

TAMURKHAN

THE THRONE OF CHAOS



WARHAMMER

Chaos Dwarf Bestiary



The Chaos Dwarfs

The history of the Chaos Dwarfs — the *Dawi Zharr* or '*Uzkuł-Dbrath-Zharr*' as they refer to themselves in their corrupted tongue, is an ancient and terrible one. It is a saga of a great and hardy people whose nobility would become warped into utter malice, and whose stubborn refusal to die would lead them down a dark and bitter path to damnation.

THE SHADOWED PAST

The story of the Chaos Dwarfs begins many thousands of years ago during the great expansion of the Dwarf race northwards, long before the rise of Man. The Dwarfs, cleaving to those lands where metal and gems could be found, and firm rock could be delved, principally followed the track of what is now known as the Worlds Edge Mountains. Here they excavated and expanded an under-realm of mighty subterranean fortress-cities linked by countless miles of mine workings and passageways. Eventually this slow but steady expansion led one group of Dwarfs to the uplands in the far north of the Worlds Edge Mountains range they came to know as the '*Zorn Uzkuł*' or the '*Great Skull Land*' — a vast and inhospitable plateau where the air was frigid and thin, and the dusty ground littered with the wind-scoured bones of the ancient dead. The mineral wealth was rich here, but the earth and stone to some seemed tainted and unclean. Many Dwarfs called the place accursed and turned aside from it, either retreating to the most established holds, or, if of more adventurous character, choosing to strike out into far Norsca or undertake the journey first east and south to the rich lodes recently discovered in the Mountains of Mourn. Some

however, refusing to be baulked, chose to remain in the Great Skull Land come what may. At first these distant Dwarf kindreds retained close ties of kinship and trade, but as the world darkened and foul things crawled from its depths to sunder the Dwarf under-realm, contact between the far flung Dwarf holds became erratic and infrequent, as each looked to their own survival and defence. When the Great Time of Chaos descended to sunder the world, these most forlorn of Dwarf kingdoms were lost forever to their kinfolk in the Worlds Edge Mountains, and given up for dead as a tide of horror spilled across the land. The Dwarfs of the West could not have been more mistaken, for the ravages of Chaos did not destroy the hardy, determined Dwarfs of *Zorn Uzkuł*, but instead worked a dreadful change upon them.

It is impossible to say with any certainty exactly when the Dwarfs of the East became the malevolent entities now known as the Chaos Dwarfs, as the changes wrought to their bodies and spirits were slow and inexorable. Not even they themselves know the full saga of the dark times of their origins, save for that they were almost utterly destroyed, and it was only by their stubborn refusal to surrender in the face of unspeakable horror and death that they endured — endured and came to know a new patron god, Hashut, Father of Darkness. Slowly they began to increase again in number and restore themselves in power and dark majesty, now barely recognisable from what they had been before.

The Dwarf race is unusually resilient to the warping influence of Chaos — a reflection of natural Dwarf stubbornness, perhaps. None-the-less the Dwarfs who live in the shadow of the Mountains of Mourn have changed slowly but inexorably over time, and become twisted in both body and mind. Though they superficially resemble other Dwarfs, in all important respects they are easily distinguished. Chaos Dwarfs often possess protruding tusks that lend them a brutal, savage expression, and they are commonly grey-fleshed and red of eye. Many have small horns that jut from their forehead and some even have cloven hooves or worse — although such extreme mutations are rare amongst ordinary Chaos Dwarfs and common only amongst sorcerers and those that have the most direct contact with the stuff of Chaos.

If the influence of Chaos has worked terrifying changes upon the bodies of the Chaos Dwarfs this is as nothing compared to the transmutation of their hardy Dwarf minds. The traditional Dwarf values of stubborn determination, craftsmanship and industry have been twisted into a perverted mockery in the hearts of the Chaos Dwarfs. They became pitiless, macabre and cold-hearted creatures, devoid of mercy and consumed by a need to enslave and dominate everyone and everything they came into contact with, and from this need grew their empire. Year upon year, decade upon decade and then century upon century, with malevolent intent and monstrous patience the dominion of the Chaos Dwarfs has slowly grown. Down the centuries, their culture became as corrupted as their minds at every level, from their language and rune-craft, to the structure of their clans and their worship — all tainted by Chaos and poisoned by malice, but they are still uniquely dwarfed in many respects: oath and loyalty, grudge and kinship stand as solid as iron, but mercy and weakness are intolerable flaws to be contemptuously destroyed. Not for them the howling anarchy, slaughter and ravaging



THE FATHER OF DARKNESS

The god of the Chaos Dwarfs is Hashut, the Father of Darkness. A grim and malignant being, often represented as a great blazing bull wreathed in smoke and shadow, Hashut is a Chaos god (although some scholars of the arcane would label him as an arch-daemon rather than a dark god, while others insist it is some other form of foul entity let loose upon the world during the Time of Chaos). Hashut is closely associated with tyranny, greed, fire and hatred, and it is a being whose gift of power comes at a terrible price. As with much of their origins, just how the Dwarfs of the East came to seal their pact with Hashut remains shrouded in the dark times of the great sundering of the world by Chaos, and in truth the Chaos Dwarfs themselves may have only a dim and warped understanding of how they became bound up with their nightmarish god. The twisted runic carvouches that adorn their fire-temples do however speak of the abandonment of the Dwarfs of Zorn Uzkul by their Ancestor Gods during the Great Cataclysm, their finding of salvation and succour with their new god and the thirst of Hashut for sacrifice and subjugation in return for his patronage. Over the centuries, in return for flesh and blood, homage and devotion, Hashut has gifted the Chaos Dwarfs with malign secrets and powerful sorcery that fused with their mastery of industry and forgecraft to create many daemon-fused machineries and monstrous engines of war, dominion over the fires of the earth and arcane and malevolent lore that has brutalised their sanity and souls. The pact between the Chaos Dwarfs and their dark god has only deepened over time and grown to the point where the tendrils of Hashut's malevolence and the Chaos Dwarfs' own bitter souls have become as one.

madness of Chaos' human followers, the unthinking savagery of the Beastmen or even the desperate, labyrinthine intrigues and vicious aggression of the Skaven. Instead they are consumed with grim, cold cruelty, greed and calculated brutality.

AN EMPIRE OF SMOKE, BLOOD AND ASH

Chaos Dwarfs are irredeemably evil, bitter and self-centred creatures, caring nothing for the life of others and directing all their labours to the construction of their great city – *Mingol-Zharr-Naggrund* – the City of Fire and Desolation, and the slow expansion of their power and influence in the world. To this end Chaos Dwarf armies scour the Dark Lands and the deadly realms beyond for slaves to fill their city and labour deep beneath the earth in the pits that surround it, and to provide sacrifices for the furnace fires dedicated to their dark god Hashut.

Their empire has come to encompass the fire-scorched volcanic plain of Zharrduk at the heart of which Zharr-Naggrund sits, and like a black iceberg, its true extent lies not above with its armoured ziggurats and fire-lanced temples, but below the surface in countless miles of magma-lit delvings, cavernous chambers and vaulted mines which resound to the cries of tortured slaves and the ringing of hammers in an untold number of diabolic forges. For many miles around it, the Plain of Zharr has succumbed to the hand of the Chaos Dwarfs. It is littered with the scars of vast open mines, fiery rivers of magma, ash dunes and stagnant pools of foaming yellow and blood red – noxious with toxic spoil and fortified workings and watch posts which line the great machine-crushed roads upon which countless slaves haul ore and plunder to feed the ever hungry city of the Chaos Dwarfs.

Beyond their heartland in the plain of Zharr, they have raised great fortress-citadels and towers to establish their dominion throughout the far flung and perilous Dark Lands, although no force, even one as brutal as the Chaos Dwarfs can lay claim to true sovereignty over this vast realm of accursed, monster-infested shifting ash-deserts. At the edges of the Dark Lands, the outposts and black iron watch-towers of the Chaos Dwarfs extend as far the great Desolation of Azgorh and the coastline of the Sea of Dread to the south and High Pass to the north, while Uzkulak – the Place of the Skull, seat of the ancient Dwarf hold before the Time of Chaos, is still populated but is a strange, secretive place, and the bustling workings of its slave-port and anchorage hide an ancient inner-city that is little more than a heavily garrisoned tomb. The forbidden, lower levels of Uzkulak are shunned, even by its masters and to be consigned to its depths

is a punishment reserved for oath-breakers and blasphemers as the worst fate the Chaos Dwarfs can bestow. A fact which, given the malevolent inventiveness of the Daemonsmiths in such matters, speaks much of the horrors which must abide there.

The plans of the Chaos Dwarfs are the results of the intricate workings of their malign intelligence, deep paranoia and cold cruelty. They see no need to ravage the world in fury in a desperate bid to crush all before them, only to fall overextended and spent, as so many throngs of human marauders and hosts of greenskin savages have done in the past. Instead they horde their might slowly and rip from the Dark Lands the mineral wealth it contains in abundance. They venture forth foremost to harvest slaves but also to punish those that would oppose them directly, and under any creature or force that might wax powerful in the Dark Lands before it can become a threat. More rarely do they travel further afield, mounting expeditions into distant lands in search of strange plunder whose worth they have seen in the fires of Hashut's altars, avenge some slight or merely to callously test their weapons against the powers of the world. As a result of this policy, to many the Chaos Dwarfs are at best a dark legend, until that is they have the misfortune to encounter the dreadful truth for themselves.

The dominion of the Chaos Dwarfs is a slowly expanding power, which has with grinding, calculated savagery carved itself a realm from one of the most deadly lands conceivable and its masters' dreams of conquest are things of brooding hatred and bitter perseverance. They are content to see their plans unfold over the course of centuries, perhaps even millennia until one day all of the world lies a blasted plain in which the Chaos Dwarfs stand unopposed and alone, save for their cowering slaves and the ashen bones of the dead.

SLAVERY AND SLAUGHTER

Even though their numbers have shown a slow but steady increase down the long centuries in which they have carved their empire from the Dark Lands, the Chaos Dwarfs are still few, and are far outnumbered in their realm by those over who they claim dominion by virtue of might and cruelty – their slaves. The Chaos Dwarfs consider all life other than that of their own kind to have value only as raw resource and fitting sacrifice, and to them the muscle and sinew, and even the souls of those that bow and scrape at a gesture of their iron-shod hands and cringe before the stroke of their steel-barbed whips are no more than a commodity to be amassed, exploited and spent. Without slaves Zharr-Naggrund would not



have been built and its vast industries could not be maintained, and even now the need for fresh blood and labour only increases with each passing year and the desolate empire always hungers for more.

If the Chaos Dwarfs' grand and sepulchral plans bow to any pressure for speed in their execution, it is this increasing need for fresh slaves that is the cause. Should the levels of 'livestock' falter through disaster or over use, and are required at the commissioning of any grand new design, the Chaos Dwarf war host is gathered and a suitable target selected for despoil, while simultaneously iron-masked emissaries go out to the tribes of dark-hearted men, Ogres and even Orcs to barter razored steel for lives. This in turn can trigger fresh assaults and ravages far beyond the Dark Lands to meet the Chaos Dwarfs' tally, and captives taken in distant lands can eventually find their life's end drudging in the slave pits of Zharrduk or slaughtered upon its burning altars.

Unfortunate wretches of many races toil amid the poisoned air and burning ash of Zharrduk, and like the craftsmen they are, the Chaos Dwarfs prefer, when possible, to select the 'right tool' for the right job – from mutilated Elves flayed and bled to provide alchemical unguents to fettered and broken Chaos beasts from the Northern Wastes harnessed for their immense strength and tolerance for injury. By far the most common slaves in the Chaos Dwarf realm are Orcs and Goblins, and this is not simply because they are native to the Dark Lands and its bordering mountains, but

THE FORGES OF HELL

Chaos Dwarfs are master craftsmen, and their armouries produce an endless stream of armour and weapons, dark devices and works of daemon-fused occult engineering. Much of this wargear, the lesser products of their craft – blades and steel whose quality still outmatches any mere human craftsmanship is traded northwards to the warring Chaos-touched tribes and eastward to the Ogre Kingdoms in return for slaves, for which the Chaos Dwarfs have an unending demand, rare metals and gems, and to slake whatever strange desires the Sorcerer-prophet's experiments might require. By this trade blood is spilled across the world by their weapons, and in doing so the Chaos Dwarfs both enrich themselves and sow destruction in Hasbuth's name, and moreover they spread their insidious influence further, gather intelligence in regards to their enemies and so bring their dreams of dominion closer, one drop of shed blood at a time.

The greater works of their hell-forges and the spawn of the dark intellect of their sorcerers, however, they guard jealously for themselves and it is on the bedrock of these malevolent engines, savage weapons and brutal sorcery that the Chaos Dwarfs' true power is founded. Chaos Dwarf warriors are themselves equipped to the highest standard and every Sorcerer Lord arms and outfits their soldiers to their own design and in their own distinctive livery. The majority of their troops are armed with masterfully crafted axes, vicious stabbing blades and barbed war-picks, and protected by heavy scale corselets of rime-hardened iron or bronze, tall helmets, and heavy, metal-clad shields. The most potent wear so-called blackshard armour, forged with hellfire and blood, stronger than mere steel and phenomenally resistant to the effects of fire and heat. A significant number of troops are armed with firearms, from intricate Wheelock pistols to the heavy, bladed fireglave repeating guns. But the hailshot blunderbuss – a powerful, short-ranged weapon whose murderous fire is amplified when used in ranked fusillade – is the most common and iconic. This last weapon was developed to combat the near-limitless Orc and Goblin hordes that abound in the lands around the Chaos Dwarfs domain and has become the terror of the greenskins in battle, able to blunt even their crushing charges and slaughter scores of howling Goblins in a single, thunderous blast from the warriors' ranks.

