits as it is called, lives in the mountain clefts of Gash Kadrak to the east of Zharr Naggrund. Here, in the legendary Vale of Woe, thousands of slaves toil under the cruel lashes of their Hobgoblin overseers.

Sneaky Gits fight in battle with two long curving knives, ideally suited to their back stabbing methods. In battle the Sneaky Gits rely upon an envelopment tactic to catch their enemy off guard. The front rank of the Sneaky Gits' formation keeps the enemy busy while the rear ranks dash round the sides to attack the enemy from the side or rear.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Champion	4	4	4	4	3	1	3	2	6

## SPECIAL RULES

### ANIMOSITY AND PANIC

Sneaky Gits are affected by Animosity and Panic in the same way as normal Hobgoblins.

### ENVELOPMENT

The first turn of hand-to-hand combat is always fought as normal. Whether the Hobgoblins win the hand-to-hand combat

or not they are allowed to bring models from rear ranks to lap around the enemy formation. The enemy may never lap round the Sneaky Gits, not even if they win the combat.

However, where a normal unit can only lap round by a maximum of two models on each flank, the Sneaky Gits can move an unlimited number of models from their rear ranks around the sides or rear of the enemy unit. This enables the Sneaky Gits to surround the enemy quickly and stab them in the back. Remember that if you have more than five models lapping round in this way you will get a combat bonus for side or rear attack (+1 side or +2 rear).

### SNEAKY GIT POISON DAGGERS

The Sneaky Gits' daggers are coated with deadly poison. This reduces the armour saving throw of the enemy by -1 because the slightest scratch can kill.

### SNEAKY GIT ATTACKS

As Sneaky Gits have an extra weapon they automatically receive an extra attack - so they normally have two attacks rather than one.

### SNEAKY GIT CHAMPION

A Sneaky Git Champion has the same profile and points cost as any other Hobgoblin Champion. He may be armed with either a hand weapon and shield, or two poisoned daggers, like the rest of the Sneaky Gits.

# BLACK ORCS

Through years of selective breeding and the use of evil magic Chaos Dwarf Sorcerers first created the Black Orc race in the foul depths of Zharr-Naggrund. Far stronger and tougher than Orcs and Goblins, Black Orcs were intended as a race of super slaves.

The experiment worked at first, but the Chaos Dwarfs soon realised that although their creations were much tougher, they were far too independent-minded to make good slaves. After several armed revolts when Black Orcs led Orc and Goblin rebellions, ravaging parts of the tower of Zharr-Naggrund, the Chaos Dwarfs decided to drive them from the city forever. With utter ruthlessness the Chaos Dwarfs purged the tower of their creations. Many Black Orcs escaped the dire retribution of the Chaos Dwarfs, fleeing to the Mountains of Mourn and across the Dark Lands to the Worlds Edge Mountains during the time of Sigmar. The Chaos Dwarfs destroyed many Black Orcs, but left small tribes free to roam the mountains so that they could recruit them later as troops in their armies.

Black Orcs have skin which is black or extremely dark green. They are bigger than normal Orcs and pride themselves on being the best fighters of the Orc and Goblin races. They take war much more seriously than other Orcs, and are usually better armoured and carry more, bigger, and better weapons. Black Orcs prefer to fight at close quarters, where their brute strength and determination makes them fearsome and powerful opponents. They often carry two weapons, one in each hand, rather than a shield, so they can strike their enemies two at a time.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	4	3	4	4	1	2	1	8
Boss Orc	4	5	4	5	4	1	3	2	8

## SPECIAL RULES

### ANIMOSITY

Black Orcs are not affected by the squabbling and in-fighting that characterises other Orcs and Goblins, and never need test for animosity. Note that because Black Orcs don't suffer from animosity they cannot be the victims of animosity themselves.

### BLACK ORC LEADERS

Black Orc characters can join up with other Orc and Goblin units and lead them. Because the unit is led by a Black Orc it wouldn't dare start scrapping amongst itself and so doesn't suffer from the normal animosity rules. Black Orcs will have nothing to do with Hobgoblins and may not be chosen to lead any Hobgoblin unit.

### PANIC

Black Orcs think so little of other Orcs and Goblins that they do not have to take a panic test if they break or flee past them during the turn. Black Orcs do not expect other Orcs and Goblins to run away — when they do, it merely confirms the Black Orcs' conviction that they are the best. This applies only to Black Orcs, not to units of other Orcs or Goblins being led by a Black Orc character.



# ORCS

Orcs recruited or captured from tribes in the Mountains of Mourn are used as slaves and warriors throughout the Chaos Dwarf empire. The brute strength and toughness of Orcs means they are ideally suited for work in the pits of Zharrduk or the Chaos Dwarf armies.

Orcs vary in their physical appearance, some are no taller than a man but most are substantially larger and the biggest Orcs stand well over seven feet tall. They are also much broader than humans with big deep chests, massive shoulders and long powerfully muscled arms. Orcs have large heads with huge jaws but tiny foreheads behind which lurk a thick skull and not very much brain.

Orcs love nothing better than to fight, being happy to meet their end in battle so long as they get a chance for a good scrap. When not actually at war, Orcs will attempt to spend all their time fighting each other. To prevent this, once a campaign is over the Chaos Dwarfs will quickly disband the Orc units and put them back to work in the furnaces and mines of the realm.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Orc	4	3	3	3	4	1	2	1	7
Boss Orc	4	4	4	4	4	1	3	2	7

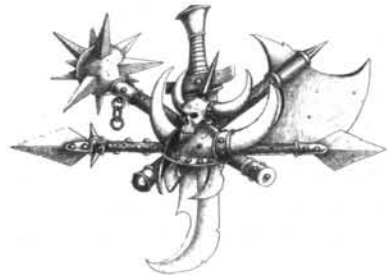
## SPECIAL RULES

### ANIMOSITY

Orcs are affected by Orc and Goblin animosity as defined in the Warhammer Bestiary or the Warhammer Armies book for Orcs and Goblins. If your army includes mobs of Hobgoblins then the Orcs will automatically pass their animosity tests, no dice roll is required. Orcs are far more concerned with keeping an eye on the treacherous Hobgoblins to waste time with squabbling amongst themselves.

### PANIC

Orcs expect Goblins to run away and it doesn't really surprise them when this happens. The sight of Goblins running in flight does not upset the Orcs, it simply reminds them why they are better! When a Goblin unit breaks or flees past them during the turn, there is no need for the Orcs to test for panic. There is no way that big tough Orcs are going to panic just because some weedy Goblins run off!



# GOBLINS

Most numerous of all the slaves held captive by the Chaos Dwarfs are Goblins. Vast numbers are taken from tribes surrounding the Chaos Dwarf empire every year. Once caught by the fearsome Chaos Dwarf slave masters, there can be little hope of escape. Where possible, Goblin tribes will try and barter for their freedom using captive Dwarfs and Men taken from the Old World as their currency.

The only escape offered to Goblins from their toil in the pits of Zharrduk is to be recruited into one of the many bands or armies of Chaos Dwarfs roaming the Dark Lands. Goblins are used by Chaos Dwarfs to fill out the army and are often driven in huge mobs towards the enemy battle lines where they are used to tire the foe and blunt his attack.

In appearance Goblins are a far more diminutive race than their green skinned relatives, the Orcs. Goblins look rather thin and scrawny with gangly arms. Their voices are much higher pitched than those of Orcs, and they are extremely noisy and garrulous where Orcs are inclined to speak slowly and infrequently.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	5
Boss Goblin	4	3	4	4	3	1	3	2	5

## SPECIAL RULES

### FEAR

Goblins strongly dislike fighting Elves, partly because of the dire reputation of these formidable troops, but also because of the natural aura of Elves incites unreasoning fear in Goblins. A unit of Goblins *fears* any unit of Elves which it does not outnumber by at least two to one. The unit is affected by fear as described in the Psychology section of the Warhammer rules.

### ANIMOSITY

Goblins are affected by Orc and Goblin animosity as defined in the Warhammer Bestiary or the Warhammer Armies book for Orcs and Goblins. If your army includes Hobgoblin mobs, then the Goblins will automatically pass their animosity tests, no dice roll is required. Goblins are far more concerned with keeping an eye on the treacherous Hobgoblins than to waste time squabbling amongst themselves.







