

WARHAMMER DWARFS OF CHAOS



INDY GT
ARMIES

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The forces of Hashut arrayed against the decaying legions of Nurgle.



Zhatan the Black and Astragoth lead an invading force of Dawi Zharr.

UNOFFICIAL
INDY GT ARMY BOOK



DWARFS OF CHAOS

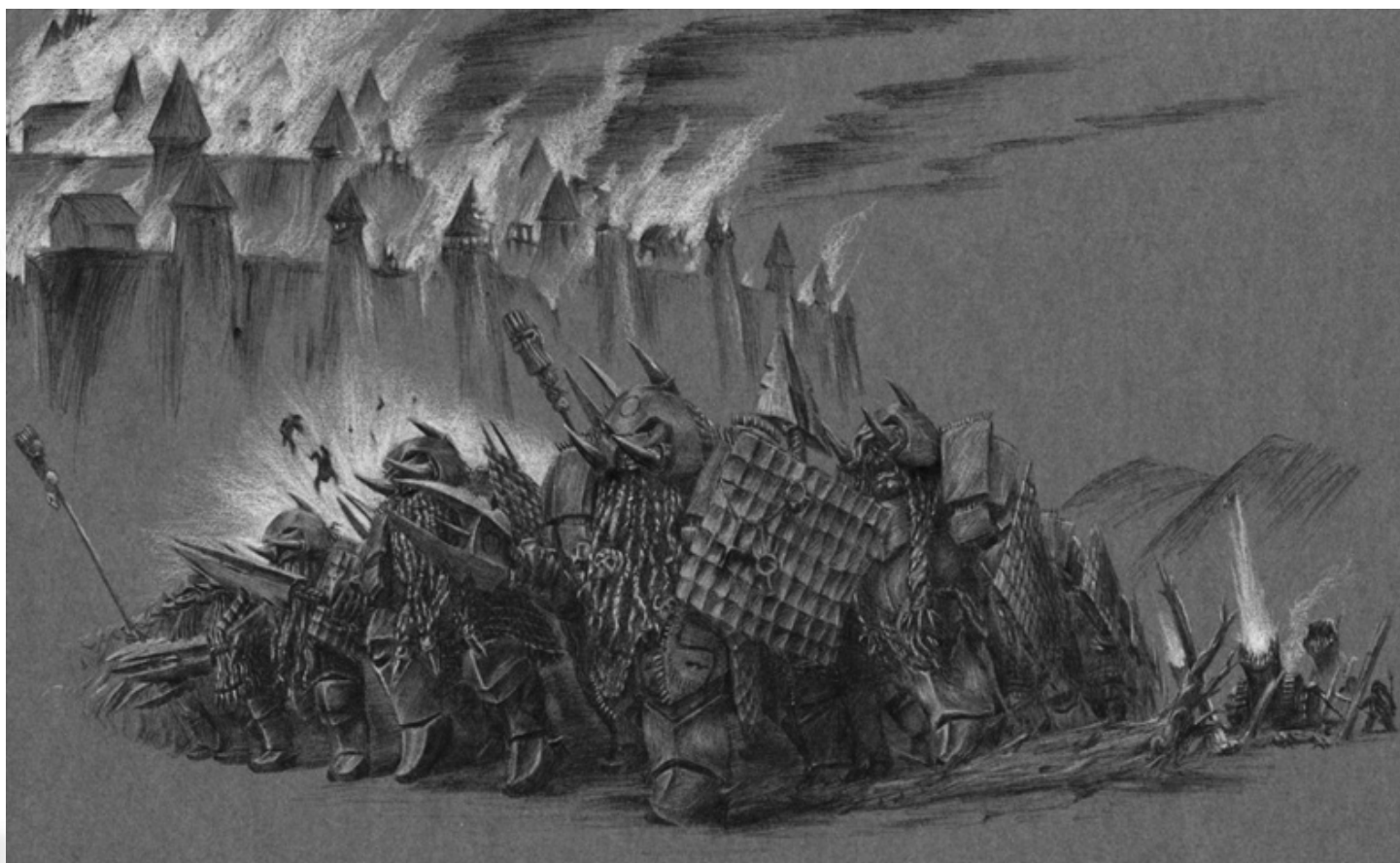
by Kevin Coleman

“They are not Dawi! These deranged and despicable creatures lay wholly bereft of pride and dignity. They sold our honour for depravity, traded our virtues for murder, and sacrificed our piety upon Daemonic pacts. Their blasphemes are without atonement: the ablution of the Dawi comes only with their complete extinction.”