It is though for their war machines that the Chaos Dwarfs have become most infamous and dreaded on the battlefield. Unfettered by the usual Dwarf reliance on tradition and resistance to change, they have combined their intellect and sophisticated understanding of steam power and mechanism with the hellish lore of Hasbuth to produce a nightmarish array of weapons. These range from cannons that fire burning goutts of magma, to steam-driven reapers, to fortress-shattering mortars and colossal siege engines of glittering brass. The most terrible of these war machines are bound with hungering daemons in their fabric, granting them both an unbody semblance of life and unmatched killing power. The might and bloodlust of these hell-forged artefacts cannot be denied and they are perilous even to their masters should their occult bindings shake loose. As a result of their unpredictability and the difficulty of their construction, hell-bound war engines are used and fashioned more sparingly than more conventional (although no less deadly) designs in the Chaos Dwarf arsenal. Such weapons are often 'tested' in battle by a pact of alliance with the Chaos Warriors of the north, so long as it serves the Dhrath-Zhar's purpose, and it is not uncommon to see small contingents of dreaded Chaos Dwarf war machines amid the ranks of the war bands and hordes of the Chaos Wastes, lending them their immense destructive power.

THE BLACK ORCS

Certain arcane lore and blasphemous histories state apocryphally that many centuries ago the dark arts of the Chaos Dwarf Sorcerers sought to create a new breed of slave by means of blood magic and infernal power. They already of course possessed tens of thousands of Orc and Goblin slaves, but at best they were unruly, fractious and inefficient, lacking the useful intelligence of humans or the sheer stamina of Ogres. The new breed were to be powerful warriors in battle and able workers in the most hostile parts of their benighted realm, inferior to their masters and obedient to their will, but superior in every regard from the common Orc stock from which they were created. The great experiment worked at first, but the Chaos Dwarfs soon came to realise that their new Orc breed, dark-hued and hulking, while both far tougher and stronger than their slave stock, were also far too independently minded to make good slaves. Indeed their steadiness of will and brutal clarity of purpose compared to common Orcs was itself a dire cause for concern, and not long after their numbers swelled and spread, these 'Black Orcs' began to revolt, and even organise other Greenskins into obeying their will rather than that of their Chaos Dwarf masters. Some believe that in 'refining' the Black Orcs, the Chaos Dwarfs had also unwittingly concentrated the Orcs' own bellicose nature and love of battle to untameable heights, while some suggest that something of the arrogant desire to dominate and destroy that festered in the hearts of the Chaos Dwarfs themselves had somehow transferred and taken root in their progeny. In any case, the Chaos Dwarfs were soon troubled by revolt after revolt, and were beset on all sides by a powerful and deadly enemy of their own creation. In the greatest and final revolt, near-civil war broke out, the Chaos Dwarfs were besieged with their own weapons and Zharr-Naggrund itself became a battleground. The Dhrath-Zharr hoovered out the precipice of destruction, until aided by the perfidious treachery of the Hobgoblins against their kin, the Black Orcs were finally defeated and cast out and driven from the Chaos Dwarf empire at great cost. The experiment has never been repeated.

also because they are hardy creatures who will often last the longest in the noxious fumes and murderous conditions under which they are made to labour. Of these, the Hobgoblins have a unique and favoured place – as much as a slave might be favoured by such cruel and callous masters. Perhaps the most distrusted, vicious and above all treacherous of Goblin kind, the Chaos Dwarfs seldom reduce the Hobgoblins to base toil but rather employ them as slave-overseers, lackeys and even as troops, providing utterly disposable reinforcements for their own forces, enabling a larger enemy army to be weakened without cost in Chaos Dwarf lives before they themselves move in for the kill. Hated by the other greenskins who would happily murder them if they could, the Hobgoblins of the Dark Lands have come to rely on the Chaos Dwarfs for patronage and protection. While they are so treacherously eager to betray each other for advancement; they are quite incapable of fomenting any cohesive rebellion against their brutal masters as they cannot even trust each other! Making them in some ways the perfect slaves.

Humans too have their place among the slaves of the Chaos Dwarfs, as they are adaptable and quick-witted if though less durable than greenskins and considerably more unpredictable. As do Ogres, who are valued for their raw power but always present a danger as their primitive, violent spirits can never be fully broken. Skaven are never taken alive unless to be worked almost immediately to death or used as paltry mass sacrifices, as they are simply too devious and the Chaos Dwarfs have learned from bitter experience that any group taken might well conceal untold spies, saboteurs and even deliberately infected plague-carriers placed in their midst. But of all the races to fall into the hands of the masters of Zharr-Naggrund, the darkest fate awaits their kin, the Dwarfs of the West. The fruits of the bitter malice of long, brooding millennia are reserved for the Dwarfs, and of all sacrifices to Hashut, none are more favoured than those loyal to the treacherous Ancestor Gods.

THE BLACK FORTRESS

Guardian of the south-eastern reaches of the Chaos Dwarf realm, the Black Fortress is a vast, jagged citadel stained black by the volcanic fires of the rocky plateau on which it sits. Along with the Tower of Gorgoth, it vies for prominence and power as the second most important fortress-citadel of the Chaos Dwarfs beyond their heartland on the Zharrduk Plain. But while the Tower of Gorgoth

exists to stand watch over a slew of deep mines and caverns, the purpose of the Black Fortress is as a purely military outpost, and is headquarters for the Legion of Azgorh. The legion is a mighty standing army which ranges across the desolation of the southern Dark Lands, escorts the far-flung slave caravans through the Howling Wastes and stands as a bulwark against frequent invasions of Ogres, Orcs and worse from the east. Even among their own kind, the warriors of the Black Fortress are renowned for their brutality and warlike nature, and far removed as it is from Zharr-Naggrund and the favour of the great temple it is often a place of internal exile for those who have suffered in the savage politics of the empire. The hellish caverns deep beneath the Black Fortress are also home to the Infernal Guard – a cult of disgraced warriors enslaved to the master of the Black Fortress who must redeem themselves in the eyes of Hashut and the Dhrath-Zharr or die in the attempt. For many centuries the lord of the Black Fortress and commander of the Legion has been the Sorcerer-Prophet Drazhoath the Ashen, a bitter rival of Lord Astragoth, feared and respected in equal measure by the Chaos Dwarfs bound to his service as a ruthless general and powerful wielder of Hashut's sacred fire.

Fighting games of Warhammer with the Chaos Dwarfs

Chaos Dwarfs can be used by incorporating their units into your existing Warriors of Chaos army, or by using them as Contingent Forces in a Chaos Great Host army (see page 142) or as allies in a Grand Battle (see page 132 onwards of the *Warhammer* rulebook).

The Bestiary section that follows and the Legion of Azgorh army list (see page 186 of this book) contains all the profiles, special rules and entries to enable you to do this, and in particular the Legion of Azgorh army list makes note of which particular units can be directly incorporated into a Warriors of Chaos army, and how this is achieved.

The Chaos Dwarfs

Each Chaos Dwarf, in addition to being a craftsman or artificer, is also a highly trained and disciplined warrior, often with scores of years of battle experience to draw upon. This martial skill is matched only by their cruel desire to utterly crush anything that would dare oppose them and grind it under their heels. There are relatively few Chaos Dwarfs, and each and every one of them belongs to one of the Chaos Dwarf Sorcerers body and soul.

Chaos Dwarfs are an unnerving sight in battle. They are brutish, grotesque figures plated in black or burnished armour of heavy plate and jagged scales, crowned with tall helms mounted with flame tongue spiked coronas or sharpened horns. Their livery is bright and bloody, and their distorted faces, if they are seen at all, are bestial and filled with malice. Their presence is intended to inspire fear in their foes, and they have lost none of the toughness or skill-at-arms of their western Dwarf kin. To them there are few greater pleasures than the bloody sundering of a foe be it by crushing axe-blow or the flesh-shredding volley of blunderbuss fire.

The acquisition of slaves is of paramount importance to the Chaos Dwarfs. Their warriors are at the forefront of any major raid to achieve this goal, and most forays they undertake beyond the borders of the Dark Lands are in furtherance of this, rather than for conquest. War bands and expeditionary armies of Chaos Dwarfs will often travel hundreds of miles in search of suitable living plunder, and while it is the Orcs and Goblins of the Worlds Edge Mountains that most often are subjected to their wrath, realms as far as Kislev and the Border Princes have both been subject to such attacks in their memory. The more captives a raid

brings back, the more successful it is judged, and the greater prestige and honour is accorded, not only on the raid's leaders, but to each Chaos Dwarf warrior in measure to their station. Only by such vile endeavours can advancement be gained and ambition satiated.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Crewman	3	4	3	3	4	1	2	1	9
Chaos Dwarf Overseer	3	4	3	3	4	1	2	2	9

SPECIAL RULES

Resolute

Chaos Dwarfs fight with grim malice and determination, and are reluctant to abandon their positions on the battlefield. All Chaos Dwarfs therefore flee and pursue 2D6-1" rather than the usual 2D6", note that this penalty does not apply to their charge distance.

Relentless

Chaos Dwarfs are implacable and relentless when on the attack, and are scornful of the ability of anyone or anything to stop them. Chaos Dwarfs do not need to take a Leadership test in order to march when enemy units are within 8".

Contempt

Chaos Dwarfs despise all other forms of life and see them as nothing more than contemptible fodder to be exploited and disposed of as needed. They expect their 'lessers' to show cowardice and weakness in battle and be restrained only through fear.

As a result Chaos Dwarf and Bull Centaur units are not subject to Panic tests caused by friendly units which are destroyed or fail a Break test within 6" of them, unless the unit that is destroyed or broken is itself a Chaos Dwarf or Bull Centaur unit.

Characters with the Contempt rule may not join units other than those who are also subject to this rule as well as any other normal restrictions.

Hailshot Blunderbuss

	Range	Strength	Special Rules
Hailshot	12"	3	Armour Piercing, Multiple shots (D3)*, Hailshot

*Roll once for the unit and multiply the result by the number of models firing to determine the number of hits caused.

Hailshot: Owing to the storm of fire a mass of these weapons create, their effectiveness increases the more concentrated their fire.

Hailshot Blunderbusses are not subject to the usual penalties for firing multiple shots.

As long as ten or more models from a unit are firing at once at the same target, they suffer no penalties for firing at long range or as a stand & shoot charge reaction.

As long as 20 or more models from a unit are firing at the same target at the same time, they may re-roll failed To Wound rolls.



The Infernal Guard

Among the Chaos Dwarfs of the Black Fortress a warrior-cult has long flourished. The Infernal Guard as it is known has the sworn task of defending the citadel to the death from any that would assail it, and to carry out the will of the Lord of the Black Fortress without question. The Infernal Guard's ranks are made up from Chaos Dwarfs to whom some stain of dishonour or failure has been attached, an occurrence which in their unforgiving society can result from merely being close kin to a failed battle commander, knowing defeat under the eyes of a Sorcerer, presiding over slaves who have revolted or a furnace that has exploded through overuse. The humiliation of such dishonour is more than the prideful Chaos Dwarfs can bear, and for them the Infernal Guard offers the solace of death in Hashut's grace and also anonymity, as upon taking its oath their names and past kinships are shorn away and their faces are seared and shut underneath red-hot iron and bronze masks. Only if they achieve great glory are the masks torn off, exposing the scarred and ravaged flesh of the redeemed warrior once again to the world.

The Infernal Guard are drilled ceaselessly by their cruel Castellans, and barracked in the burning deeps beneath the Black Fortress. Their lot is to fight an unceasing battle against the horrors that abound in the desolate wastes nearby — a regimen that only the strongest survive. The greatest amongst this warrior elite will be selected to join the Infernal Ironsworn — the personal bodyguard of the covenant of Sorcerer-prophets that make up the ruling echelon of the Legion of Azgorh.

	M	WS	BS	S	T	W	I	A	Ld
Infernal	3	4	3	4	4	1	2	1	9
Infernal Ironsworn	3	5	3	4	4	1	2	1	9
Deathmask	3	5	3	4	4	1	2	2	9
Castellan	3	6	4	4	5	2	3	3	9

Troop Type: Infantry.

SPECIAL RULES

Resolute, Relentless, Contempt (see page 168) and **Stubborn** Castellan only (see the *Warhammer* rulebook).

Blackshard Armour

Rightly are the Chaos Dwarfs known as the armourers of the Dark Powers, and their creations are made not simply from iron and fire, but blood, souls and the hell-stuff of Chaos itself. Much like the Chaos armour the Daemonsmiths barter with the warrior-champions of the north in return for slaves, gold and stranger treasures, the Blackshard armour they forge for their own use is proof against the strongest blows in battle, but is also uniquely resistant to fire and heat and so suited to the hellish environs of the temple of Hashut.

Blackshard armour confers a 4+ Armour save and in addition a 5+ Ward save against flaming attacks. Chaos Dwarf Sorcerers and Daemonsmiths may also wear it and still be counted as Wizards.

Fireglaive

A weapon both cunning and brutal, the Fireglaive is a compact, heavily constructed repeating handgun. Unusually the weapon also incorporates a single-edged chopping blade allowing it to be wielded in close combat by a skilled fighter, much like a halberd. Fireglaives are complex to make, their mechanisms far beyond the inferior arts of humankind to imitate and are difficult weapons to master. As a result, their use is largely limited to the elite and the Daemonsmiths that fashion them.