# CHAOS DWARF ARMY LIST

BY RICK PRIESTLEY

This month we present the Chaos Dwarf army list. Of course, there's still a bit more work to do on it, testing out the new weapons, and finalising details, so if you'd like to write in with your comments it isn't too late! Next month we hope to publish the Chaos Dwarf magic cards which are currently under development, and the rules for Chaos Dwarf Blunderbusses (no room in this issue sorry!). The Blunderbusses will have special rules you can use the standard hand gun rules for now.

Like all Warhammer army lists this one has been designed so that you can choose an army to a preset points value agreed upon by your opponent and yourself. There is no upper limit to the size of a Warhammer army, but one thousand points is probably the smallest size that will enable you to field a battleworthy force. Two thousand points is sufficient to give you a battle that will last an entire evening, while three thousand points is enough to fight a battle that will last the best part of a day.

It is a good idea to collect armies in blocks of a thousand or five hundred points, starting with, say, a one thousand point core force then adding blocks of five hundred points at a time. This allows you time to paint the models and try them out on the tabletop before deciding what to include next. Chaos Dwarfs can use Chaos or Orc and Goblin allies, and can also use some of the Orc and Goblin troops directly in the form of subjugated tribes. If you already have these armies you can build up a usable force of Chaos Dwarfs quite quickly, and then decide whether to expand the army with more Chaos Dwarfs later.

Before the game both players agree upon a points value for the battle. This will usually be the same for both sides (eg 2000 points a side). You may choose up to the agreed points worth of troops from the Chaos Dwarf list, including up to 25% allies from the appropriate Warhammer Armies lists if you wish. Your opponent chooses his troops from the Warhammer Armies list for his army. The total value of your army may be up to the agreed points total, and in practice it may be a few points short simply because it is impossible to find something to spend the odd point on. A

small points difference between the opposing armies makes no difference to the outcome!

## THE ARMY

The army list is divided into five sections from which you may choose your troops: Characters, Units, War Machines, Monsters and Allies. You are permitted to spend only a certain proportion of your total points on each of these categories as described under Army Selection at the start of the list. For example, the Chaos Dwarf army can spend a maximum of 50% of its points on characters. These limitations ensure that the armies are reasonably balanced and do not have a predominance of characters, war machines, or large monsters.





## CHARACTERS

The points you are allowed to spend on characters includes the value of the characters' weapons and equipment, and includes magic armour, magic weapons and other magic items. It also includes any creature the character rides, whether a steed or a big monster. If the character rides in a chariot then the points value of the chariot and its crew is also included in with the Characters points allowance.

Note that if you choose a monster or a chariot for a character to ride, you must refer to the Monster section of the list or the War Machines section of the list for details of points values, profiles, crew, etc. Don't let this confuse you – the points value of these monsters and chariots counts towards the points you are allowed to spend on *characters*; their points cost does not count towards the points you are allowed to spend on monsters or war machines.



There are two types of Chaos Dwarf character: Sorcerers and Heroes. There are three types of Hero: Champions, Heroes and Lords. Of these three types, Heroes and Lords may be given any of the equipment described in the Equipment List, as well as monsters, chariots, and magic items as described in the army list itself. Champions, however, are purchased to include in your units. Champions always fight with the units they belong to and they are armed and armoured exactly like the ordinary troops in the unit, except that they may have one magic item in addition. The points value of their equipment may be found on the Equipment List in the same way as other characters, but remember you do not have a free choice.

A character can carry appropriate magic items chosen from the magic item cards in Warhammer, Warhammer Battle Magic or which have been printed in White Dwarf or the growing number of Warhammer supplements. The points values of magic items is printed on the cards themselves together with the rules. The maximum number of magic items a character can have is restricted to between one and four, as indicated in the army list.

Note that some magic items can only be used by specific races or by specific types of character. For example, a scroll can only be used by a wizard (called Sorcerers in the case of Chaos Dwarfs). These restrictions are indicated on the cards themselves. Chaos Dwarfs cannot use magic items if they can only be used by Dwarfs – the magic of ordinary Dwarfs is completely opposed to that of the Chaos Dwarfs and will not work for them. Chaos Dwarfs can use any items that can be employed by Chaos, but not items restricted to a follower of one of the four Chaos gods Khorne, Tzeentch, Slaanesh or Nurgle. The Chaos Dwarfs have their own Chaos god, Hashut, who is completely distinct and uniquely associated with Chaos Dwarfs.

## UNITS

The Units section of the army list describes the troops that form the bulk of a Chaos Dwarf army. Troops are organised into units which must be at least five models and can be bigger. The size of the unit includes its leader, standard bearer, musician, and champion if it has them.

All units are assumed to have a leader equipped in the same way as his troops and with identical characteristics. The leader costs the same points as an ordinary trooper and no separate account is made of them in the army list.

Standard bearers and musicians are assumed to be armed with the same weapons and equipment as the ordinary troopers and fight in the same way. Minor differences in the actual equipment carried by the models may be ignored. Standard bearers and musicians cost double the points of an ordinary trooper. See the Warhammer rulebook for complete rules on how these troops work.

Some units are permitted magic standards. These are covered in the Warhammer Battle Magic supplement and are included as magic item cards. If you include a magic standard with a unit the points value of the standard is part of the unit's cost.

Units are permitted Champions – heroic individuals amongst the rank and file troops. A unit's Champion is always equipped exactly like the ordinary troopers except that he may also carry one magic item. Note that the points cost of the Champion comes from the points allocated for characters, and not units.

## WAR MACHINES

War Machines includes all the artillery and other machines used by the Chaos Dwarfs. This section of the army list is completely straightforward, all you have to do is choose the war machines you want up to a maximum of 25% of the points value of your army.

## MONSTERS

Monsters are beasts brought along to fight beside the army. They include captive monsters goaded into fighting and monsters which have been magically bound by spells of obedience. Monsters chosen as mounts for characters are NOT included in the points allocation for monsters, they are included in the points for characters instead.

## ALLIES

Chaos Dwarfs may include a proportion of allies worth up to 25% of the army's points value. Chaos Dwarfs are permitted two types of allies: Chaos, and Orcs & Goblins. You can include either or both of these in your army if you wish.

To choose allies refer to the Warhammer Armies list for that race. You may choose forces from the Characters, Units, and War Machines sections of those army lists. In the case of the Chaos list you may also choose Daemons. You may not choose monsters or further allies from the allied lists.



When choosing allies you may ignore the normal restrictions on army selection. This is the section at the start of each list which defines the proportion of points which may be spent on the army. For example, in the case of an Orc & Goblin army you can normally spend 0-50% of your points on characters and 25%+ points on units (called Mobs in the case of greenskins). In the case of allies these proportions are ignored, you can spend your points freely between the categories.

However, you are still bound by any other restrictions regarding the number of units, inclusion of special troops, etc. For example, in the Orc & Goblin list you must have a Mob of Savage Orcs to entitle you to a Savage Orc character. You do not need to include a General for your allies, though you may choose a General character if you wish. An allied General does not count as the army's General and is treated as if he were a subordinate character.

*Note. The paragraph above about choosing allies is true of all armies which may have allies, including the Empire and High Elves. The army selection restrictions are always ignored when choosing allies, although other internal restrictions and conditions do continue to apply.*

*This is common sense really if you think about it. If the normal army selection percentages were followed the points available for specific characters or war machines would be impossibly tiny and extremely irritating to work out (eg, characters would be up to 25% of 25% of your army's points value). On the other hand, it would*

*be very silly to allow players to include, say, Goblin Fanatics without buying the Mobs they normally belong to! Similarly, it would be unfair to allow a player to have two units of Big'Uns when an Orc army can only have one! In the case of Orcs and Goblins you must include at least one Mob of a greenskin race before you can buy either characters or war machines of that race (see the Orc & Goblin Warhammer Armies book).*

## PRESENTATION OF PROFILES

Profiles are presented in the normal way for Warhammer creatures. The movement characteristic (M) does not take into account any deductions for armour which may apply. See the Warhammer rulebook for details. Saving throws for armour are not included on the profiles as these may vary depending on what armour you choose to buy.

Cavalry have two profiles: one for the rider and one for the mount (giant wolves in the case of Hobgoblins, for example).

M = Movement	WS = Weapon Skill
BS = Ballistic Skill	S = Strength
T = Toughness	W = Wounds
I = Initiative	A = Attacks
Ld = Leadership	





## LIMITATION OF CHOICE

For the most part there are no extra limits imposed regarding the number of troops, units, or characters you can buy. However, there are some limitations and these are indicated along with the pertinent army list entry. For example, you may only ever include one General model regardless of how big your army is.

## ARMOUR

The saving throw of troops is not given on their profile as it is inclined to vary in some cases. Saving throws are summarised below.