—An excerpt from the *Great Book of Grudges*
regarding the Chaos Dwarfs

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FOREWARD

Many years ago, I tinkered around with idea of designing an updated Chaos Dwarf army list simply for the fun of it. Why is that, you say? Well you see, when I started playing with toy soldiers back in the late '80s, it was common practice – and highly encouraged – to invent rules for your own monsters, regiments or whatever for use in your miniatures wargaming. It was even expected that if you and your friends were unhappy with how a particular rule worked, you would simply change it into something you fancied. Such creativity and much wackiness made for many fun and memorial games. In fact while writing this forward, I'm reminded of a game of Warhammer 40K I played where I had an invisible Genestealer Patriarch (that would be a Broodlord to the newbies) running around the battlefield!

The PDF file you are now holding in your hands – or reading from a computer monitor – all started in a bar, or so I'm told. At the 2009 Colonial Indy Grand Tournament, I was playing in an exceptionally enjoyable “Character Bash” event while the infamous Matt Birdoff was chugging down a score of cold beers with a few of the best Indy GT event organizers around. According to Matt, he had tricked, er, I mean, convinced the drunks to allow yours truly to write up a revamped Chaos Dwarf army list and allow its use in their tournaments! How exciting indeed!

And so it was, Matt and I set off to create the Unofficial Indy GT Dwarfs of Chaos Army Book. This book has been a tremendous challenge. At one point this project nearly collapsed upon itself, though through compromise and dedication, the project endured and what you have before you is a mighty tome of laborious passion. We hope that Warhammer players will enjoy using these unofficial rules in their games and offer other Grand Tournament organizers a fun, new option for their tournaments.

Finally, I'd like to give a very big and special “thank you” to all the enthusiastic players that have either contributed to or supported this project and to everyone that has ever had an idea, comment or opinion about it!

Kevin Coleman
August 2009

Matt Birdoff
September 1, 2009

It's 1:09 A.M. I think I'm done now.

HOW THIS BOOK IS INTENDED TO BE USED

This army list is completely unofficial and not endorsed or sanctioned by Games Workshop. This is for all intents and purposes a “fan-made army list”. That being said, the creation of this book was designed to be used in Independent Grand Tournaments and other such events across the world. By no means do we expect this list to be forced onto players; it is merely a new option for event organizers and players to include in their games of Warhammer, whether it be tournaments, campaigns, casual play or whatever. Ultimately, this unofficial rules supplement is meant to increase interest and fun for all players involved in our gaming hobby.



INTRODUCTION

Welcome to the Unofficial Independent Grand Tournament Armies Book: Dwarfs of Chaos. This is your definitive guide to collecting, painting and playing with an army of black-hearted and sinister Chaos Dwarfs in the Warhammer miniatures wargame.

THE WARHAMMER GAME

Games Workshop's Warhammer Fantasy Battles rulebook contains the rules you will need to fight battles with your Citadel miniatures in the warmongering world of Warhammer. Each army has its own Army Book that works with the main Warhammer rules and allows you to turn your collection of miniatures into an organized force, ready for battle. This particular unofficial book details everything you need to know about the Dwarfs of Chaos, and allows you to field their armies in your games of Warhammer.

WHY COLLECT

DWARFS OF CHAOS?

The Chaos Dwarfs have been a part of the Warhammer game for many years and offer an interesting mix of wicked Chaos Dwarfs, potent warmachines, terrible monsters, foul magics and even repugnant Goblinoid thralls. As a result, the various ranges of Chaos Dwarf miniatures offer a vast variety of miniatures to collect, and an unprecedented opportunity to convert your very own.

Daemonic possessed war engines and constructs offer great opportunities for modelers to convert these machines in their own image. With the exception of the dreaded Chaos Dwarf Hellcannon, Citadel miniatures no longer has a current range of Chaos Dwarf models (at the time of this writing), though they offer magnificent lines of both Dwarf and other Chaos miniatures from which to convert your own. Many players will also find it rewarding to hunt down older Chaos Dwarf models no longer in production. Either way, building a Dwarfs of Chaos army is a very enjoyable way to create a unique army for your games of Warhammer.