	Range	Strength	Special Rules
Fireglaive (Ranged)	18"	4	Armour Piercing
Fireglaive (Close Combat)		+1	Requires Two Hands

Ensorcelled Hand Weapons (Infernal Ironsworn only)

The Infernal Ironsworn go into battle with the fire and suffering of their dark realm forged into the very fabric of their blades and hammers, graven in smouldering runes of torment and death. Ensorcelled hand weapons are magic weapons and add +1 to the bearer's strength in close combat and may be used to parry in combination with a shield as normal.



Chaos Dwarf Daemonsmiths and Sorcerers

Chaos Dwarf Sorcerers rule over the desolate empire of Zharr-Naggrund with iron-fisted malice, both as lords and masters of all they survey and as priests of their dark god Hashut. Their lore is terrible and ancient, and involves the study of machines, and the mastery of forge-craft, weapon making and the terrible Chaos magics gifted to them by Hashut. Combined these create terrifying weapons and arcane devices of power and destruction.

It was the Chaos Dwarf Sorcerers, also known as Daemonsmiths and Hell-Workers, who led their people from the brink of destruction during the Time of Woe and first built the great and blasphemous city of Zharr-Naggrund in ages past, and it is they that still command it today. Their works of sorcery and engineering are legendary, from the great obsidian and basalt towers and ziggurats drawn forth from the earth, and the dark iron towers raised up throughout the Dark Lands, to the steam-hissing engines that crush rock in slave mines and the baroque armour which adorns the Chaos warriors of the north. All are their dark knowledge made manifest.

Daemonsmiths are few in number, with perhaps no more than several hundred amongst the whole Chaos Dwarf race capable of wielding their savagely powerful combination of science and sorcery. They possess no absolute hierarchy or single leader, although form and tradition dictates many layers and ranks of fealty and loyalty amid the great conclave of evil that is Hashut's Daemonsmith priesthood. Each is a power in their own right, controlling sections of the great city of Zharr-Naggrund itself or one of the outer citadels, and each has their own workshops, forges, strongholds, slaves and soldiers who owe fealty directly to them. The strongest voice however, belongs to the oldest and most powerful, as well as to those on whom Hashut's blessings are bestowed. Age and knowledge are respected by them just as much as by the Dwarfs of the West, but tied up with this is a merciless intolerance of weakness, and favour and respect with them is only maintained through strength, wealth and sorcerous might which makes the politics of the priesthood deadly at all turns.

The price the Sorcerer-priests and Daemonsmiths pay for their position and power is a dark one indeed, for should they show weakness they will fall and Hashut's demand for blood upon the altar-fires is unquenchable. Worse is the great curse that lays heavy upon them, as the magic they work seeps into their bodies, evoking changes in them that are both unique and horrific. Even the most cautious and adept of them are not immune, although for the desperate



or foolhardy, the curse comes on all the swifter, as inexorably their bodies are petrified into immobile stone.

In battle the Daemonsmiths of Hashut are terrifying and unpredictable opponents, their dark magics able to draw upon the fires of the earth and transmute the air to ash and choking smoke as well as fan the flames of hatred in the hearts of their followers. They are each also master artisans of war and may lend their skills to war machine crews or themselves bear savage and potent examples of their craft such as black powder weapons, mighty armour, flasks of burning alchemical oil, daemon-bound blades and ensorcelled weapons. Each however must display great caution when they wield their occult power, for each spell they wield could also be their last.

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer-prophet	3	5	4	4	5	3	2	3	10
Daemonsmith	3	4	4	4	4	2	2	2	9

SPECIAL RULES

Resolute, Relentless and Contempt (see page 168).

Daemonsmith

Chaos Dwarfs with the Daemonsmith rule are Immune to Psychology, and also have both the Infernal Engineer and Sorcerer's Curse special rules.

Infernal Engineer

A model with this rule, if it is within 3" of one of their army's war machines, and not mounted on a monster, is allowed to take a "Look Out Sir!" roll as if they were within a unit of five or more models. In addition, one war machine that is within 3" of an Infernal Engineer may re-roll one Scatter dice or one Artillery dice per turn. If the Infernal Engineer uses this re-roll ability, they cannot shoot with their own missile weapon in the same Shooting phase (but they may still use magic normally).

Sorcerer's Curse

The sorcerers of the Chaos Dwarfs pay a terrible price for their powers, be they Hellsmith or mighty prophet of their dark god Hashut, as their bones and flesh slowly petrify over time into unfeeling, blackened stone. Each time the magic they command slips from their grasp for but an instant, the curse punishes them further, until one day the sorcerer is trapped, screaming silently within a prison of their own immobile body.

Whenever a Chaos Dwarf with this special rule suffers a Miscast during the game, after resolving the effects of the Miscast on them normally, they must take a Toughness test. If this is failed they suffer a single additional wound which may not be prevented in any way (even by Ward saves, etc.). However the first time they suffer a wound in this manner, they also gain a bonus of +1 Toughness for the rest of the game (should they survive!). Subsequent failures simply cause additional wounds to be inflicted instead.

Naphtha Bomb

Containing ferocious concoctions of sulphurous chemicals and the filtered essence of fire-daemons sundered as a by-product of their dark arts, Naphtha bombs are unstable explosive flasks which break apart into masses of seething flame.

These bombs are thrown weapons as per the Warhammer rules with a maximum range of 6". If the enemy unit is struck, it suffers D3 Strength 3 Hits which are counted as having both the Armour Piercing and Flaming Attacks Special rule. However if a '1' is rolled to hit, the thrower instead suffers a single automatic wound. This is counted as a Flaming Attack and Armour saves may be taken as normal.

Darkforged Weapon

Paranoid and malign, the Daemonsmiths of the Chaos Dwarfs often retain their most potent work for their own use. These 'Darkforged' weapons can vary in style and shape according to the whims of their creator, as can the abilities granted to them by the twisted runes and nightmarish infusions bound within them. Each Darkforged weapon counts as being a magical hand weapon which possesses one random ability that is rolled for at the start of the game at the same time as the Daemonsmith's spells. Such weapons are unique and if you have more than one Daemonsmith in your army, you must re-roll any duplicated ability. Note down which ability a particular weapon has after you have determined it.

D6 Ability

- Spell-Wrought:** +1 to the Daemonsmith's channelling attempts.
- Furnace Blast:** Once per game the weapon may unleash a Strength 3 Flaming Attack Breath Weapon as the Daemonsmith's shooting attack.
- Malignant:** The Daemonsmith becomes subject to Eternal Hatred.
- Life Bane:** The weapon has the Multiple Wounds (D3) Special rule.
- Dweomer Leach:** +1 to the Daemonsmith's dispelling attempts.
- Possessed:** The weapon wounds on a 2+ regardless of the target's Toughness, however if a '1' is rolled on the To Wound dice, a further wound is inflicted on the Daemonsmith instead. Normal armour saves and Ward saves may not be taken against this self-inflicted harm.

The Blood of Hashut

The so-called 'Blood of Hashut' is a powerful alchemical substance saturated with daemonic magic that ignites metal on contact, bursting it into molten flame. Although precious beyond mere gold, the favoured of the Dark God sometimes carry a vial of this liquid into combat to the devastation of the most heavily armoured foe.

Each vial of the Blood of Hashut is a single use item that can be used in close combat in lieu of all the model's normal attacks for that turn. It is used to target a single model in base contact (in the case of a ridden mount, either rider or mount must be selected). The attack works on a 2+. If a 1 is rolled, the Blood of Hashut is wasted.

If the attack is successful, then D6 automatic hits are inflicted on the target. The To Wound score of these hits is always equal to the unmodified armour save of the target. For example, a model with heavy armour and a shield (for a combined 4+ save), is wounded on a 4+ and so on. However a roll of 1 always fails. Note that this means that a model with a 1+ save is only ever wounded on a 2+. No armour saves are permitted against the Blood of Hashut and the damage caused is counted as being from both a magic weapon and a Flaming Attack.

Drazhoath the Ashen

Sorcerer-Prophet of Hashut, Lord of the Black Fortress, Master of the Legion of Azgorh

For more than a thousand years, the dark, burning spire of the Black Fortress has stood sentinel over the crossing place of the River Ruin at the southern edge of the Mountains of Mourn and guarded the border of the Chaos Dwarf empire of ash and suffering. It is a nightmarish place of soot, blackened iron and jagged rock, and burning magma runs through it like lifeblood. For centuries the master of this dark demesne and the warriors and slaves that inhabit it has been Drazhoath the Ashen, a twisted, power-hungry creature and potent sorcerer. Drazhoath was first sent to the Black Fortress in effective exile after losing favour in the brutal politics of Zharr-Naggrund as a minor hell smith but has since risen to become its lord through his innate cunning and bitter, ruthless ambition.

In battle Drazhoath is both a mighty sorcerer and an able warrior who leads his war hosts from the fore mounted upon the Great Taurus, Cinderbreath, bringing fire and ruin down upon the enemy.

Drazhoath's power has grown over the decades, and there are few sorcerers now in the service of Hashut who can match him in arcane might or knowledge in the creation of war machines and daemon-binding. He also has undisputed mastery of the Legion of Azgorh – a potent army of Chaos Dwarfs and Hobgoblin slave-soldiers based at the Black Fortress whose duty it is to raid across the river and patrol the savage wastes of the southern Dark Lands to maintain the Chaos Dwarfs' tentative dominion over the deadly, monster-plagued expanse. But for all his power and the forces at his command, Drazhoath is all too keenly aware that he has reached an impasse and his black-hearted ambition can take him no further, for the Black Fortress is many leagues away from the centre of the Chaos Dwarf empire at Zharr-Naggrund and is ill-regarded. The voice of this lord of exiles carries little weight with the great conclave of Hashut's priesthood, and in particular none with Astragoth Ironhand, the oldest and most powerful living Sorcerer of Zharr-Naggrund, and the master who sent Drazhoath into internal exile long ago. Astragoth is ancient beyond measure though, and at last his powers have begun to wane. He is kept mobile only by sorcerous mechanisms of his own dark design, and so Drazhoath's dreams of a triumphant return to Zharr-Naggrund are slowly kindled in his spiteful breast. Drazhoath needs above all a great victory to seal his prominence for when Astragoth finally falls, and a great flow of fresh captives and plunder into the coffers of the Chaos Dwarf empire would go far to expand his influence beyond his own blighted domain. This however is not proving to be such an easy ambition for Drazhoath to achieve, thanks to the enemies which continually beset the Black Fortress (which are after all its reason for existing) and he has been left wanting.

When dark rumours began to reach the Lord of the Black Fortress of a monstrous horde rising in the east and crushing all before it, Drazhoath consulted the flames and embers of Hashut's sacrificial altars for what they portended. He saw in them both dire peril and opportunity in the coming of Tamurkhan, and so with the malefic intent that so characterises his cold-hearted race he drew his plans accordingly.

	M	WS	BS	S	T	W	I	A	Ld
Drazhoath	3	6	4	4	5	4	2	3	10
Cinderbreath	6	5	0	6	6	5	3	4	6

Troop Type:

Drazhoath (Infantry, Special Character)
Cinderbreath (Monster)

SPECIAL RULES

Resolute, Relentless, Contempt and Daemonsmith

Dark Renown

All Chaos Dwarf units (including Drazhoath himself) add +1 to their combat resolution results when within 12" of him.

MAGIC ITEMS

Hellshard Amulet (Talisman)

The dark product of Drazhoath's own labours in diabolic craftsmanship, the icy hate of his malice is caught and amplified a thousand fold within its black crystal depths and unleashed on any who would dare spill his blood.

The Hellshard Amulet confers a 5+ Ward save, and in addition for every successful wound that the Amulet fails to stop in close combat, a Strength 2 hit is automatically inflicted on the model that caused the wound.

Daemonspite Crucible (Arcane Item)

Forged from meteoric iron and blighted gold, quenched in innocent blood and bound with layer upon layer of hell-bound souls, the Daemonspite Crucible is said to have been the handiwork of the ancient Chaos Dwarf sorcerer Azgorh himself.

This bowl adds +1 to the bearer's casting attempts, and in addition if Drazhoath or Cinderbreath kills an enemy Wizard in close combat, their soul-stuff is consumed by the Crucible and the bonus increases to +2. Additional slain Wizards do not increase this bonus further.

The Graven Sceptre (Magic Weapon)

A badge of rank carried by the lords of the Black Fortress, this iron staff-mace carries the runic names of the masters of the Black Fortress since its founding, bound up with the baleful prayers of Hashut.

This magic weapon never needs to roll higher than 4+ to wound its target, regardless of the enemy's Toughness.

MOUNT

Cinderbreath

Cinderbreath is a Bale Taurus, as detailed on page 185.



Chaos Dwarf Bull Centaurs

Warped and malign creatures, Chaos Dwarf Bull Centaurs are, as their name suggests, twisted amalgams of Chaos Dwarf and ferocious bull in aspect, the unnatural fusion creating hulking, monstrous beasts far larger than either and filled with cannibalistic appetites. Many centuries ago, during the Time of Chaos, a fraction of those that survived the onslaught became horrifically mutated, their stubborn Dwarf resistance to the warping taint was overwhelmed utterly by the awful energies to which they were subjected, and so the first Bull Centaurs were born. They came to serve their wider kin as shock troops and temple guardians, and to them was entrusted the protection of the sacred fanes of Hashut, as they more than any other had been twisted into the closest semblance of the Father of Darkness' image. Into each successive generation of Chaos Dwarfs a handful of new 'blessed' kin has been born – usually to the death of their unfortunate dams, and such children are given over immediately to the Sorcerers to serve in turn. This number however has not proven enough, and Hashut's inventive priesthood have wielded their dark arts to make more, tampering with their offspring using horrific magics, and even fusing them into frameworks of metal and daemon-tainted flesh to swell the ranks of their temple guardians.