Armour	Save	Cavalry Save
None	None	6+
Shield or light armour	6+	5+
Shield and light armour or heavy armour only	5+	4+
Shield and heavy armour	4+	3+

## EQUIPMENT LIST

The following list gives all the usual weapons in the Warhammer game. We have included this list so you can choose weapons for your character models without consulting the Warhammer rulebook. We have provided a complete list for the sake of reference and comparison, but Chaos Dwarf characters are not permitted to use all the items on it. Items marked with an asterisk (\*) are not available to Chaos Dwarfs or Bull Centaurs, those marked with two asterixes (\*\*) are not available to Chaos Dwarfs, Bull Centaurs or Hobgoblins.

## EQUIPMENT LIST

### HAND-TO-HAND COMBAT WEAPONS

A single sword, axe, mace or other hand weapon .....	Free
An additional sword, axe, etc .....	1
A double-handed weapon, including double-handed axe, sword, etc .....	2
Flail .....	1
Halberd .....	2
Spear .....	1
A lance for a mounted warrior .....	2**

### MISSILE WEAPONS

Bow .....	2*
Short Bow .....	1*
Long Bow .....	3**
Crossbow .....	3**
Repeating Crossbow .....	4**
Javelin .....	1*
Sling .....	1*
Hand Gun .....	3
Pistol .....	2

### ARMOUR

Shield .....	1
Light Armour .....	2
Heavy Armour .....	3
Barding for Steed .....	4**

## ARMY SELECTION

Characters	0-50%	Up to half the points value of the army may be spent on characters. This includes the cost of monsters ridden by a character.
Units	25%+	At least a quarter of the total points value of the army must be spent on units. This does not include the cost of Champions, who count as characters and are paid for out of the points allocated for characters.
War Machines	0-25%	Up to a quarter of the points value of the army may be spent on war machines.
Monsters	0-25%	Up to a quarter of the points value of the army may be spent on monsters. This does not include the cost of monsters ridden by characters, which must be paid for out of the points allocated for characters.
Allies	0-25%	Up to a quarter of the points value of the army may be spent on allies chosen from either or both of the following lists: Orcs & Goblins, and Chaos.



# CHAOS DWARF ARMY LIST

## CHARACTERS

Your Chaos Dwarf army may include up to 50% of its points value as characters chosen from the list below. Your army must always include a General, but otherwise you are free to choose as many or as few characters as you wish.

### 1 CHAOS DWARF GENERAL

- LORD ..... 160 points
- SORCERER LORD ..... 328 points

Your army must include a General to lead it. In the case of Chaos Dwarfs the General can be either a Lord or a Sorcerer Lord. He represents a mighty servant of the Masters of Zharr-Naggrund, or perhaps even one of the Masters themselves.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
LORD	3	7	6	4	5	3	5	4	10
SORCERER LORD	3	4	3	4	5	4	5	3	10

**EQUIPMENT:** Hand weapon – axe, mace, club etc.

**WEAPONS/ARMOUR:** The General may be armed with any combination of weapons/armour allowed to any of the troop types in the army list and included on the Equipment List. See the Equipment List for points values.

**MAY RIDE:** The General may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or a Great Taurus.

**MAGIC ITEMS:** If the General is a Lord character he may carry up to three magic items. If he is a Sorcerer Lord he may carry up to four items. Magic items are chosen from the appropriate cards as described in Warhammer Battle Magic.

### 0-1 BATTLE STANDARD

- CHAOS DWARF ..... 98 points
- BULL CENTAUR ..... 156 points

If you wish your army may include a battle standard together with its bearer. The bearer can be either a Chaos Dwarf or a Bull Centaur.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	5	4	4	4	1	3	2	9
BULL CENTAUR	8	5	4	5	4	2	4	3	9

**EQUIPMENT:** Hand weapon – axe, mace, club etc, and battle standard.

**WEAPONS/ARMOUR:** The Battle Standard Bearer may be armed with any combination of weapons/armour allowed to any of the troop types in the list and included on the Equipment List. See the Equipment List for points values.

**MAY RIDE:** If the Battle Standard Bearer is a Chaos Dwarf he may ride a monster (see the Monster List for points values). The usual mount of a Chaos Dwarf of great importance is either a Lammasu or a Great Taurus.

**MAGIC ITEMS:** The Battle Standard Bearer is a Champion character and is therefore entitled to one magic item as described in Warhammer Battle Magic. This may be a magic standard, effectively turning the army’s banner into a magic battle banner.

### 0-1 BULL CENTAUR LORD ..... 368 points

Your army may include a Bull Centaur Lord – the most powerful of all the mighty race of Bull Centaurs and most trusted of all captains of the Masters of Zharr-Naggrund.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BULL CENTAUR LD	8	7	6	5	5	4	6	5	10

**EQUIPMENT:** Hand weapon – axe, mace, club etc.

**WEAPONS/ARMOUR:** The Bull Centaur Lord may be armed with any combination of weapons/armour allowed to any of the troop types in the list and included on the Equipment List. See the Equipment List for points values.

**MAGIC ITEMS:** As a Lord character he may carry up to three magic items chosen from the appropriate cards as described in Warhammer Battle Magic.





## HEROES

<b>CHAOS DWARF</b> .....	<b>104 points</b>
<b>BULL CENTAUR</b> .....	<b>232 points</b>
<b>HOBGOBLIN</b> .....	<b>59 points</b>

The army may include as many Heroes as you wish within the normal limitations of the points available. Hobgoblin Heroes may only be included if your army also has at least one unit of Hobgoblins; if your army contains no Hobgoblin units then it may not include Hobgoblin Heroes. Heroes represents great captains amongst the Chaos Dwarfs, the most trusted and the mightiest of all the servants of the Sorcerer Lords who are the Masters of Zharr-Naggrund. In the case of Hobgoblin Heroes these represent tribal leaders amongst their treacherous kind, individuals whose sense of cunning and instinct for survival mark them out from the bulk of their craven race.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	6	5	4	5	2	4	3	10
BULL CENTAUR	8	6	5	5	5	3	5	4	10
HOBGOBLIN	4	5	5	4	4	2	4	3	7
GIANT WOLF	9	4	0	3	3	1	3	1	3

**EQUIPMENT:** Hand weapon – axe, mace, club etc.

**WEAPONS/ARMOUR:** A Hero may be armed with any combination of weapons/armour allowed to any of the troop types in the list and included on the Equipment List. See the Equipment List for points values.

**MAY RIDE:** A Chaos Dwarf Hero may ride a monster (see the Monster List for points values). A Hobgoblin Hero may ride a giant wolf (+4 points).

**MAGIC ITEMS:** A Hero character may carry up to two magic items chosen from the appropriate Warhammer magic item cards. See Warhammer Battle Magic for details.

## CHAMPIONS

<b>CHAOS DWARF</b> .....	<b>48 points</b>
<b>BULL CENTAUR</b> .....	<b>106 points</b>
<b>HOBGOBLIN</b> .....	<b>27 points</b>
<b>ORC</b> .....	<b>33 points</b>
<b>BLACK ORC</b> .....	<b>42 points</b>
<b>GOBLIN</b> .....	<b>15 points</b>

Any unit may include a Champion armed and equipped in the same way as the rest of the unit. See the Equipment List for details of points costs. Champions represent especially strong or skilled individuals, literally the best fighter in the unit! A Champion can be the unit's leader, but doesn't have to be, and many players prefer to have a separate leader and Champion model.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	5	4	4	4	1	3	2	9
BULL CENTAUR	8	5	4	5	4	2	4	3	9
HOBGOBLIN	4	4	4	4	3	1	3	2	6
ORC	4	4	4	4	4	1	3	2	7
BLACK ORC	4	5	4	5	4	1	3	2	8
GOBLIN	4	3	4	4	3	1	3	2	5

**EQUIPMENT:** A Champion is always armed and equipped in the same way as the rest of the unit. See the Equipment List for points values.

**MAGIC ITEMS:** A Champion may carry a single magic item chosen from the appropriate magic item cards. See Warhammer Battle Magic for details.