HOW THIS BOOK WORKS

Every Army Book is split into sections that deal with different aspects of the army. Dwarfs of Chaos contains the following:

Lords of Darkness. The first section introduces the Chaos Dwarfs and their part in the Warhammer world. It details their horrific transformation into servants of Chaos and details the progression of their dark empire.

Dwarfs of Chaos Bestiary. Every character, troop type, war engine and monster in the Dwarfs of Chaos army is examined in this section. First, you will find a description of the unit, outlining its place in the army. Secondly, you will find complete rules for the unit and the details of any unique powers they possess or special equipment they carry into battle. Also included are Chaos Dwarf special characters such as Zhatan the Black, Commander of the Tower of Zharr; Morgok Hellspawn, the Daemogoblin of Vorag; Molocharoar, Scion of Hashut and more!

The Host of Zharr-Naggrund. Not only does this section contains photographs of various Citadel miniatures that have been available over the years for the armies of Chaos Dwarfs—it also contains some exceptional examples of conversions, painting schemes and actual player collections. All are presented to inspire aspiring Chaos Dwarf Overlords in the myriad ways they can create a unique fighting force all their own.

Dwarfs of Chaos Army List. The army list takes all of the warriors and monsters presented in the Dwarfs of Chaos Bestiary and arranges them so that you can choose a force for your games. The army list separates them into Lords, Heroes, Core, Special and Rare units. Each unit type has a points value to help you pit your force against an opponent's in a fair match-up. This section includes Artifacts of Obliteration, potent magic items in which you may arm your characters with.

FIND OUT MORE

While Dwarfs of Chaos contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. Games Workshop's monthly magazine White Dwarf contains articles about all aspects of the Warhammer game and hobby. Please check out their website to purchase from their massive online catalog of wonderful Citadel miniatures and find articles regarding collecting, gaming and painting at:

www.games-workshop.com

To stay updated with the latest Unofficial Independent Grand Tournament series of armies books and/or to discuss all things Warhammer on our boards, check out the Warmonger Club website at:

www.warmongers.ziggyqubert.com

To join the thriving online Chaos Dwarf community, visit:

www.chaos-dwarfs.com





LORDS OF DARKNESS

On the eastern expanse of the Worlds Edge Mountains lies a bleak and barren land of darkness filled with marauding tribes of Orcs, Goblins and worse, known simply as the Dark Lands. Stretched throughout several leagues in a crest of magma is a horrific realm of cruel torture and wicked malice, the Plain of Zharr. It is here where the corrupted counterparts of the Dwarf Empire, known as Chaos Dwarfs, use their knowledge of science, engineering and wicked sorcery to serve their chaotic deity, Hashut, Father of Darkness, through unspeakable acts, heinous sacrificial rituals and callous evils.

OF DWARFS

Dwarfs are a proud, relentless and ancient race that respects age, wealth and skill above all else. They dwell in the mountains within nearly impregnable fortresses and are by far the most skilled craftsmen in the world. At the height of their power, the Dwarf Empire stretched across the world, north to south, all connected via a vast network of underground tunnels and passageways.

As their empire continued to expand, several clans of Dwarfs journeyed to the far north of the Worlds Edge Mountains and turning to the east, they discovered a massive plateau littered with the carcasses and skulls of enormous beasts. The Dwarfs called this land Zorn Uzkul or "The Great Skull Land." There they established a new settlement and way of life outside the mountains. For hundreds of years the Dwarf colony of Zorn Uzkul prospered, trading new minerals and resources with their kin in the mountains. Such was the success of the Dwarfs of Zorn Uzkul and the greedy nature of the Dwarfs to obtain greater wealth and resources that other clans of Dwarfs began to set out on their own expeditions into the unknown. Some of these Dwarfs traveled further north into the great polar region, while others journeyed further east deep into the volcanic Dark Lands and beyond. All of these new Dwarf colonies kept in contact with one another, as well as with the strongholds of the Worlds Edge Mountains, until the Time of Chaos.