As well as serving as temple guardians, the Bull Centaurs are also entrusted with dangerous tasks by their masters who trust them implicitly. They are hulking, savage creatures whose strength and endurance far exceeds that of a Chaos Dwarf, and thanks to their strange forms, they are far swifter in battle. As they age, their flesh hardens and distorts almost to the consistency of a living metal, and rather than heal naturally from injuries, they must instead rely upon their Sorcerer-masters to repair their wounds with poultices of molten mercury, steel sutures and brazen splints. Although as keen-witted and intelligent as their Chaos Dwarf brethren, and utterly devoted to the worship of Hashut, their Father of Darkness, they are even swifter to anger, and are often otherwise preoccupied with a great hunger for flesh. A good number of the slave-sacrifices bound for Hashut's temples will actually be rent apart, limb-from-limb at the Bull Centaurs' holy feasts, as while slave meat is a common fare for the Chaos Dwarfs, the Bull Centaurs prefer their meals both alive and screaming.

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur Render	7	4	2	4	5	3	3	2	8
Bull Centaur Ba'hal	7	4	2	4	5	3	3	3	8
Bull Centaur Taur'ruk	7	5	2	5	5	4	4	4	9

Troop Type: Monstrous Beasts.

SPECIAL RULES

Contempt (see page 168), **Fear and Scaly Skin** (5+) (see the *Warhammer* rulebook).



Chaos Dwarf War Machines

It is for their nightmarishly powerful engines of war that the Chaos Dwarfs are most infamous and rightly feared. The arsenals of Zharr-Naggrund are replete with terrifying weapons that only the febrile imaginings of a madman could conceive of – let alone be able to construct. Alongside these stand a host of more conventional arms and siege weapons fashioned to exacting specifications of power and durability, as only a Dwarf could make them. The war machines of the Chaos Dwarfs run the gamut from simple armoured siege mantlets and bolt throwers, through to mighty black powder mortars, petards and cannon. Not content with these ordinary weapons, their skills are set to creating shoulder fired rocket-bombs, the esoteric horrors of the corpse-fuelled Hellcannon and great steam-clanking colossus the size of tower-houses, half-machine and half-daemonic beasts, whose tread shakes the earth and from whose fortified fighting platforms a score of Chaos Dwarf Warriors can let fly lethal volleys from their swivel guns.

The following section focuses on but a few of these war machines, although there are yet a bewildering variety of others not described here. Those shown form the greater part of the mobile siege train taken by Drazhoath's forces to accompany Tamurkhan's horde in their attack upon the Empire.

SPECIAL RULES

The following special rules may be applied to the Chaos Dwarf war machines listed here. Costs and options for changing their nature and mountings can be found in detail in the Legion of Azgorh army-list on page 193. Other than the rules presented here, these war machines conform to the normal rules for their type as found in the *Warhammer* rulebook.

Steam Carriage

Certain war machines may be upgraded to be mounted on steam carriages. These are elaborate metal gantries fixed upon wheeled chassis which allow them to be towed into battle by the steam-driven Iron Daemon. However if this is done, then while attached to the

Iron Daemon they may not move under their own power during the game, except to pivot on the spot (this may be a case of simply turning the weapon on its mounting depending on the model). War machines mounted on steam carriages always count as being in hard cover against shooting attacks, and their crews fighting as behind a defended obstacle (ie, a wall) when attacked. See the *Warhammer* rulebook for more details.

Hellbound

Although a touch of the dark powers of Chaos enters into all the works of the Chaos Dwarfs, some war machines have hellish, devouring entities and daemons of fury and destruction bound to their every frame and bolt, creating a truly possessed machine even more blood-thirsty than its creators and difficult to destroy. The most extreme examples of these are devices such as the infamous Hellcannon, fuelled by flesh and souls and spewing destructive blasts of arcane energy, they are unique entities whose treacherous power can prove almost as dangerous to their masters as the enemy. There are other lesser, infernal devices and examples of daemonic power augmenting more conventional war machine designs and engines. These are known collectively as the Hellbound.

Hellbound war machines cause *fear* and have their Toughness and Wounds characteristics both increased by 1. All attacks and damage caused by the machine are now classed as magical attacks. Also, whenever a Misfire is rolled for the machine, in addition to the usual effect as rolled, D3 wounds are automatically inflicted on the crew (or on the machine itself in the case of an Iron Daemon), as the dark forces within rebel against their binding.

MACHINES, MADNESS AND MASSACRE

In the creation of arms and diabolical engines of destruction, the Chaos Dwarfs of Zharr-Naggrund have no equal in the world save perhaps for the Skaven of Clan Skyre. Aside however from the superficial similarity of their desire to create ever more powerful devices, the approach and means to an end for the Chaos Dwarfs and the Skaven could not be further apart. Where the Chaos Dwarfs favour craftsmanship and reliability over mere speed of creation, the Skaven care not for such considerations in favour of raw power and getting the device in operation as quickly as possible, however unpredictable the result or potentially fatal it is to the crew. To this end the Skaven favour the use of the treacherous and potent Warpstone in their works, which while not unknown to the Chaos Dwarfs, they favour the arcane binding of Daemons through the sorcerous lore of Hashut in their most powerful devices instead. The end result can sometimes be no less dangerous to the Hell-smith or crewman called upon to direct such a weapon, but to the minds of Chaos Dwarfs, such calamity that may result will be caused by the result of weakness or ill-discipline by the operator, or the will of Hashut, rather than chance volatility or shoddy workmanship. This is not to say that one side has not kept a weather eye on the inventions of the other, or indeed sought to steal their secrets from the wreckage strewn on the battlefield, but such is the idiosyncrasies and inherent dangers in the two entirely alien approaches, that seldom has more than disaster and madness resulted from the attempts on either side. More cataclysmic still is when the war machines and infernal devices of the Chaos Dwarfs and the Skaven meet each other in open battle, as happened during the infamous 'Nightmare of Drakemnoor' in the year 2037 by Imperial reckoning. Such were the terrible arcane forces unleashed between the actinic flashes of the Skaven Lightning Cannon, the howling destruction of the Chaos Dwarfs' hell-furnaced colossus, and the reckless devastating spell-craft unleashed by sorcerers and warlocks of either side, that a tear in the fabric of reality opened up over the battlefield and a howling storm of magic laid waste to both armies. Daemon-abominations were loosed and nightmare phenomena ravaged the lands a hundred leagues in all directions for almost a year before the arcane tempest at last died away. Both sides claimed victory.

The Iron Daemon War Engine

The Chaos Dwarfs possess a mastery of steam technology that far surpasses that of the engineers of the Empire. Their steam-driven devices are used first and foremost in the great mines that pit and scar the ash-strewn Plain of Zharr and the deep workings that riddle the earth beneath it like worms in rotting fruit. Here they drive great tunnelling and crushing machines, their flanks rusty with the blood of the slaves that toil to feed them. Beside these, other grand machines hammer and roar night and day. To retrieve their mineral wealth, small self-powered steam engines and traction carriages have been constructed to haul ore in lieu of beasts of burden such as horses or oxen which soon perish in the treacherous conditions, and in places where slave labour is impractical or inefficient. The Dwarfs of Zharr prefer to place their trust in iron and brass and in fire and steam rather than muscle and bone. So it was not long before these engines were also deployed due to their obvious merits for hauling cannon, rockets, mortars and other destructive weapons to the battlefield rather than ore or iron ingots. The driving power behind these engines comes from coal, which the Chaos Dwarfs mine in great quantities from beneath the Plain of Zharr and then infuse in arcane rites so that it burns hotter and far more constantly than naturally possible. Their furnaces will however willingly devour wood or other base materials if they happen to be the only available source of fuel with a temporarily acceptable loss in performance. Among the slaves of Zharr-Naggrund though, rumours abound of engines that run on blood, ground bones and screaming spirits, and such ingenuity is certainly not beyond the devious and inventive servants of Hashut.

One of the latest designs to see widespread service within the Chaos Dwarf empire is the Iron Daemon, a compact, armoured steam-driven traction engine. The steam boilers that provide these machines with motive power to haul heavy armaments and munitions to the battlefield are cunningly designed so that they can also be used to work pressure-fed weapons such as cannonades and wall-breakers. This means that every Iron Daemon is also a powerful war machine in its own right – a fully mobile artillery piece or murderous killing engine able to smash through fortifications and hack down ranks of living soldiers with equal ease.

Although the Chaos Dwarfs are skilful and determined artisans, their engines are not yet so sophisticated as to be completely reliable or entirely safe to operate in the anarchic field of battle.

Drazhoath had already met with great success in implementing the use of these deadly and versatile engines within the forces of the Black Fortress when Tamurkhan's horde descended from the east. He then swiftly decided when the bargain with the Chaos Lord was struck to make these machines the centre of his expeditionary force, and was eager to test their performance in traversing the hostile mountains and cities of the west. In particular he was keen to see them in battle against the vaunted war machines he knew the Empire was said to possess and he would not be disappointed.

The Iron Daemon, including its Chaos Dwarf crew, is considered to be a single combined model which should be treated as a Chariot except where the following rules apply. Any hits and wounds it suffers are all directed against the Iron Daemon as a whole. The characteristics for the crew have been included as they have separate attacks in close combat.

	M	WS	BS	S	T	W	I	A	Ld
Iron Daemon	6	-	-	8	7	7	-	-	-
Chaos Dwarf Crew	-	4	3	3	-	-	2	3	9

Troop Type: Unique unit.



SPECIAL RULES

Unbreakable, Terror, Large Target and Impact hits (D6+2)

Ironhide

The Iron Daemon has a 3+ Armour save.

Lumbering and Unstoppable

The Iron Daemon is a mighty, smoke-belching powerhouse; slow but incredibly hard to stop. It may move normally up to its Move distance and fire its weapons without penalty while doing so. Alternately, it may choose to engage its steam boiler's power and move faster, but this is hardly a precise art. In this case, rather than using the normal rules for charging or marching, roll 2D6 and unless a double 1 is rolled then add this number to the Iron Daemon's movement score for the total distance travelled. The Iron Daemon moves this distance forward in a straight line and may not turn or wheel as it does so. If a double 1 is rolled, then something has gone wrong and the Iron Daemon does not move at all this turn.

If a charge is being attempted, this must be declared as normal before the extra movement amount is rolled, and if failed (ie, the distance rolled for movement is insufficient to reach the target unit), simply move the Iron Daemon forward the rolled distance instead.

If the total movement would bring the Iron Daemon into contact with a unit unintentionally (ie, not as the result of a declared charge), roll for impact hits as normal. The Iron Daemon does not count as charging if the unit is an enemy, and its enemy gains the Always Strikes First rule against it for the first turn of combat owing to the confusion on board. If by some error it strikes a friendly unit, resolve the impact hits and then move the Iron Daemon back 1" after the collision.

In each round of an on-going combat after the first, the Iron Daemon may make a Thunderstomp attack exactly like a monster to reflect it grinding over its victims with its bulk and power.

Iron Daemons cannot overrun or pursue in combat if they destroy or rout their foes.

Demolition

Low or comparably flimsy obstacles such as walls, hedges, light woods, shacks, privies and piles of rubble have little chance of impeding an Iron Daemon, and all such obstacles (up to the height of the Iron Daemon's wheels) are ignored for movement and combat by the Iron Daemon (this is a change to the usual rules concerning war machines and terrain). Furthermore, if a suitably sized chunk of this type of terrain can be removed from the battlefield after the Iron Daemon crashes through it, do so! All forms of marsh and water terrain however are still treated as impassable by the Iron Daemon which is simply too heavy to cross them without sinking or becoming helplessly mired.

Carriage Hauler

The Iron Daemon may haul one or more steam carriages behind it. If this is the case, they are treated as attached to the Iron Daemon model and move as it moves. They must though be targeted separately by shooting attacks if they can be seen. If the carriages are charged, they may be attacked separately as normal, but unless the Iron Daemon is also engaged, the carriages may not be locked in combat, and the whole train may move on in the next turn. If the Iron Daemon itself or a carriage 'ahead' in the train is destroyed, any carriages left behind are stranded.

Weapons mounted on carriages attached in a train may only fire if the Iron Daemon is stationary that turn.

The Iron Daemon may haul a single carriage without a reduction in its movement. It may haul two carriages, but if it does so, its basic movement is reduced to 3".

The Iron Daemon may 'uncouple' its carriages (either the rearmost or both, but not a 'middle' one obviously) at the start of any of its Movement phases, leaving them behind. The Iron Daemon may go on to act normally but the steam carriage model counts as moving that turn. When uncoupled, the carriage may be deployed facing in any direction the owning player wishes on the turn it is detached.

Steam carriages may not be re-coupled during the game.

Steam Cannonade

Powered by the channelled pressure of the Iron Daemon's furnace, a steam cannonade is a twin cannon used to blast a lethal storm of red-hot shrapnel and curse-laden shot into the ranks of the enemy. This weapon may only be fired at a target directly ahead of the Iron Daemon, and uses the following profile:

	Range	Strength	Special Rules
Cannonade	18"	6	Armour Piercing, Multiple Wounds (D3)

Select a target as per the other normal rules of shooting and roll two Artillery dice, picking the better result to determine how many shots are fired; this means the weapon will only misfire if a 'double' Misfire result is rolled. Assuming a Misfire does not occur, roll to hit the target with a number of shots equal to the highest number on the two dice.