## CHAOS DWARF SORCERERS

<b>SORCERER</b> .....	<b>59 points</b>
<b>SORCERER CHAMPION</b> .....	<b>121 points</b>
<b>MASTER SORCERER</b> .....	<b>219 points</b>
<b>SORCERER LORD</b> .....	<b>328 points</b>

Your army may include any number of Chaos Dwarf Sorcerers within the limits of the points available. Chaos Dwarf Sorcerers are important members of their race, it is they who organise and direct the Chaos Dwarfs. The most powerful of all are the Masters of Zharr-Naggrund who meet at the Temple of Hashut to make their plans of conquest.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
SORCERER	3	4	3	3	5	1	3	1	9
SORCERER CHAMPION	3	4	3	4	5	2	3	1	9
MASTER SORCERER	3	4	3	4	5	3	4	2	9
SORCERER LORD	3	4	3	4	5	4	5	3	10

**EQUIPMENT:** Hand weapon – axe, mace, club etc.

**WEAPONS/ARMOUR:** A Sorcerer may be armed with any combination of weapons/armour allowed to any of the troop types in the list and included on the Equipment List. See the Equipment List for points values.

**MAY RIDE:** A Chaos Dwarf Sorcerer may ride a monster (see the Monster List for points values). The favoured mount of important Sorcerers is either a Lammasu or a Great Taurus.

**MAGIC ITEMS:** A Sorcerer is entitled to magic items chosen from the magic item cards as described in Warhammer Battle Magic. A Sorcerer may have one item, a Sorcerer Champion two items, a Master Sorcerer three items, and a Sorcerer Lord four items.



# UNITS

The Chaos Dwarf army is built from a core of Chaos Dwarf warriors: grim and cruel, confident in their superiority over the lesser races of the world. Your army must contain at least 25% of its points value as units chosen from the list below, it may include more if you wish. Note that your army must include at least one unit of Chaos Dwarf Warriors, but in other respects you are free to choose amongst the units as indicated.

## 1+ UNITS OF CHAOS DWARF WARRIORS ..... 14 points per model

Your army must include at least one unit of Chaos Dwarf Warriors and may include more if you wish. They form the backbone of the army: sturdy, arrogant and dependable, they regard all foes with contempt and are utterly loyal to the evil Masters of Zharr-Naggrund.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	4	3	3	4	1	2	1	9

**EQUIPMENT:** Chaos Dwarfs wear heavy armour made from metal scales and carry shields. They carry hand weapons and brutal double-handed axes with heavy cleaving blades.

**SAVE:** 4+.

**OPTIONS:** One unit of Chaos Dwarfs may carry a magic standard. This may be chosen from the appropriate magic cards and its cost is indicated on the card itself. See Warhammer Battle Magic for details.

## CHAOS DWARF BLUNDERBUSSES ..... 14 points per model

Your army may include any number of units of Chaos Dwarfs with blunderbusses. The blunderbuss is an unusual and deadly weapon with a short range but devastating effect, especially against massed unarmoured targets.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	4	3	3	4	1	2	1	9

**EQUIPMENT:** Chaos Dwarfs wear heavy armour made from metal scales. They are armed with a blunderbuss and hand weapon.

**SAVE:** 5+.

**OPTIONS:** Any units of Chaos Dwarfs with blunderbusses may be equipped with shields at an additional cost of +1 point per model.

## BULL CENTAURS ..... 41 points per model

Your army may include any number of units of Bull Centaurs. Bull Centaurs are arrogant and cruel creatures, utterly dedicated to the Masters of Zharr-Naggrund and their horrifying deity Hashut the Father of Darkness.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BULL CENTAURS	8	4	3	4	4	2	3	2	9

**EQUIPMENT:** Bull Centaurs wear light armour and carry shields. They are armed with brutal double-handed axes with heavy cleaving blades.

**SAVE:** 5+.

**OPTIONS:** One unit of Bull Centaurs may carry a magic standard. This may be chosen from the appropriate magic cards and its cost is indicated on the card itself. See Warhammer Battle Magic for details.

## HOBGOBLIN WARRIORS ..... 5 points per model

Your army may include any number of units of Hobgoblin Warriors. Hobgoblins are sneaky, distrustful creatures who rely upon the protection of Chaos Dwarfs to prevent other greenskins attacking them. Although cowardly, they are bigger and meaner than ordinary Goblins. Hobgoblins are cunning and malicious fighters too, and in large numbers they are dangerous opponents.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HOBGOBLINS	4	3	3	3	3	1	2	1	6

**EQUIPMENT:** Hobgoblin Warriors carry a hand weapon and shield.

**SAVE:** 6+.

**OPTIONS:** Any units of Hobgoblins may be equipped with light armour at a cost of +1 point per model.





## HOBGOBLIN SNEAKY GITS ..... 6 points per model

Your army may include any number of units of Hobgoblin Sneaky Gits. Sneaky Gits fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. They are the most treacherous and conniving of all their twisted self-serving race.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
SNEAKY GITS	4	3	3	3	3	1	2	1	6

**EQUIPMENT:** Sneaky Gits are armed with two long, curved daggers (hand weapons).

**SAVE:** None.

**OPTIONS:** None.

**SPECIAL RULES:**

**Envelopment.** Sneaky Gits can lap round any number of rear rank models in combat. See the Sneaky Git rules for details.

**Champion.** Sneaky Gits Champions are an exception to the normal Champion rules. They can be armed with 2 daggers like the other Sneaky Gits (+1 point for 2 daggers) **or** they can be armed with shield and hand weapon (+1 point for shield).



**Poison Daggers.** Sneaky Gits are armed with deadly poisoned daggers. Any wounds inflicted by these impose an additional -1 armour save modifier (ie, -1 for a S3 attack).

Gorduz Backstabber squinted at the worn dice and cursed his ill fortune for the fifth or sixth time that evening. The other players sniggered with poorly concealed amusement as Tarka scooped the entire pot and brashly swapped the entire pot whilst Gorduz wasn't looking.

"Dice not runnin' wiv' ya tonight Gorduz!" sneered Tarka as he spat on the bone cubes for luck and made ready to throw them across the crude wooden table.

Gorduz narrowed his eyes to tiny slits and fingered his dagger. "Yunno what they say, Tarka. Lucky at dice, unlucky at gettin' back to your own tent without 'avin a nasty accident."

Tarka grinned nervously and cast the dice. The dice span crookedly, did a little pirouette, and wobbled to reveal a slightly uncertain double crossed daggers. Gorduz began to go purple. Tarka hurriedly reached over to retrieve his dice. With a guilty clatter two other dice fell out of his sleeve.

"Ooops!" said Tarka.

"Ooops?" gaped Gorduz.

"Arrgh," cried Tarka as Gorduz' curved dagger buried itself between his shoulders. The wounded Hobgoblin howled like a beaten cur, and staggered backward out through the door and into the night. Fortunately for Tarka the shoulder blades of Hobgoblin-kind had long since evolved into a bony hump. Whether this was fortuitous or a result of natural selection was hard to

say. Such wounds rarely proved fatal. In fact, this being the way amongst them, most Hobgoblins bore deep scars between their shoulders.

Gorduz scowled at the loaded dice and cursed the foul trickery that had almost robbed him of a small fortune. The other Hobgoblins shuffled uncomfortably and tried hard to avoid Gorduz' accusing gaze.



"I suppose," said Gorduz, "None of you lot knows anything about this."

The Hobgoblins frowned and shook their heads vigorously. They tried hard to look puzzled and outraged. They succeeded only in looking even more shifty than normal. Gorduz fixed each of his companions with a withering glare, making a mental note to sort them out when the opportunity arose.

"Fair do's," calmly announced Gorduz, as he cunningly pocketed the crooked dice. "We'll say no more about it then and we'll be 'avin another game tomorrow night, won't we lads."



**HOBGOBLIN****ARCHERS** ..... 5 1/2 points per model

Your army may include any number of units of Hobgoblins armed with bows. Hobgoblins favour the bow as it allows them to attack their enemies from a distance.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HOBGOBLINS	4	3	3	3	3	1	2	1	6

**EQUIPMENT:** Hobgoblin archers carry a hand weapon and bow.

**SAVE:** None.

**OPTIONS:** Any units of Hobgoblin archers may be equipped with light armour at a cost of +1 point per model. Any units of Hobgoblin archers may be equipped with a shield at a cost of +1/2 point per model.

**HOBGOBLIN****WOLF RIDERS** ..... 14 points per model

Your army may include any number of units of Hobgoblin Wolf Riders.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HOBGOBLINS	4	3	3	3	3	1	2	1	6
GIANT WOLF	9	4	0	3	3	1	3	1	3

**EQUIPMENT:** Hobgoblin Wolf Riders carry a shield and are armed with hand weapons.

**SAVE:** 5+.

**OPTIONS:** Any units of Hobgoblin Wolf Riders may be equipped with light armour at a cost of +2 points per model. Any units of Hobgoblin Wolf Riders may be armed with short bows at a cost of +1 point per model.