If a Misfire does result, use the Black Powder Misfire chart (see page 113 of the *Warhammer* rulebook) to determine the outcome. If a Destroyed! result is rolled, the cannonade is destroyed and may not be used again. In addition the Iron Daemon it is mounted on suffers D6 wounds with no save of any kind possible.

Skullcracker

Designed for crushing fortifications and walls, the Skullcracker is a hissing and grinding arcane-mechanical conglomeration of iron hammers, hacking blades and brutal picks designed to literally pulverise and shred anything unfortunate to be caught in front of the machine. When conducting its impact hits or Thunderstomp attack, an Iron Daemon equipped with a Skullcracker may roll 2D6 instead of the usual D6 when rolling for its number of hits.

In addition, in the case of scenario rules where buildings can be destroyed, hits caused by the Skullcracker gain a +1 bonus on To Wound rolls against buildings and fortifications.



Magma Cannon

A fiendish weapon first conceived of for use against the ravaging Trolls and other unwholesome and hungry monsters that spawn and multiply in the Dark Lands, the Magma Cannon is something of a cross between a field artillery piece and a furnace. It is designed to spew molten metal and fire upon its victims, horrifically burning them to death. The Magma Cannon has seen long use and been the subject of considerable modification and experimentation by Chaos Dwarf Daemonsmith engineers. No two are quite the same, but rather the product of an individual's malign creativity. Some use pressurised steam-boilers to jet gouts of burning sulphur, caustic tar or pyretic acids, while others incorporate sorcerously bound volcanic glass shells in which molten lava drawn from the deep earth slumbers until its shell is shattered.

Regarded as one of the true works of a Daemonsmith's craft, neophyte Sorcerer-engineers vie with each other to produce the most deadly Magma Cannons of their own design. Many have perished as a result of such experimentation – either overcome by choking fumes, dissolved by acrid vapours, or blown to shreds when their volatile mixtures have exploded unexpectedly. To their overlords, in the priesthood of Hashut, this is only right and proper; as such failure is not tolerated in the service of the Father of Darkness.

The Magma Cannon is a relatively short-ranged but potentially devastating weapon, able to incinerate packed bodies of enemy troops or burn clear defended positions in close assaults.

	M	WS	BS	S	T	W	I	A	Ld
Magma Cannon	-	-	-	-	7	3	-	-	-
Chaos Dwarf Crew*	3	4	3	3	4	1	2	1	9

Troop Type: War Machine.

SPECIAL RULES

Resolute, Relentless and Contempt

	Range	Strength	Special Rules
Magma Cannon	24"	5	Flaming Attacks, Multiple Wounds (D3)

Firing the Magma Cannon

The Magma Cannon is fired using the usual procedure for firing a cannon as provided in the *Warhammer* rulebook, except that instead of rolling to 'Bounce' the shot, instead place the teardrop-shaped template with the narrow end positioned where the shot landed and the wide end placed straight ahead along the direction of fire.

A Misfire result means the weapon does not fire. Roll on the Black Powder Misfire chart to determine what happens next.



Deathshrieker Rocket Launcher

The Chaos Dwarfs utilise a number of different types of gunpowder-driven rocket weapons, ranging from shoulder-fired chain-dragging harpoons used to bind and bring down Lava Trolls in the magma caverns deep beneath the mountains, to massive warheads launched on pillars of fire to break enemy fortifications. The Deathshrieker is one of the more diabolic examples of these weapons, as bound up within its munitions are howling, malevolent fire-spirits harvested from the cinders of Hashut's sacrificial altars, and it is the hellish shrieking of these spirits when loosed that gives the weapon its name.

The packed multiple warheads of the Deathshrieker detonate in the air above the battlefield in a storm of fire – fire which has its own terrible hunger for life upon which to visit its touch. Screaming, fanged tendrils of flame plunge downwards from the blast and expend their strength actively seeking out victims. The tormented spirits are far from discerning though as to whose flesh they burn, and the Chaos Dwarfs must be cautious lest their own suffer from the wrathful weapon.

In addition to the hellish Deathshrieker rockets, the launchers they use are also able to fire more conventional demolition rockets if needs be. These use densely packed explosive rocket heads with delayed fuses in a strengthened iron tube to channel the blast against a single point. The rocket mounts a crown of spikes that drive the rocket into a vertical wall and hold it there whilst it explodes. In this fashion the rocket can punch through even very dense stone and can make a terrible mess of any large creature that gets in its way too.

	M	WS	BS	S	T	W	I	A	Ld
Rocket Battery	-	-	-	-	7	3	-	-	-
Chaos Dwarf	3	4	3	3	4	1	2	1	9

Troop Type: War Machine.

SPECIAL RULES

Resolute, Relentless and Contempt

	Range	Strength	Special Rules
Deathshrieker	12"–48"	3	Infernal Incendiaries*
Demolition			
Rocket	12"–48"	8	Multiple Wounds (D6)

Firing the Deathshrieker: To fire the Deathshrieker, take a small counter or similar marker (no more than 1" across) and place it anywhere completely within the war machine's line of sight, outside of the Deathshrieker's minimum range and within its maximum range.

This target point cannot be placed over friendly units or enemy models from a unit that is engaged in combat with friendly units. The weapon may however strike friendly targets by mistake instead, as shown later.

Once the marker has been placed, roll for scatter using a Scatter dice and an Artillery dice. If a Misfire is rolled on the Artillery dice, something has gone dreadfully amiss. Roll on the Black Powder Misfire chart – see the *Warhammer* rulebook.

If there is no misfire, and a 'hit' is rolled on the Scatter dice, the rocket lands on its intended target and the number on the Artillery dice is ignored. If an arrow is rolled, the shot has scattered off elsewhere. This is carried out as normal for a war machine. In summation, move the target marker a distance in inches equal to the result on the Artillery dice in the direction shown on the Scatter dice.

Resolving Damage (Deathshrieker Rockets Only)

The malevolent ammunition of the Deathshrieker means that it operates somewhat differently to a normal war machine. If the target marker is directly in contact with a unit or model after the shot has been resolved, place the large (5") template over the target marker and resolve a hit against any model touched by it.

If the target marker is not in contact with a unit, roll another Artillery dice. If a Misfire is rolled, the rockets explode harmlessly in the air, the spirits scream and the shot is wasted. If a number is rolled, the target marker is moved towards the nearest unit (friend or foe) a distance equal to the number rolled on the dice, and the smaller 3" template is placed where the target marker lands. Any model touched by the template is hit. Note this latter effect may result in a nearby unit being 'overshot' if a high number is rolled.

In the case that the initial shot misses and two or more units are eligible for the direction of the rocket's secondary target (being the same distance away from the target point), the firing player may choose which is targeted.

Infernal Incendiaries

The hits caused by this weapon have the Flaming Attacks special rule, and any unit which suffers casualties must take a Panic test if they are eligible.

Demolition Rockets

Deathshrieker launchers may be used to fire special demolition rockets instead of their normal loads. These rockets inflict their damage on a single model on which they land, rather than explode in the air like the Deathshrieker and are not subject to its special scatter rule. If the rocket fails to land directly on a model, then the shot is wasted.



Dreadquake Mortar

Dreadquake Mortars are amongst the largest and most effective of all the mighty siege weapons deployed by the Chaos Dwarfs. They rank alongside other such mighty bombards and cannon able to rend the earth and smash through layered stone fortifications as if they were kindling. The Dreadquake's deadly projectiles are fired by steam pressure that is generated by a boiler and contained within a pressure vessel – conventional gunpowder being far too dangerous given the volatility of the Dreadquake's unique and powerful shells. As a consequence it takes quite a while for the machine to generate enough steam to fire a single shot – limiting its potential in battle. But even on the open field it is a supremely dangerous weapon against large and static targets and if successfully fired against enemy infantry, it can wreak carnage as more than one Orc tribe of the Worlds Edge Mountains has found to their cost.

The Dreadquake's shells are of a secret construction whose arcana is the sole preserve of the Chaos Dwarf Sorcerer Lords and prophets of Hashut. When fired from the Dreadquake they burst into a roaring, blood-red light, and when they strike they explode, shattering buildings apart and smashing into the ground like a hammer-blow from the gods, bleeding crimson energy from the wounded earth. These shells take the form of metal spheres and are so heavy and unwieldy that an Ogre commonly forms part of the machine's crew in order to speed up the loading.

SPECIAL RULES

Resolute, Relentless and Contempt

	Range	Strength	Special Rules
Dreadquake	12"-72"	5(10)	Multiple Wounds (D6), Armour Piercing, Quake!, Slow Reload

Firing the Dreadquake:

The Dreadquake Mortar is fired exactly like a Stone Thrower (see the *Warhammer* rulebook) with the following exceptions and the profile shown above:

- The Black Powder Misfire chart is used when the weapon misfires, but all rolls on the chart are reduced by -1(!) in order to reflect the dangers of the unstable Dreadquake shells.

	M	WS	BS	S	T	W	I	A	Ld
Mortar	-	-	-	-	7	3	-	-	-
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Slave Ogre	6	3	2	4	4	3	2	3	7

Troop Type: War Machine.

Quake!

All models in a unit suffering casualties from a Dreadquake Mortar in the previous turn must pass a test exactly as if they were moving through Dangerous Terrain if they wish to move (including charging, reforming, characters leaving the unit, etc) or use Move or Fire weapons in their next turn. War machines are treated as Chariots in this respect.

Slow Reload

The shells used by the Dreadquake Mortar are huge, temperamental and cumbersome, making the weapon slow to reload. Unless a Slave Ogre is present as a part of the war machine's crew, after the Mortar has fired once, you must roll a 3+ on a D6 whenever you wish to fire it again. If this roll is failed, you may not fire this turn but may fire again normally next turn.



*"We will remake the world into our domain, a land of cinder-
ash and the blackened bones of our enemies, until only we
remain and those broken bodies that cower at our feet"*

-Lord Astaroth



Hobgoblins

Arguably the vilest and most treacherous of all the Goblin and Orc kin, Hobgoblins are taller and leaner than ordinary Goblins, yet nowhere near as burly and brutal as Orcs. In fact, their whole appearance is emaciated and vicious – with narrow eyes and sneering mouths full of pointed teeth that smile moon-wide in an idiotic grin at the merest suggestion of sadistic violence in the offing. The Chaos Dwarfs long ago realised the Hobgoblins were a servile, craven, malevolent and generally despised race, and so adopted the Hobgoblins of the Dark Lands as eminently suitable lackeys and disposable minions – in particular as slave masters, overseers, tribute-collectors, and even when pressed, as warriors. Hobgoblins are universally loathed by other greenskins, and only their relentless, twitchy vigilance and the protective shadow of their masters stops the other Orc and Goblin slaves from tearing them apart.

Whilst far from the best troops – in fact generally varying wildly between feverish violence and debased cowardice, they are too weak-willed and untrusting even of each other to mount any kind of cohesive rebellion and are so hated by other races their loyalty is assured – after a fashion. The Dwarfs of Zharr don't make much of an effort to equip their Hobgoblin troops on the basis that they are little more than battle fodder, and can be relied on to largely look after themselves (in other words pilfer loot from the battlefield and each other). Hobgoblins, given the choice, which they rarely have, favour razor-sharp curved blades – all the better to stab their foes in the back with and watch the blood flow, but if pressed into direct battle, they prefer whenever possible to fight from a distance using crude bows and then to pounce on an unwary or crippled foe.

Occasionally the spiteful infighting and backstabbing within the ranks of the Hobgoblins will throw up a particularly successful and feared killer who will rise to prominence and style themselves 'Khan', taking after the wilder nomadic Hobgoblin wolf-clans of the Eastern Wastes. These skulking killers can prove useful for marshalling their kin in battle, but should they prove too successful and are seen as even the remotest threat to their Chaos Dwarf master's dominance, they will most likely end up impaled over their lord's gatepost as a reminder to others of the rewards of getting ideas above their station.

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Cutthroat	4	3	3	3	3	1	2	1	6
Hobgoblin Murder Boss	4	3	3	3	3	1	3	2	6
Hobgoblin Khan	4	4	3	4	4	2	4	3	7

SPECIAL RULES

Hobgoblin Animosity

Disreputable and fractious, Hobgoblins, like most greenskins, have a tendency to fight among themselves even in the midst of battle. This is a problem, which given a Hobgoblin's propensity for murderous spite and self-serving cowardice it is only their deep-seated fear of their Chaos Dwarf masters that can enforce them back into some semblance of order.

Unless a Hobgoblin unit is already in combat, fleeing, under five models strong, or unless a Chaos Dwarf or Bull Centaur unit is within 6" of them at the start of the turn, you must roll a D6 and consult the following chart for each Hobgoblin unit. Roll separately for each affected unit at the start of the turn.

D6 Result

1 We'll get a better view from further back!

The Hobgoblins' cowardly nature comes to the fore and they immediately must take a Panic test. If this is passed the unit may act normally this turn.

2-5 Cut 'em good

The Hobgoblins feel they have a good chance of being on the winning side and eating well tonight off the battle's victims. The unit may act normally this turn.

6 Bloody Murder!

One of the constant petty squabbles in the ranks is settled with the twist of a knife in a back or two. The unit suffers D3 Wounds distributed as from shooting attacks (these wounds however will not cause a Panic test). Afterwards they gain +1 to their To Hit rolls for this turn only, and may be used normally again.