**SPECIAL RULES:** Hobgoblin Wolf Riders can *skirmish* as described in the rules for skirmishing troops in the Warhammer rulebook.

**0-1 UNIT OF****BLACK ORCS** ..... 9 points per model

Black Orcs were bred by Chaos Dwarfs in an attempt to improve the Orc breed and produce a race of slave warriors. The experiment went wrong and the Black Orcs rebelled, nearly destroying the Chaos Dwarfs and the Tower of Zharr-Naggrund. Only the betrayal of the Hobgoblins halted the Black Orcs, and since that time the Chaos Dwarfs have chosen to rely upon the craven but easily led Hobgoblins rather than the powerful but independently minded Black Orcs. Not all the Black Orcs were wiped out, and a few remain in the service of the Masters of Zharr-Naggrund, though they are not permitted to enter the city itself.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BLACK ORC	4	4	3	4	4	1	2	1	8

**EQUIPMENT:** Black Orcs wear light armour and carry a hand weapon.

**SAVE:** 6+.

**OPTIONS:** The unit of Black Orcs may be armed with one of the following: double-handed weapons (+2 points per model), halberds (+2 points per model), spears (+1 point per model) or an additional hand weapon (+1 point per model). The unit of Black Orcs may carry shields (+1 point per model).

**ORCS** ..... 5 1/2 points per model

The Chaos Dwarfs keep many Orc and Goblin tribes enslaved in their dark workshops and mines. Some of the tribes which live in the Mountains of Mourn guard the mountain passes for their Chaos Dwarf masters. Though these tribes are rebellious the Chaos Dwarfs employ the Hobgoblins to keep them in line.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
ORC	4	3	3	3	4	1	2	1	7

**EQUIPMENT:** Orcs carry a hand weapon.

**SAVE:** None.

**OPTIONS:** Any units of Orcs may be equipped with light armour at an additional cost of +2 points per model. Any units may be equipped with shields at a cost of +1 point per model. Any units may be armed with one of the following weapons: either a double-handed weapon (+2 points per model), a halberd (+2 points per model), a spear (+1 point per model), an additional hand weapon (+1 point per model), or a bow (+2 points per model).

**GOBLINS** ..... 2 1/2 points per model

Thousands of Goblins labour in the mines of the Plains of Zharrduk and throughout the sprawling Chaos Dwarf Empire. They are poor warriors, but their lives are of such little consequence that the Chaos Dwarfs drive them into battle in their thousands, throwing them upon the enemy battle lines merely to tire the foe and blunt his attack.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GOBLIN	4	2	3	3	3	1	2	1	5

**EQUIPMENT:** Goblins carry a hand weapon.

**SAVE:** None.

**OPTIONS:** Any units of Goblins may carry shields at an additional cost of +1/2 point per model. Any units of Goblins may wear light armour at an additional cost of +1 point per model. Any units may be armed with one of the following weapons: either a double-handed weapon (+1 point per model), a halberd (+1 point per model), spears (+1/2 point per model), or short bows (+1/2 point per model).



# WAR MACHINES

The Chaos Dwarfs are great artificers and sorcerers and their war machines are huge and powerful. Your army may include up to 25% of its points value as war machines chosen from the list below.

## HOBGOBLIN

### BOLT THROWER ..... 42 points each

Your army may include any number of Hobgoblin bolt throwers. Each bolt thrower has a crew of two Hobgoblins to operate the weapon and defend it if necessary.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BOLT THROWER	-	-	-	-	7	3	-	-	-
HOBGOBLIN	4	3	3	3	3	1	2	1	6

	Maximum Range You may guess	Strength	Wounds	Save
BOLT THROWER	48"	5-1per rank	D4	None

**EQUIPMENT:** The crew are armed with hand weapons.

**SAVE:** None.



### DEATH ROCKET ..... 75 points each

Your army may include any number of Death Rockets. Each rocket has a crew of two Chaos Dwarfs to operate the weapon and defend it if necessary.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
LAUNCHER	-	-	-	-	7	3	-	-	-
CHAOS DWARF	3	4	3	3	4	1	2	1	9

	Maximum Range You may guess	Strength	Wounds	Save
LAUNCHER	48"	5	D3	-2

**EQUIPMENT:** The crew are armed with hand weapons.

**SAVE:** 5+ (Heavy Armour).



### EARTHSHAKER CANNON .... 140 points each

Your army may include any number of Earthshakers. Each Earthshaker has a crew of three Chaos Dwarfs to operate the weapon and defend it if necessary.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CANNON	-	-	-	-	7	3	-	-	-
CHAOS DWARF	3	4	3	3	4	1	2	1	9

	Maximum Range You may guess	Strength	Wounds	Save
EARTH-SHAKER	12-48"	7	D3	-4

**EQUIPMENT:** The crew are armed with hand weapons.

**SAVE:** 5+ (Heavy Armour).





# MONSTERS

Up to a quarter of the points value of the army may be spent on monsters. This does not include the cost of monsters ridden by characters, which must be paid for out of the points allocated for characters.

## CHIMERA ..... 250 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

## COCKATRICE ..... 150 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
COCKATRICE	4	3	0	4	4	2	4	3	6

## DRAGON

Dragon	450 points
Great Dragon	600 points
Emperor Dragon	750 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9



## GREAT TAURUS ..... 225 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GRT TAURUS	6	6	0	6	6	5	7	4	8

## GRIFFON ..... 150 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

## HIPPOGRIFF ..... 145 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

## HYDRA ..... 225 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

## GIGANTIC SPIDER ..... 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

## LAMMASU ..... 200 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
LAMMASU	6	6	0	6	7	5	6	3	8

## MANTICORE ..... 200 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

## WYVERN ..... 180 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

## GIANT SCORPION ..... 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GIANT SCORPION	5	3	0	5	4	4	1	2	7

## SWARMS ..... 100 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
INSECTS/ SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10



# SPECIAL CHARACTERS

## ZHATAN THE BLACK ..... 172 points COMMANDER OF THE TOWER OF ZHARR

Your army may be led by Chaos Dwarf General Zhatan the Black, Commander of the Tower of Zharr. Under the dark tower of Zharr Naggrund a million evil souls labour to the glory of Hashut Father of Darkness. From a thousand burning forges comes weapons of burnished iron and corslets of ruddy bronze. It is the greatest city in the world and it is ruled by the most black-hearted lords of all, the Chaos Dwarf Sorcerers.

Acts of the most cruel and heartless nature are everyday occurrences in the lands of Zharduk. Thousands of slaves endure unimaginable agonies in the pits of Zharr, mining out the poisonous wealth amidst choking fumes and impenetrable darkness. In the workshops of Zharr Naggrund untold slaves are worked to death in their chains so that their masters can enjoy a lifetime of ease. The Hobgoblin overseers in the Vale of Woe beat their pitiful charges so that their flesh hangs from their backs like bloodied rags. Even amongst such wanton cruelty there is one whose deeds of brutality are remarkable: Zhatan the Black, Commander of the Tower of Zharr.

Zhatan serves the Chaos Dwarf Sorcerer Ghorth the Cruel, most potent of all living Chaos Dwarf Sorcerers. It is said that when Ghorth presides over the sacrifices of Hashut the only sound louder than the screams of his victims is the gloating laughter of Zhatan, his General. Zhatan is kept busy by his master's insatiable demand for fresh slaves. The Chaos Dwarf has led many successful slaving expeditions to the west, crushing every Orc army that has dared to stand up to him. All the Goblin tribes between the Plains of Zharduk and Mount Grimfang have bowed before his armies, sending thousands of their kind in tribute to the Lords of Zharr Naggrund. The workshops and mines of Ghorth can scarce keep pace with Zhatan's demand for weaponry. Every expedition he undertakes brings further slaves whose labours fuel fresh conquests.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Zhatan	3	8	6	4	5	4	6	4	10

**WEAPONS/ARMOUR:** Zhatan wears heavy armour and carries a warhammer.

**MAY RIDE:** Zhatan may ride a Lammasu (+200 points) or a Great Taurus (+225 points).

**MAGIC ITEMS:** Zhatan is a Lord character which would normally entitle him to carry up to three magic items. However, such is his stature amongst his kind and such is the power of his master Ghorth, that he may carry up to four magic items.

### SPECIAL RULES

Zhatan's cruelty knows no bounds. He is the most pitiless warrior to tread the blackened earth of Zharr. To represent this Zhatan hates all enemy, and is affected by the rules for hatred as described in the Psychology section of the Warhammer rulebook.

## GORDUZ BACKSTABBER ..... 93 points HOBGOBLIN CHIEFTAIN

Your army may include Gorduz Backstabber as a Hobgoblin character subordinate to the army's General.

All fame is fleeting and all glory ultimately fades away. The renown of Hobgoblin chieftains tends to fade more quickly than most, usually with the help of a dagger, poison or 'nasty accident'. Gorduz Backstabber has outlived most of the other tribal leaders thanks to a naturally distrustful disposition and lashings of low cunning. He has also been lucky as the hardened scar tissue that criss-crosses his massive bony shoulder hump testifies.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gorduz	4	6	6	4	4	3	5	4	8

**WEAPONS/ARMOUR:** Gorduz Backstabber wears light armour and carries a shield and axe.

**MAY RIDE:** Gorduz Backstabber may ride a Giant Wolf (+4 points).

**MAGIC ITEMS:** Gorduz Backstabber is a Hobgoblin Lord and can carry up to three magic items chosen in the usual way.

### SPECIAL RULES

Fated... Lucky... Sneaky! Call it what you will, Gorduz Backstabber has an enduring talent for survival. When he suffers his last and (generally) fatal wound, he is therefore allowed an extra unmodified saving throw of 4, 5 or 6 on a D6. He can take and pass this save every time he loses his last wound (so long as he stays lucky).





## ASTRAGOTH ..... 358 points HIGH 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. A decade ago 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.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Astragoth	6	6	3	5	5	4	5	3	10

**WEAPONS/ARMOUR:** Astragoth is encased within a machine that enables him to walk and which powers his petrified limbs. This machine combined with armour gives him an armour saving throw of 3+.

**MAY RIDE:** Because of his elaborate body Astragoth may not ride any kind of creature.

**MAGIC ITEMS:** Astragoth is a Sorcerer Lord and may carry up to four magic items.

**MAGIC SPELLS:** Astragoth is a Sorcerer Lord and may have up to four Chaos Dwarf magic spells. These are randomly dealt before the battle begins as described in the Warhammer Battle Magic supplement.



### SPECIAL RULES

**MOVEMENT:** Astragoth can move faster than an ordinary Chaos Dwarf because of his remarkable semi-mechanical body. However, his machine enables him to move no faster than this rate. Consequently Astragoth can only charge up to 6" and he cannot make a faster march move. The exception to this limitation is that he will still pursue and flee at the normal rate of 2D6".

**DEATH BLOW:** The steam-driven pistons that have replaced Astragoth's muscles and sinews allow him to strike his enemy with mechanical force. As well as boosting his strength as shown by his characteristics, he can also make a Death Blow special attack. If Astragoth successfully hits the same target with all three of his attacks, then his mechanised arm goes into overdrive, pounding, smashing and stabbing faster than flesh and bone would permit. He can immediately strike all his blows once again against the same target.





# CHAOS DWARFS

## CHAOS DWARF SORCERER ON LAMMASU

### THE COMPLETE CHAOS DWARF SORCERER ON LAMMASU

- CONSISTS OF:
- 1 x SORCERER'S BACKBANNER
  - 1 x SORCERER
  - 1 x LAMMASU'S RIGHT TORSO
  - 1 x LAMMASU'S LEFT TORSO
  - 1 x LAMMASU'S HEAD
  - 1 x RIGHT WING
  - 1 x LEFT WING

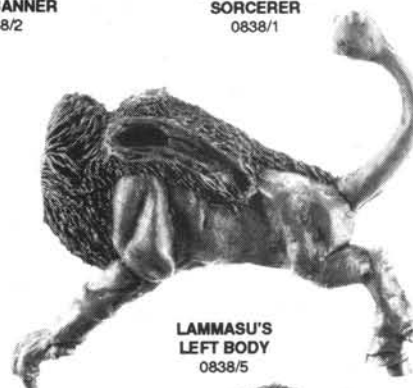


SORCERER'S  
BACK BANNER  
0838/2

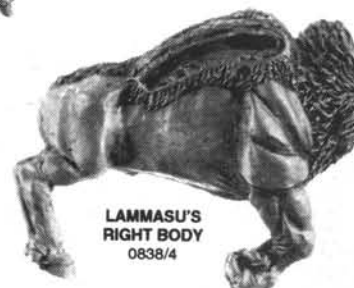


CHAOS DWARF  
SORCERER  
0838/1

EXAMPLE OF COMPLETED CHAOS DWARF SORCERER ON LAMMASU



LAMMASU'S  
LEFT BODY  
0838/5



LAMMASU'S  
RIGHT BODY  
0838/4

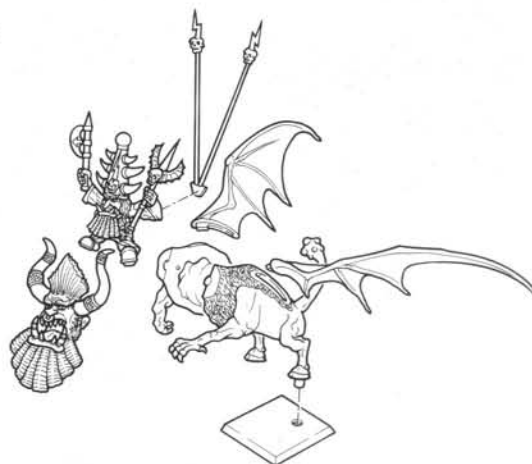


LEFT WING  
0838/6

RIGHT WING  
0838/7



LAMMASU'S  
HEAD  
0838/3



Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.  
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# CHAOS DWARFS

## CHAOS DWARF LORD ON GREAT TAURUS

THE COMPLETE CHAOS DWARF LORD ON TAURUS CONSISTS OF:

- 1 x LORD
- 1 x BACK BANNER
- 1 x LEFT WING
- 1 x RIGHT WING
- 1 x LEFT TORSO OF TAURUS
- 1 x RIGHT TORSO OF TAURUS
- 1 x HEAD OF TAURUS



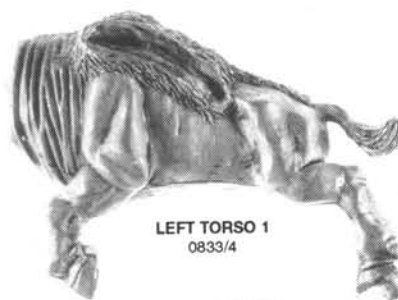
EXAMPLE OF COMPLETED LORD ON GREAT TAURUS