Backstabbers

Of all Goblin kind Hobgoblins are rightly regarded as the most devious, cowardly, treacherous and outright murderous, and are utterly distrusted even by their fellow greenskins. These backstabbers and cutthroats habitually go around armed with all manner of man-stikkas, blades, daggers and razors, and for every knife they wear openly, it can be wagered there's at least a few more you can't see concealed about their person, just ready to be plunged into an unsuspecting foe's back.

If a Hobgoblin infantry unit with the Backstabbers special rule is at least 10 models strong and successfully restrains itself from pursuing an enemy that has broken in close combat, it immediately causes D6 Strength 3 hits on the fleeing unit before it moves for every 10 full models in the Hobgoblin unit. Wounds from this attack are distributed as wounds from shooting attacks and may be saved normally.

Hobgoblin Wolf Raiders

Some Chaos Dwarf armies also employ bodies of giant wolf-mounted Hobgoblin Raiders as scouts and light cavalry in battle. These are commonly drawn from the more nomadic Hobgoblin tribes from the east of the Mountains of Mourn and isolated bands which roam the fringes of the southern Dark Lands. They are lured into service with the Chaos Dwarfs as mercenaries, but their new lords treat them as no better than slaves regardless. These raiders, all bandits and robbers by disposition, are if anything, even less reliable than their footslogging kin — their mounts allowing them to flee with much greater speed when the need arises. This tendency is however outweighed somewhat by their usefulness as skirmishers and foragers, particularly to Chaos Dwarf slave-raiding expeditions who must travel far and wide, often into unfamiliar and hostile lands.

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Raider	4	3	3	3	3	1	2	1	6
Hobgoblin Wolf Boss	4	3	3	3	3	1	3	2	6
Giant Wolf	9	3	0	3	3	1	3	1	3

Troop Type: Cavalry.

SPECIAL RULES

Hobgoblin Animosity and Fast Cavalry

Cowardly Despoilers

Hobgoblin Wolf Raiders gain +1 to their combat result on the first turn of combat if they successfully charge an enemy in the rear or flank, but if they are themselves charged, they suffer a -1 to hit on the first turn of combat. This rule applies to the Hobgoblins themselves, including any Hobgoblin character in the unit, but not to their wolves!



The K'daai

Chaos Dwarfs are arrogant, malign and paranoid beings who will bend their knee to none but their Father of Darkness, Hashut. The desires of their Sorcerers and Daemonsmiths are for power and domination, and for weapons and soldiers that will make them invincible – and it is from this desire that the K'daai Zharr – the scions of fire, were born. Rather than summon Daemons all but uncontrolled as a human sorcerer might or parley bargains with the greater fiends of Chaos, priests of Hashut have long sought to enslave the Daemon they summon by binding it into weapons and armour, war machines and constructs, thus harnessing and controlling them to the Sorcerer's will and giving them form. With the K'daai they have sought to do something more, to create a race of beings, half-demon stuff and half-raging fire drawn from the magma of the deep earth and birthed in the boiling blood of Hashut's burning sacrifices, given form and contained within an armoured framework of articulated iron and rune-stamped bronze. The High Priests of Hashut have succeeded almost too well in the K'daai, for they are almost mindless, elemental forces of destruction, and need to be laid to rest as cold and silent metal until they are required in battle, where they burn bright and terrible, but briefly.

Only the greatest of the Sorcerer-Prophets is able to forge these monsters of metal and flame, and the process is both costly and arduous in the extreme. This limits their number, making them almost the stuff of legend. But with the dark imaginings and limits of deadly craftsmanship the only end to the terrible forms a K'daai can be fashioned and shaped into, there have been those of Hashut's priesthood who have met their cursed doom early, as the power required to make their glorious vision real has slipped from their grasp.

	M	WS	BS	S	T	W	I	A	Ld
K'daai Fireborn	6	4	2	5	4	2	4	2	7
K'daai Manburner	6	4	2	5	4	2	4	3	7
K'daai Destroyer	9	5	3	7	6	6	5	6	8

Troop Type: Monstrous Infantry (K'daai Fireborn and Manburner)
Monster (K'daai Destroyer)

SPECIAL RULES

Unstable, Unbreakable, Fear and Flaming Attacks

Blazing Body

Any model (friend or foe), except another K'daai, in base contact with a K'daai at the start of the Close Combat phase takes an automatic Strength 4 hit. This is counted as a Flaming attack. In addition, any non-magical attacks suffer a -1 penalty to wound them.

Bound Fire Daemon

The K'daai have bodies of sorcerous flame bound into shape by armour-like frameworks of metal and enslaved by the black arts of the Daemonsmiths. The K'daai are counted as Daemons for the purposes of any relevant spell or effect against them, and have a 4+ Ward save which increases to 2+ against Flaming attacks.

Burning Bright

Once unleashed the power of the K'daai's sorcerous fire is so great that it consumes even itself eventually and destroys the bindings holding them in shape. As a result, from the second game turn onwards, at the start of each turn a Toughness test must be made for each K'daai unit (roll once for each unit). If this is failed they suffer D3 wounds with no save of any kind possible, distributed as per a shooting attack.

K'daai Destroyers

K'daai Destroyers are massive constructs fashioned into the form of mighty warriors or iron-beasts, such as gargantuan monstrous bulls and other nightmarish creations, awakened by mass blood sacrifice and set loose upon the enemy.

A K'daai Destroyer is subject to all the special rules listed previously but is a Monster and treated as such in the game. In addition it also has the Terror (rather than Fear), Large Target and Frenzy special rules, gaining +D3 attacks each turn, rather than +1, while they remain frenzied.

Designer's Note - K'daai Destroyers

Forge World has not currently released a model for the K'daai Destroyer. Should you wish to create or convert your own, it should fit on a base the same size as the Orcs & Goblins Deathmark, ie, 100mm x 150mm.

The Great Taurus

The Dark Lands are a dread realm, a haven and birthing ground for all manner of monsters and unnatural creatures, but none are more sought after by the Chaos Dwarfs than the Great Taurus of the Volcanic Heights. The supreme terrors of the crags and craters of ash and fire, some claim the Great Taurus is less a beast than a manifestation of the rage and deathly savagery of the Dark Lands themselves. To the Chaos Dwarfs, their resemblance, both in form and molten fury to the icons of their terrible god, Hashut, Father of Darkness, is no mere coincidence.

In form no two Taurus are ever quite alike, and the mightiest of them are truly massive beasts that never die except by violence, named as Bale Taurus in dark legend. All bear the overall semblance of a huge, winged, daemoniac-bull whose flesh burns with the intensity of a living furnace sufficient to wreathe it in smoke and spark the ground afire beneath its hooves and against which arrow and blade alike perishes to cinders and ruin. To many who would consider themselves wise in such things, the burning wrath of the Great Taurus is little more than a myth, for sustained by the fires of the Dark Lands, these unnatural creatures seldom stray far from their lairs. But those who inhabit the Dark Lands know better. They fear the ash-trailing shadows that might circle the sky, and the plummet of the Great Taurus like a red-wreathed comet to its prey – an onslaught no mere mortal creature can withstand.

None but the highest servants of Hashut and the most powerful of fire-wizards can hope to master these hellish monsters, and the infernal stables of the crimson and bronze Taurus beneath the great temple of Zharr-Naggrund are heated by sacrificial fires kept burning night and day to appease the sacred beasts kept there. Indeed, it is only by means of the most complex and dangerous spells that a Chaos Dwarf Sorcerer can even mount such a dangerous creature without themselves succumbing to their incinerating heat and voracious appetites.

	M	WS	BS	S	T	W	I	A	Ld
Great Taurus	6	5	0	6	5	4	3	4	6
Bale Taurus	6	5	0	6	6	5	3	4	6

Troop Type: Monster.

SPECIAL RULES

Blazing Body

Any model (friend or enemy), except a Chaos Dwarf using it as a mount, takes an automatic Strength 4 hit at the start of the Close Combat phase. This is a Flaming attack. Additionally, any non-magical attacks suffer a -1 penalty To Wound them.

Fuelled by Fire

A Great Taurus cannot be wounded by spells from the Lore of Fire. In addition, if the Great Taurus is the target of a successfully cast spell from the Lore of Fire, it immediately regains D3 Wounds lost earlier in the battle.

Flaming Attacks, Fly, Large Target and Terror (see the *Warhammer* rulebook). **Breath Weapon** (Strength 4, Flaming Attack, Bale Taurus only).



The Legion of Azgorh

This army list represents the Chaos Dwarf forces that garrison the bleak and foreboding Black Fortress in the southern Dark Lands. It was this army of black iron, shot and sinew that confronted Tamurkhan's great horde on the blasted crossing ground, and divisions of which would later accompany the Maggot Lord in his attack on the Empire. Such are the diverse slaves and diabolic war engines of the Chaos Dwarfs that the Legion of Azgorh doesn't represent the full range of their power, but should provide a mighty and characterful force on the battlefield, allowing you to field a full-scale army of Chaos Dwarfs in your games of Warhammer.

Using Chaos Dwarf Units in Warriors of Chaos Armies

As mercenaries and weapon smiths, the Chaos Dwarfs are known to sell their services to the hosts of the north in return for slaves, souls and plunder. To represent this, the following Legion of Azgorh units can be taken as part of a Warriors of Chaos army using the options listed.

If you are fielding a combined force utilising the Great Host options on page 142, those options take precedence and the following options should not be used:

Chaos Dwarf Sorcerer-Prophets, Daemonsmiths and Castellans may be purchased as part of the army's Character allowance (as Lords or Heroes as listed) as long as at least one other non-character unit of Chaos Dwarfs, including war machines, etc, is also taken. Chaos Dwarf characters may not be the army General (and so at least one character from the Warriors of Chaos list must be taken).

One unit of Chaos Dwarf Infernals may be taken as a Special choice for every Sorcerer-Prophet or Daemonsmith also taken in the army. Magma Cannons, Deathshrieker Rockets, Iron Daemons and Dreadquake Mortars may be taken as Rare choices in the army.



ARMY SPECIAL RULES

Resolute

Chaos Dwarfs fight with grim malice and are reluctant to abandon their positions on the battlefield. All Chaos Dwarfs flee and pursue 2D6-1" rather than the usual 2D6". Note that this penalty does not apply to their charge distance.

Relentless

The Chaos Dwarfs are implacable and relentless when attacking, and are scornful of the ability of anyone or anything to stop them. Chaos Dwarfs do not need to take a Leadership test in order to march when enemy units are within 8".

Daemonsmith

Chaos Dwarf Daemonsmiths are Immune to Psychology, and have both the Infernal Engineer and Sorcerer's Curse special rules.

Contempt

Chaos Dwarfs despise all other forms of life and see them as nothing more than contemptible fodder to be exploited and disposed of as needed. They expect their 'lessers' to show cowardice and weakness in battle and be restrained only through fear.

As a result, Chaos Dwarf and Bull Centaur units are not subject to Panic tests caused by friendly units which are destroyed or fail a Break test within 6" of them, unless the unit destroyed or broken is itself a Chaos Dwarf or Bull Centaur unit.

Characters with the Contempt rule may not join units other than those which are also subject to this rule, as well as any normal restrictions.

Sorcerer's Curse: Chaos Dwarf Sorcerers pay a terrible price for their powers, be they Daemonsmith or mighty prophet of their dark god Hashut. Their bones and flesh slowly petrify over time into unfeeling, blackened stone. Each time the magic they command slips from their grasp for but an instant, this curse punishes them further until one day the Sorcerer is trapped screaming silently within a prison of their own immobile body. Whenever a Chaos Dwarf with this special rule suffers a Miscast during the game, after resolving the effects of the Miscast on them normally, they must take a Toughness test. If this is failed, they suffer a single additional wound which may not be prevented in any way (even by Ward saves, etc). However, the first time they suffer a wound in this manner, they also gain a bonus of +1 Toughness for the rest of the game – should they survive! Subsequent failures simply cause additional wounds to be inflicted instead.

Steam Carriage

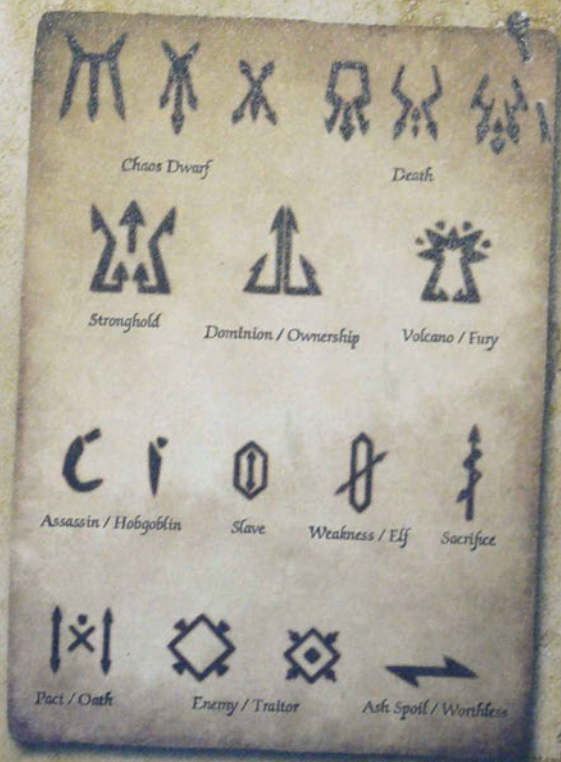
War machines mounted on steam carriages may be towed by Iron Daemon war engines. Other than this they may not move normally during the game except to pivot on the spot (this may simply mean turning the weapon on its mounting depending on the model). War machines mounted on steam carriages always count as being in hard cover against shooting attacks, and as fighting behind a defended obstacle (wall) when charged. See the *Warhammer* rulebook for more details.