CHAOS DWARF  
BACK BANNER 1  
0833/7



CHAOS DWARF  
LORD ON TAURUS 1  
0833/1



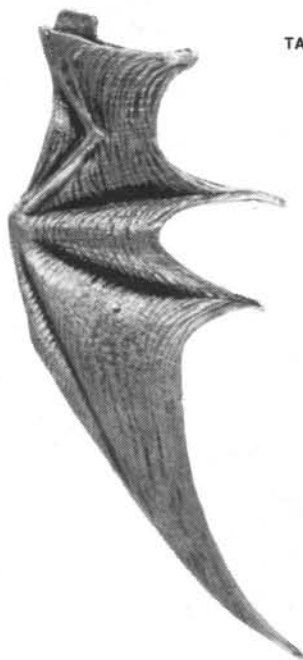
LEFT TORSO 1  
0833/4



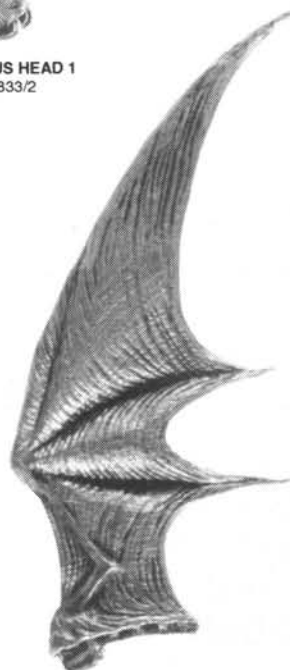
RIGHT TORSO 1  
0833/3



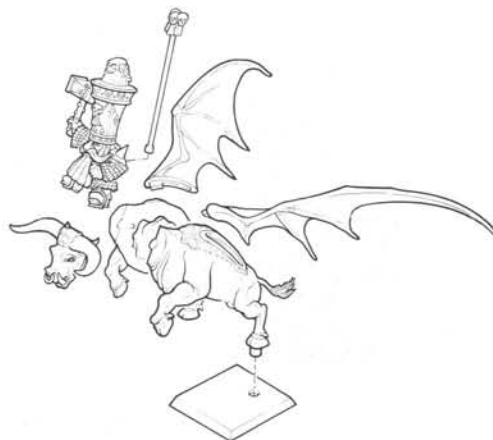
TAURUS HEAD 1  
0833/2



LEFT WING  
0833/5



RIGHT WING  
0833/6



Designed by Alan Perry

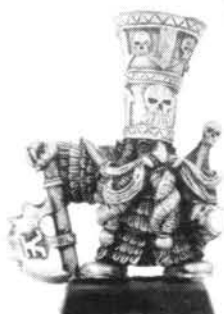


# CHAOS DWARFS

## CHAOS DWARF HEROES



CHAOS DWARF BANNER  
75880/1



HERO WITH AXE 1  
75880/2



HERO WITH AXE 2  
75880/4

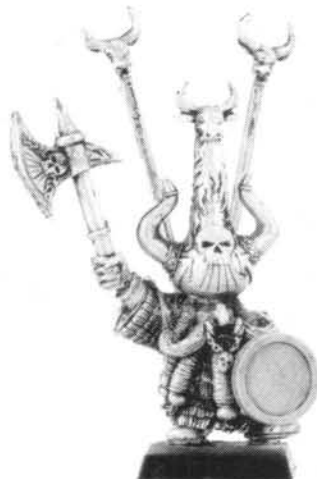
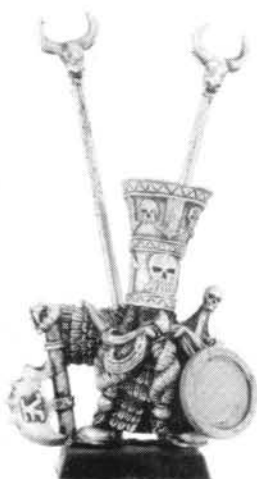


SORCERER 1  
75880/3

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



A COMPLETE  
CHAOS DWARF HERO  
CONSISTS OF:  
1 x HERO/SORCERER  
1 x CHAOS DWARF BANNER



EXAMPLES OF COMPLETED CHAOS DWARF HEROES

Designed by Alan Perry



# CHAOS DWARFS

## COMMAND FIGURES



LEADER WITH SWORD 1  
75805/1



HORNBLOWER  
75805/2



STANDARD BEARER 1  
75805/3



LEADER WITH SWORD 2  
75805/4



DRUMMER  
75805/5



STANDARD BEARER 2  
75805/6

## AXEMEN

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



WITH AXE 1  
75800/1



WITH AXE 2  
75800/2



WITH AXE 3  
75800/3



WITH AXE 4  
75800/4

## BLUNDERBUSSSES



WITH BLUNDERBUSS 1  
75810/1



WITH BLUNDERBUSS 2  
75810/2



WITH BLUNDERBUSS 3  
75810/3



WITH BLUNDERBUSS 4  
75810/4

Designed by Alan Perry



# CHAOS DWARFS

## BULL CENTAURS



UPPER TORSO  
WITH AXE 1  
75815/3



UPPER TORSO  
WITH AXE 2  
75815/4



UPPER TORSO  
WITH AXE 3  
75815/8



UPPER TORSO  
WITH AXE 4  
75815/9



UPPER TORSO  
WITH AXE 5  
75815/10



UPPER TORSO  
WITH AXE 6  
75815/11



BULL CENTAUR  
STANDARD BEARER  
075816/7



BULL BODY  
LEFT SIDE 1  
75815/1



BULL BODY  
RIGHT SIDE 1  
75815/2



BULL BODY  
RIGHT SIDE 2  
75815/5



BULL BODY  
LEFT SIDE 2  
75815/6

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



EXAMPLES OF COMPLETED CHAOS DWARF BULL CENTAURS

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CITADEL  
MINIATURES

Designed by Alan Perry

# HOBGOBLINS

## COMMAND

THESE MINIATURES ARE SUPPLIED WITH APPROPRIATE PLASTIC SHIELDS AS STANDARD



**HOBGOBLIN  
BIG BOSS 1**  
75860/4



**HOBGOBLIN  
BOSS 1**  
75860/3



**HOBGOBLIN  
DRUMMER**  
75860/2



**HOBGOBLIN  
STANDARD BEARER 1**  
75860/1



**HOBGOBLIN  
BIG BOSS 2**  
75860/8



**HOBGOBLIN  
STANDARD BEARER 2**  
75860/5



**HOBGOBLIN  
BOSS 2**  
75860/7



**HOBGOBLIN  
TRUMPETER**  
75860/6

## SNEAKY GITS



**SNEAKY GIT 1**  
75873/1



**SNEAKY GIT 2**  
75873/2



**SNEAKY GIT 3**  
75873/3

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Designed by Alan Perry



# HOBGOBLINS

## ARCHERS



HOBGOBLIN  
ARCHER 1  
75855/1



HOBGOBLIN  
ARCHER 2  
75855/2



HOBGOBLIN  
ARCHER 3  
75855/3



HOBGOBLIN  
ARCHER 4  
75855/4



HOBGOBLIN  
ARCHER 5  
75855/5



HOBGOBLIN  
ARCHER 6  
75855/6



HOBGOBLIN  
ARCHER 7  
75855/7



HOBGOBLIN  
ARCHER 8  
75855/8

## WARRIORS

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



HOBGOBLIN  
WARRIOR 1  
75850/1



HOBGOBLIN  
WARRIOR 2  
75850/2



HOBGOBLIN  
WARRIOR 3  
75850/3



HOBGOBLIN  
WARRIOR 4  
75850/4



HOBGOBLIN  
WARRIOR 5  
75850/5



HOBGOBLIN  
WARRIOR 6  
75850/6



HOBGOBLIN  
WARRIOR 7  
75850/7



HOBGOBLIN  
WARRIOR 8  
75850/8

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CITADEL  
MINIATURES

# HOBGOBLINS

## HOBGOBLIN WOLF RIDERS

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC WOLF SPRUE AS STANDARD



HOBGOBLIN WITH  
AXE AND SHIELD 1  
075865/3



HOBGOBLIN WITH  
AXE AND SHIELD 2  
075865/4



HOBGOBLIN WITH  
AXE AND SHIELD 3  
075865/5



HOBGOBLIN WITH  
AXE AND SHIELD 4  
075865/9



HOBGOBLIN WITH  
AXE AND SHIELD 5  
075865/8



HOBGOBLIN  
ARCHER 1  
075865/1



HOBGOBLIN  
ARCHER 2  
075865/2



HOBGOBLIN  
BIG BOSS  
075870/1



HOBGOBLIN  
STANDARD BEARER  
075870/2



HOBGOBLIN  
ARCHER 3  
075865/6



HOBGOBLIN  
ARCHER 4  
075865/7

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS  
AND A PLASTIC WOLF SPRUE AS STANDARD



EXAMPLES OF COMPLETED HOBGOBLIN WOLF RIDERS

Designed by Alan Perry

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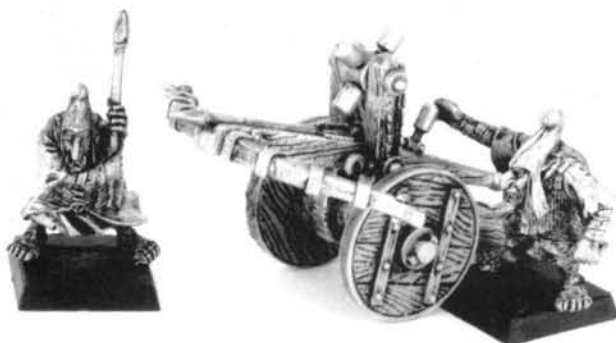
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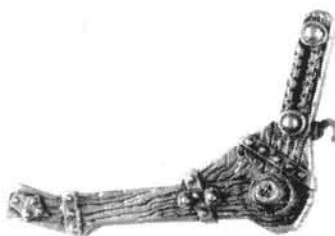
# HOBGOBLINS

## HOBGOBLIN BOLT THROWER

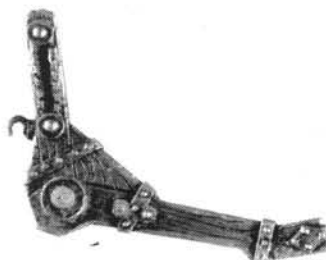


THE COMPLETED HOBGOBLIN  
BOLT THROWER CONSISTS OF:  
1 x HOBGOBLIN BOLT FIRER  
1 x HOBGOBLIN SPEAR LOADER  
1 x RIGHT SIDE  
1 x LEFT SIDE  
1 x BOLT THROWER  
1 x BOW  
1 x TOWING RING  
1 x WINDLASS  
2 x SOLID PLASTIC WHEELS

### EXAMPLE OF COMPLETED HOBGOBLIN BOLT THROWER



RIGHT SIDE  
75874/3



LEFT SIDE  
75874/4



SOLID PLASTIC WHEEL



BOW  
75874/6



BOLT THROWER  
75874/5



TOWING RING  
75874/7



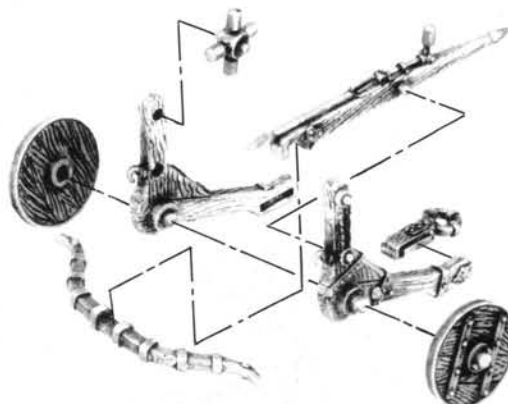
WINDLASS  
75874/8



HOBGOBLIN SPEAR LOADER  
75874/2



HOBGOBLIN BOLT FIRER  
75874/1



# HOBGOBLINS

## HOBGOBLIN HERO ON WOLF

THIS MODEL IS SUPPLIED WITH A PLASTIC WOLF SPRUE AS STANDARD

THE COMPLETED HOBGOBLIN HERO  
ON WOLF CONSISTS OF:  
1 x HOBGOBLIN HERO BODY  
1 x CLOAK  
1 x QUIVER  
1 x WOLF HEAD  
1 x PLASTIC WOLF SPRUE



EXAMPLE OF COMPLETED  
HOBGOBLIN HERO  
ON WOLF



HOBGOBLIN HERO BODY  
75863/1



CLOAK  
75863/2



WOLF HEAD  
75863/4



QUIVER  
75863/3

Designed by Alan Perry

# GOBLINS

## GOBLINS



GOBLIN  
WITH SPEAR 11  
075432/2



GOBLIN  
STANDARD BEARER 2  
075432/17



GOBLIN  
WITH SPEAR 10  
075432/1



GOBLIN  
STANDARD BEARER 3  
075432/18



GOBLIN STANDARD  
BEARER 1  
075432/16



GOBLIN WITH SWORD 27  
075432/12



GOBLIN WITH AXE 4  
075432/4



GOBLIN WITH CLUB 1  
075432/15



GOBLIN WITH MACE 1  
075432/5



GOBLIN WITH SWORD 21  
075432/6



GOBLIN WITH SWORD 28  
075432/13



GOBLIN WITH SWORD 26  
075432/11



GOBLIN WITH CLUB 2  
075432/3



GOBLIN WITH SWORD 23  
075432/8

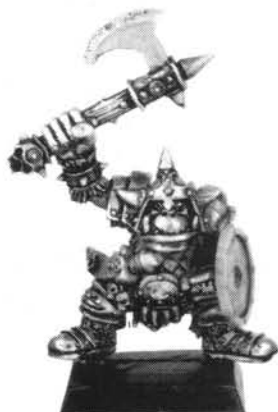


GOBLIN WITH SWORD 29  
075432/9



# ORCS

## ORC COMMAND GROUP



CHAMPION 1  
075235/1

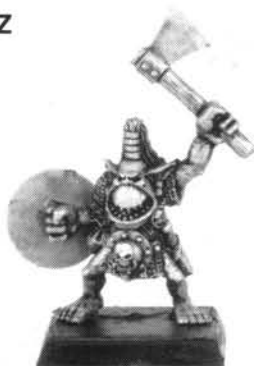


STANDARD BEARER 1  
075235/3



DRUMMER 1  
075235/2

## ORC BOYZ



ORC  
WITH AXE 1  
075220/3



ORC  
WITH SWORD 2  
075220/5



ORC  
WITH SWORD 6  
075220/9



ORC  
WITH SWORD 7  
075220/10



ORC  
WITH SPIKY CLUB 1  
75220/4



ORC  
WITH SWORD 4  
075220/7



ORC  
WITH SWORD 1  
075220/2



ORC  
WITH SWORD 3  
075220/6



ORC WITH  
AXE AND DAGGER 1  
075220/1



ORC  
WITH SWORD 5  
075220/8



# BLACK ORCS

## BLACK ORC COMMAND



**BLACK ORC BOSS**  
75260/2



**BLACK ORC DRUMMER**  
75260/5



**BLACK ORC BANNER BEARER**  
75260/3



**BANNER TOP**  
75260/4

THE COMPLETE BLACK ORC  
BANNER BEARER CONSISTS OF:  
1 x BLACK ORC BANNER BEARER  
1 x BANNER TOP



**BLACK ORC BIG BOSS**  
75260/1

## BLACK ORCS



**BLACK ORC WITH AXE 1**  
75255/4



**BLACK ORC WITH AXE 2**  
75255/5



**BLACK ORC WITH AXE 3**  
75255/6



**BLACK ORC WITH  
AXE AND CLEAVER 1**  
75255/3



**BLACK ORC WITH  
AXE AND CLEAVER 2**  
75255/2



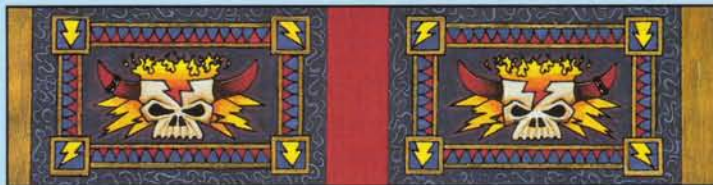
**BLACK ORC WITH  
AXE AND SWORD**  
75255/1

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# CHAOS DWARF BANNERS





# WARHAMMER® FANTASY BATTLE

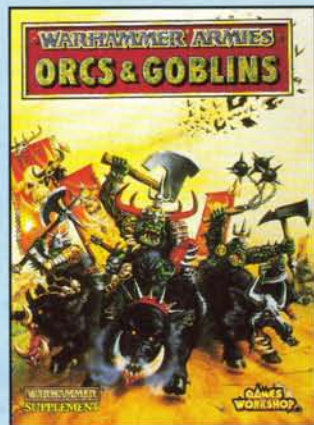
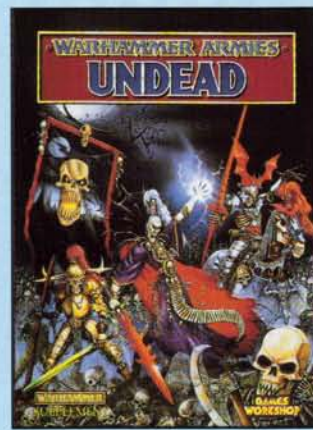
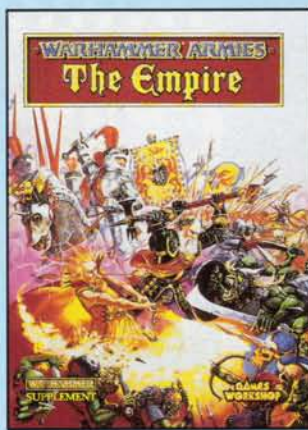
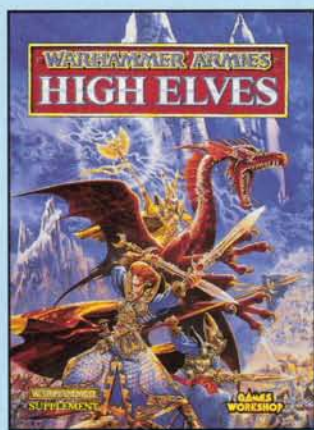
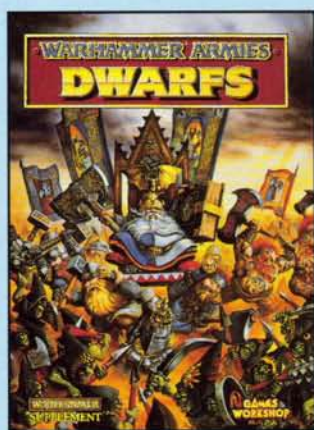
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