Hellbound

Although a touch of the daemonic enters into all the works of the Chaos Dwarfs, some war machines have hellish, devouring entities and daemons of fury and destruction bound to their very frame and bolt, creating a truly possessed machine even more blood thirsty than its creators and difficult to destroy. The most extreme examples of these are devices like the infamous Hellcannon, fuelled by flesh and souls and spewing destructive blasts of arcane energy, and whose treacherous power can prove almost as dangerous to their masters as the enemy. There are other lesser Infernal devices and examples of daemonic power augmenting more commonplace war machine designs. These devices are known as the Hellbound.

Hellbound war machines cause fear and have their Toughness and Wounds characteristics both increased by 1. All attacks and damage caused by the machine are now classed as magical attacks. Also, whenever a Mishap is rolled for the machine, in addition to the usual effect that is rolled, D3 wounds are automatically inflicted on the crew (or on the machine itself in the case of an Iron Daemon), as the dark forces within rebel against their binding.

Infernal Engineer: A model with this rule, if it is within 3" of one of their army's war machines and not mounted on a monster, is allowed to take a "Look Out Sir!" roll as if they were in a unit of five or more models. In addition, one war machine that is within 3" of an Infernal Engineer may re-roll one Scatter dice or one Artillery dice per turn. If the Infernal Engineer uses this re-roll ability, they cannot shoot with their own missile weapon in the same Shooting phase.



Lords

Drazhoath the Ashen, Prophet of Hashut

570 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Drazhoath	3	6	4	4	5	4	2	3	10	Drazhoath (Infantry, Special Character)
Cinderbreath	6	5	0	6	6	5	3	4	6	Cinderbreath (Monster)

Magic

- Drazhoath is a Level 4 Wizard and uses spells from the Lore of Hashut.

Special Rules

- Resolute
- Relentless
- Contempt
- Daemonsmith
- Dark Renown

Mount

- Drazhoath rides Cinderbreath, the Bale Taurus. It is a particularly powerful Bale Taurus with an increased profile (as shown), and a Strength 5 Flaming Attack Breath Weapon but otherwise is identical to the Bale Taurus rules shown on page 185.

Equipment

- Blackshard Armour
- Hellshard Amulet
- Daemonspite Crucible
- The Graven Sceptre

Sorcerer-Prophet

265 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sorcerer-prophet	3	5	4	4	5	3	2	3	10	Infantry
Great Taurus	6	5	0	6	5	4	3	4	6	Monster
Bale Taurus	6	5	0	6	6	5	3	4	6	Monster

Magic

- A Sorcerer-prophet is a Level 3 Wizard. They may chose spells from the Lore of Hashut, Fire, Metal or Death.

Special Rules

- Resolute
- Relentless
- Contempt
- Daemonsmith
- Sorcerer's Curse

Options

- May upgrade to a Level 4 Wizard.....35 points
- May take Magic Items up to a total of.....100 points
- May be equipped with any of the following:
 - Pistol.....5 points
 - Naphtha Bombs.....15 points
 - Blood of Hashut (one use).....20 points
- May ride one of the following mounts:
 - Great Taurus (see page 185).....145 points
 - Eammasu (see *Warhammer Storm of Magic*).....195 points
 - Bale Taurus (see page 185).....225 points

Equipment

- Blackshard Armour
- Darkforged Weapon



Heroes

Daemonsmith Sorcerer

95 points

Daemonsmith Sorcerer

M	WS	BS	S	T	W	I	A	Ld	Troop Type
3	4	4	4	4	2	2	2	9	Infantry

Magic

- The Daemonsmith is a Level 1 Wizard and may choose their spells from the Lore of Fire, Metal or Death.

Equipment

- Blackshard Armour
- Ensorcelled Hand Weapon

Special Rules

- Resolute
- Relentless
- Contempt
- Daemonsmith
- Sorcerer's Curse

Options

- May upgrade to a Level 2 Wizard.....35 points
- May take Magic Items up to a total of50 points
- May be equipped with any of the following:
 - Pistol.....5 points
 - Naphtha Bombs15 points

Infernal Castellan

105 points

Infernal Castellan

M	WS	BS	S	T	W	I	A	Ld	Troop Type
3	6	4	4	5	2	3	3	9	Infantry

Equipment

- Blackshard Armour
- Hand Weapon

Special Rules

- Resolute
- Relentless
- Contempt
- Stubborn

Options

- May take Magic Items up to a total of75 points
- May be equipped with any of the following:
 - Shield.....2 points
 - Pistol.....5 points
 - Great Weapon.....5 points
 - Fireglave.....15 points

Upgrade – Battle Standard Bearer

One Dark Castellan in the army may be upgraded to carry the Battle Standard for +25 points. This Battle Standard Bearer may not be the army's general even if they have the highest Leadership value in the army. The Battle Standard Bearer can have a magic banner (no points limit), but in this case may not carry other magical items.



Heroes

Hobgoblin Khan

40 points

Hobgoblin Khan

M	WS	BS	S	T	W	I	A	Ld	Troop Type
4	4	3	4	4	2	4	3	7	Infantry

Equipment

- Hand Weapon
- Throwing Knives

Special Rules

- None

Options

- May take Magic Items up to a total of25 points
- May be equipped with any of the following:
 - Light Armour2 points
 - Shield.....2 points
 - Additional Hand Weapon (if on foot only)4 points
 - Spear (mounted only).....4 points
- May ride a Giant Wolf+12 points

A Hobgoblin Khan may not be the army's General, and therefore a Chaos Dwarf character must be included to lead the army.

Bull Centaur Taur'ruk

155 points

Taur'ruk

M	WS	BS	S	T	W	I	A	Ld	Troop Type
7	5	2	5	5	4	4	4	9	Monstrous Beast

Equipment

- Hand Weapon
- Heavy Armour

Special Rules

- Fear
- Contempt
- Scaly Skin (5+)

Options

- May take Magic Items up to a total of50 points
- May be equipped with any of the following:
 - Blackshard Armour+15 points
 - Shield+5 points
 - Additional Hand Weapon+10 points
 - Great Weapon+15 points

A Taur'ruk may only be included in the army if at least one unit of Bull Centaur Renders is also included as part of the force. It may not be the army's General, and therefore a Chaos Dwarf character must be included to lead the army.



Core

Chaos Dwarf Infernal Guard

12 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Infernal	3	4	3	4	4	1	2	1	9	Infantry
Deathmask	3	5	3	4	4	1	2	2	9	Infantry

Unit size: 10+

Equipment

- Blackshard Armour
- Hand Weapon
- Shield

Special Rules

- Resolute
- Relentless
- Contempt

Options

- The unit may also have one of the following:
 - Great Weapons..... 3 points per model
 - Fireglaves..... 5 points per model
 - Hailshot Blunderbusses*..... 6 points per model
- Upgrade one Chaos Dwarf Infernal to a Musician..... 10 points
- Upgrade one Chaos Dwarf Infernal to a Standard Bearer..... 10 points
- Upgrade one Chaos Dwarf Infernal to a Deathmask..... 12 points
 - The Overseer may be equipped with a pistol for 2 points and/or a Naptha Bomb* for..... 5 points
- One unit of Chaos Dwarf Infernals in the army may have a magic standard worth up to..... 50 points

*See Equipment page for further information.

Hobgoblin Cutthroats

4 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Cutthroat	4	3	3	3	3	1	2	1	6	Infantry
Murder Boss	4	3	3	3	3	1	3	2	6	Infantry

Unit size: 20+

Equipment

- Hand Weapon
- Light Armour
- Throwing Knives

Special Rules

- Hobgoblin Animosity
- Backstabbers

Options

- May be equipped with shields..... ½ point per model
- May be equipped with one of the following:
 - Additional hand weapons..... ½ point per model
 - Bows..... 1 point per model
- Upgrade one Hobgoblin Cutthroat to a Musician..... 4 points
- Upgrade one Hobgoblin Cutthroat to a Standard Bearer..... 8 points
- Upgrade one Hobgoblin Cutthroat to a Murder Boss..... 10 points



Special

Chaos Dwarf Infernal Ironsworn

17 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Infernal Ironsworn	3	5	3	4	4	1	2	1	9	Infantry
Deathmask	3	5	3	4	4	1	2	2	9	Infantry

Unit size: 10+

Equipment

- Blackshard Armour
- Shield
- Ensorcelled Hand Weapon

Special Rules

- Resolute
- Relentless
- Contempt

Options:

- Upgrade one Infernal Ironsworn to a Musician 5 points
- Upgrade one Infernal Ironsworn to a Standard Bearer 10 points
- Upgrade one Infernal Ironsworn to a Deathmask 10 points
- Any unit of Infernal Ironsworn may have a magic standard worth up to 50 points

Bull Centaur Renders

40 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Bull Centaur Render	7	4	2	4	5	3	3	2	8	Monstrous Beasts
Bull Centaur Ba'hal	7	4	2	4	5	3	3	3	8	Monstrous Beasts

Unit size: 3+

Equipment

- Heavy Armour
- Hand Weapon

Special Rules

- Scaly Skin (5+)
- Contempt
- Fear

Options:

- May be equipped with shields 5 points per model
- May be equipped with one of the following:
 - Additional Hand Weapon 5 points per model
 - Great Weapons 10 points per model
 - Spears 5 points per model
- Upgrade one Render to a Musician 5 points
- Upgrade one Render to a Standard Bearer 10 points
- Upgrade one Render to a Ba'hal 10 points
- One unit of Bull Centaur Renders may have a magic standard worth up to 50 points

K'daai Fireborn

55 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
K'daai Fireborn	6	4	2	5	4	2	4	2	7	Monstrous Infantry
K'daai Manburner	6	4	2	5	4	2	4	3	7	Monstrous Infantry

K'daai Fireborn may only be included in the army if a Daemonsmith is also present.

Unit size: 3+

Special Rules

- Unstable
- Unbreakable
- Fear
- Flaming Attacks
- Blazing Body
- Bound Fire Daemon
- Burning Bright

Equipment

- Spite and hellfire (hand weapon)

Options:

- Upgrade one Fireborn to a Manburner 10 points

Special

Magma Cannon

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Magma Cannon	-	-	-	-	7	3	-	-	-	War Machine
Chaos Dwarf Crew	3	4	3	3	4	1	2	1	9	

145 points

Unit size

One Magma Cannon and three Chaos Dwarf crew

Equipment (crew)

- Heavy Armour
- Hand Weapon

Special Rules

- Resolute
- Relentless
- Contempt

Options

- The Magma Cannon may be mounted on a Steam Carriage if at least one Iron Daemon is in the army +25 points
- The Magma Cannon may be Hellbound +25 points

Deathshrieker Rocket Launcher

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rocket Battery	-	-	-	-	7	3	-	-	-	War Machine
Chaos Dwarf	3	4	3	3	4	1	2	1	9	

100 points

Unit size

One Deathshrieker Rocket battery and three Chaos Dwarf crew.

Equipment (crew)

- Heavy Armour
- Hand Weapon

Special Rules

- Resolute
- Relentless
- Contempt

Options

- The Deathshrieker Rocket may be mounted on a Steam Carriage if at least one Iron Daemon is in the army +25 points
- The Deathshrieker Rocket may be Hellbound +25 points

Iron Daemon War Engine

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Iron Daemon	6	-	-	8	7	7	-	-	-	Unique unit
Chaos Dwarf Crew	-	4	3	3	-	-	2	3	9	

285 points

The Iron Daemon, including its Chaos Dwarf crew, is considered to be a single combined model. Hits and wounds are all directed against the Iron Daemon as a whole, although the characteristics for the crew have been included as they have separate attacks in close combat.

Unit size

One Iron Daemon War Engine

Special Rules

- Unbreakable
- Terror
- Large Target
- Lumbering and Unstoppable
- Impact hits (D6+2)
- Carriage Hauler
- Demolition

Equipment

- Steam Cannonade
- Armour Plating (3+ save)

Options

- The Iron Daemon may be Hellbound +25 points (in this case only the impact hits and Thunderstomp of the machine, not the crew, become magical attacks)
- The Steam Cannonade may be replaced with a Skullcracker +30 points



Rare

Hobgoblin Wolf Raiders

12 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Raider	4	3	3	3	3	1	2	1	6	Cavalry
Wolf Boss	4	3	3	3	3	1	3	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit size: 5+

Equipment

- Hand Weapon
- Light Armour

Special Rules

- Hobgoblin Animosity
- Fast Cavalry
- Cowardly Despoilers

Options

- May be equipped with shields (the unit will no longer be counted as Fast Cavalry) 1 point per model
- May be equipped with one of the following:
 - Spears..... 1 point per model
 - bows..... 2 points per model
- Upgrade one Wolf Raider to a Musician 5 points
- Upgrade one Wolf Raider to a Standard Bearer 10 points
- Upgrade one Wolf Raider to a Wolf Boss 10 points

Dreadquake Mortar

195 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mortar	-	-	-	-	7	3	-	-	-	War Machine
Chaos Dwarf	3	4	3	3	4	1	2	1	9	-
Slave Ogre	6	3	2	4	4	3	2	3	7	-

Unit size

One Dreadquake Mortar and three Chaos Dwarf crew.

Equipment (Crew)

- Heavy Armour (Chaos Dwarf only)
- Hand Weapon

Special Rules

- Resolute
- Relentless
- Contempt

Special Rules

(Dreadquake only)

- Multiple Wounds (D6)
- Armour Piercing
- Quake!
- Slow Reload

Options

- The Dreadquake Mortar may be crewed by an additional Slave Ogre.....+20 points (note this adds three extra wounds rather than one).
- It may be mounted on a Steam Carriage if at least one Iron Daemon is in the army.....+25 points
- The Dreadquake Mortar may be Hellbound.....+25 points



Rare

K'daai Destroyer

K'daai Destroyer

M	WS	BS	S	T	W	I	A	Ld	Troop Type
9	5	3	7	6	6	5	6	8	Monster

325 points

K'daai Destroyers may only be included in the army if a Daemonsmith is also present.

Options

- None

Unit size

One K'daai Destroyer

Special Rules

- Unstable
- Unbreakable
- Terror
- Large Target
- Flaming Attacks
- Blazing Body
- Bound Fire Dacmon
- Burning Bright
- Frenzy (D3 Attacks)

Equipment

- Spite and hellfire (hand weapon)

Hellcannon As per Warhammer Armies: Warriors of Chaos

205 points

Chaos Siege Giant

Chaos Siege Giant

M	WS	BS	S	T	W	I	A	Ld	Troop Type
5	4	3	6	5	6	3	Special 10		Monster

275 points

Equipment

- Hooked blades, picks, chains and rage (hand weapon)
- Siege Armour

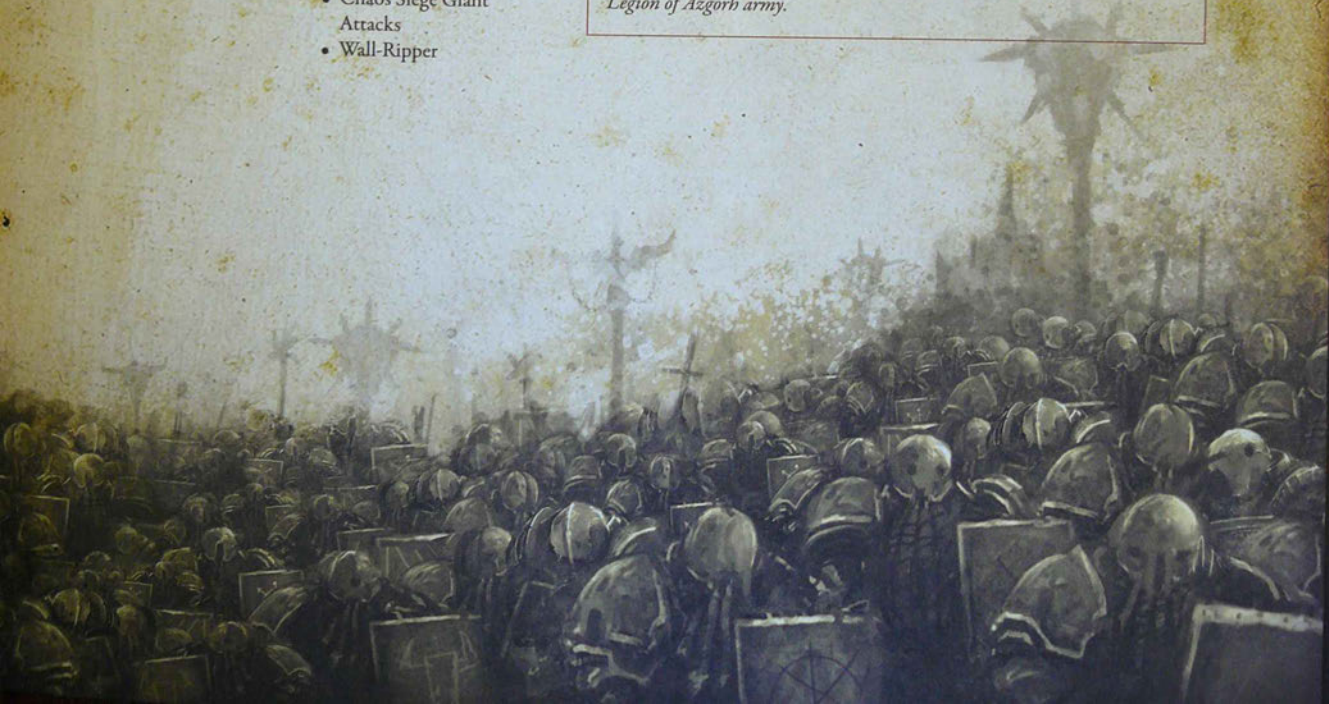
Special Rules

- Large Target
- Terror
- Stubborn
- Immune to Psychology
- Fall Over
- Chaos Siege Giant Attacks
- Wall-Ripper

Options

- Runes of Hate.....+25 points
- Sealing Spikes.....+10 points

A Chaos Siege Giant is a Rare choice for either a Warriors of Chaos or a Legion of Azgorh army.



The Lore of Hashut

KILLING FIRE (LORE ATTRIBUTE)

The flame of Hashut kindles best in living flesh, and always hungers to destroy. If a magic missile or direct damage spell from the Lore of Hashut is targeted on one or more models with the Flammable special rule, the Wizard adds +D3 to their casting total.

Breath of Hatred (Signature Spell)

Cast on 6+

The sorcerer's malice infects his chosen allies like an insidious malady, spurring them on to ever-greater depths of cruelty and savagery.

Remains in play. *Breath of Hatred* is an **augment** spell with a range of 12". The target unit becomes subject to Hatred while the spell is in effect. Alternately, the Sorcerer can extend this to affect all friendly units within 12", but if they do so the casting value is increased to 15+.

1. Burning Wrath

Cast on 6+

The sorcerer calls on the fires of the deep earth and conjures forth a torrent of burning lava to immolate their enemies.

Burning Wrath is a **magic missile** with a range of 8". It inflicts D6 strength 6 hits which count as flaming attacks. The Sorcerer can increase this to 2D6 hits, but if they do so the casting value is increased to 12+.

2. Dark Subjugation

Cast on 8+

Brooking the power of Hashut, lord of tyranny, the sorcerer wields their master's darkly malignant force to crush the will of their foes.

Dark Subjugation is a **hex** spell with a range of 24". The target unit must pass a Leadership test at -3 or suffer a permanent reduction of -1 to their Leadership for the rest of the game (to a minimum of 2) each time it is the victim of this spell. Unbreakable units are immune to this spell.

3. Curse of Hashut

Cast on 10+

Channelling the malediction that inflicts his own twisted body, the sorcerer turns the dark curse of Hashut on others, causing their bones to petrify and their flesh to grow brittle and crumble to dust.

The *Curse of Hashut* is a **direct damage** spell with a range of 18". It targets a single enemy model of the caster's choice (even a character in a unit). The target suffers a number of hits equal to 2D6 minus their Toughness score. Hits from this spell cause wounds on a 4+, with no armour saves allowed.

4. Ash Storm

Cast on 12+

The sorcerer calls down a hellish storm of choking hot ash, scalding and blinding anything unfortunate enough to be caught in its path.

Ash Storm is a **hex** spell with a range of 24". The target unit suffers -1 to hit in close combat and -2 to hit with shooting attacks until the start of the caster's next Magic phase. In addition, the target unit may only use its basic move and may not charge, march or fly. The unit also treats all terrain (except impassable terrain) as dangerous terrain while the spell's effect lasts. Wizards cannot cast magic spells except on themselves while under the effect of this hex. Any unit under the effect of the spell is treated as being flammable.

5. Hell Hammer

Cast on 13+

The sorcerer manifests the power of Hashut as a thunderous ram of roiling energy in the shape of an immense burning black hammer or a monstrous bull's head, which they can unleash across the battlefield with crushing force.

Hell Hammer is a **direct damage** spell. To determine what is hit, extend a straight line 3D6" within the caster's front arc and directly away from their base. Each model in the way (determined as for a bouncing cannonball) must take an Initiative test or suffer a Strength 6 hit causing multiple wounds (D3 wounds). Any unit suffering casualties from this spell must immediately take a Panic test. The Sorcerer may choose to double the *Hell Hammer*'s range (making the line's distance twice the total rolled). If they do so, the casting value of the spell is increased to 18+.

6. Flames of Azgorh

Cast on 18+

Five leaps from the sorcerer's eyes and mouth as they call upon the most terrible incantations of fire and destruction, the ground cracking open and boiling magma exploding forth in a devastating eruption at their word.

Flames of Azgorh is a **direct damage** spell which may be cast on any point on the table within the caster's line of sight. Place the small (3") round template with the central hole on the chosen target point – the template then scatters D6" (remaining on target if a 'hit' is rolled). All models touched by the template suffer a Strength 6 hit. Hits from this spell have the Flaming Attacks and the Multiple Wounds (D6) special rules. In addition, the model directly under the hole in the template must take a Toughness test at -2 or be slain outright with no saves of any kind allowed. The Sorcerer may choose to increase the power of the *Flames of Azgorh* using the larger (5") round template, but if this is the case the casting value is increased to 25+.



Forged In Hell: Chaos Dwarf Magic Items

The following section contains rules and background for some of the most infamous and insidious artefacts the Daemonsmiths of the Chaos Dwarfs have created. These may be used in conjunction with the Magic Items from the *Warhammer* rulebook.

Black Hammer of Hashut 35 points (Chaos Dwarf only, Magic Weapon)

This black-hafted hammer bears the horned rune of Hashut, Father of Darkness, and has been carried into battle for centuries by the champions of Zharr-Naggrund. Its burning wrath is terrible and can sunder the strongest armour and pulverise the bones of Ogres as easily as the brittle limbs of Goblins.

Close combat attacks made with this weapon are at +2 Strength. Any Flammable model successfully wounded is killed outright.

Dagger of Malice 20 points (Magic Weapon)

Said to have been found in an ancient barrow near the Plain of Bones, this hooked blade whispers thoughts of murder and violence to any that grasp its hilt. Its edge has never dulled, no matter how many lives it has taken.

The bearer of this weapon suffers Hatred.

Dark Mace 60 points (Magic Weapon)

The origins of this strange weapon have been lost to myth and legend, but it is known to have served many masters down the years. The weapon smoulders with a dark power that seems to eat the light around it and devours the warmth of its victims, leaving them withered husks.

Close combat attacks made with this weapon have Killing Blow, and in addition once per game, the bearer can inflict an automatic wound on every model in base contact, including their own mount, with no armour saves possible.

Armour of Bazherak the Cruel 50 points (Magic Armour)

Legend has it that Bazherak was an infamous Castellan-commander of the Tower of Gorgoth during the wars against the Great Empire of Nebekhana at its height, long before Nagash doomed its people. A general and slave-lord without peer, he threatened the dominance of the Chaos Dwarf Sorcerers and he had this armour fashioned in secret to shield him from his rivals. It failed him however when his army was cut off by a vast Orc horde in the tidal flats on the edge of the Bitter Sea, where he drowned under its weight after being driven into the surf. The armour was later recovered in plunder from the Orcs and repaired, and stands as a testament to arrogant warriors of the price of hubris.

This armour provides a 2+ save that cannot be otherwise improved and Magic Resistance (2).

The Mask of the Furnace 65 points (Chaos Dwarf only, Magic Armour)

This brazen, Daemon-faced mask is no mere adornment, but contains bound within it the essence and agonies of all those who have perished before its snarling visage in the forge-fires of sacrifice. The power of these tormented souls guards the wearer while the echoes of their torment are reflected for all to see.

The wearer of this mask counts their armour as 1 point better than normal. In addition they cause fear and have a 4+ Ward save which increases to 2+ against flaming attacks.

Stone Mantle 40 points (Chaos Dwarf only, Talisman)

Said to have been created from the flayed greying flesh of those apprentice sorcerers who have failed Astaroth Ironhand, the Stone Mantle both preserves the Sorcerer-Lord's chosen acolyte and reminds them of the price of failure.

The bearer's Toughness is increased by +1, while their Initiative is lowered by -1 (to a minimum of 1).

Banner of Slavery 35 points (Magic Standard)

This mighty standard carries the emblem of the ziggurat of the great Temple of Zharr, and is richly embellished by runes of tyranny and destruction. Fire and ash bleed from it casting a pall of shadow and those under its influence have no choice but to acknowledge their subjugation to their dark masters and their inevitable victory.

All Hobgoblin units within 12" are Immune to Psychology.

Chalice of Blood and Darkness 50 points (Arcane Item)

Filled with boiling blood and cinder ash, this gem-encrusted chalice contains a powerful curse which can be unleashed to destabilise the winds of magic across the battlefield, drawing their power into its swirling depths.

In any Magic phase the bearer may, if they wish, reduce the number of dice held in both side's dice pools by D3 each. Roll these dice separately declaring before rolling which applies to which side. If a double '1' is rolled between the dice then the bearer suffers a wound with no armour saves allowed. If they roll a double '6' then the bearer may recover a wound previously lost in the game.

Daemon Flask of Ashak 100 points (Enchanted Item, One use)

This infamous iron vessel holds within itself a raging daemonic entity of phenomenal power. When unleashed its screams can shatter stone and cause the ground to split asunder as it flees into the Ether.

One use only. This effect takes place at the start of the player's Movement phase before charges are declared. All enemy units within 18" not Immune to Psychology or Unbreakable suffer a Panic test. Buildings, structures, Chariots (also including models with Chariot-type profiles) and other war machines within this range suffer D6 automatic wounds. Note that this item's effect is not a bound spell and so may not be dispelled normally.



The Cold River

Kveller's

The Vale of
Nightmares

Narg

Kraka
Orak

Resling

Baenonings