THE GREAT CHAOS INCURSION

The skies turned dark, strange colours flickered in the stars, the mountains shook and immense chasms ruptured from the ground. Seeping from an intangible realm of nightmare and arcane horror, the very essence of evil spread across the lands through a great gateway located at the northern axis of the world. Hordes of Daemons haunted the lands of mortals, bringing nefarious ruination and catastrophe to all civilization. The Dwarfs of the Worlds Edge Mountains sealed themselves within their great fortresses, fortifying themselves against the seeming unlimited strength of the Daemonic hordes. The Daemon legions stalked the world unchallenged and unchecked causing great destruction and slaughtering untold millions of lives. After hundreds of years of despair and constant warfare the saviour of the Dwarfs, and indeed the world, emerged to vanquish the Daemon hordes. According to Dwarf legend, the Ancestor God, Grimnir, strode far into the north battling the tides of Daemons single-handedly until finally closing the mighty Chaos Gate that allowed the Realm of Chaos access to the mortal plain,

hence saving the entire world from certain doom.

Lacking the bastion of the mountains to properly fortify them, the Dwarfs of Zorn Uzkul and the other colonies stretched to the north and east were all but defenseless against the tides of Chaos Daemons. All communication had been lost during the Great Chaos Incursion and the Dwarfs of the mountains believed their cousins of the east were dead, consumed by the hordes of Chaos Daemons surging forth from the Realm of Chaos. The Dwarfs had abandoned any hope to provide aid to their wayward kin; they had journeyed too greedily and too remote for their kinsfolk to assist them. The Dwarfs of Zorn Uzkul were left to their own devices.

PACT OF EVIL

While the Ancestor Gods of Grimnir, Grungni and Valaya rose to lead and defend the Dwarfs of the mountains, no such legendary heroes emerged within the lost colonies. Faced with the inevitable cataclysm of Chaos, the Dwarfs of Zorn Uzkul fell to despair. Their strongholds were not as secure as those that lay in the bastion of the mountains and it was only a matter of time until the Daemons of Chaos would consume them completely. Ambassadors were dispatched to the mountains to request aid from the Dwarf High King, though their pleas would never be heard and their envoys never seen again. It became clear that the Dwarfs of Zorn Uzkul were alone, deserted by their kinsfolk and isolated from any form of allies or aid. Indeed, doom was upon them.

One night, as the Dwarfs prepared for the final Daemon assault upon the Grand Tower of Zorn Uzkul, a strange being appeared in the halls of the tower. Shrouded in a black cloak and in the guise of a Dwarf, the interloper claimed He was from a realm where the foul Daemons of Chaos could not penetrate and where He was the sole lord and master. The cynical Dwarf warriors mocked and berated the visitor believing him delusional and mad. However when the stranger requested an audience with the clan's elders, the Dwarf sentries agreed knowing that their doomed fate was all but sealed, and any heeding of hope, even from an unhinged drifter, could only possibly benefit the grim Dwarfs.

The elders admitted their guest and told him they would listen only briefly to his claims, for the final battle of Zorn Uzkul was brewing and the time of the Dwarfs of Zorn Uzkul was coming to an end. In proper Dwarf fashion, they intended to die in a glorious final battle, smiting as many Daemons as possible, taking the foul

spawn of Chaos with them to their graves. The guest went on to describe that He, and He alone, could protect the Dwarfs. That He had the power to banish the Daemons from their lands, but for only a simple request in return – an oath of loyalty; a mere bargain between the Dwarfs of Zorn Uzkul and Himself was all that would be necessary to seal a deal and save their kingdom from destruction. The elders eyed each other and then back at their unusual guest, they had obviously wasted their time with a madman, yet just before the eldest among elders spoke to dismiss the stranger, the youngest of the elders, Astragoth, spoke. Astragoth asserted that they should simply agree to the bargain, that their lives and world was coming to the end nevertheless and if by some curious turn of fate the stranger spoke truth their civilization would endure. In turn, Astragoth claimed, if the bargain was but a mere farce, they lost nothing agreeing to a trivial pact with a madman.

The council agreed and the pact was made. With insane laughter the interloper vanished, the council shrugged and prepared for their final battle. Manning the ramparts of the Tower of Uzkulak, the stout Dwarf warriors stood ready for battle, but the Daemon hordes never came.

Oh Ancestor Gods, a plague has occurred in the midst of our folk. It has oppressed the land of Uzkul with death. It has greatly injured it! For these twenty years and more the land of Uzkul has been dying and it was ten years since Tuvi Ironbeard, son of Tuzuk the Grim, followed the others west to find our kin and seek aid.

And still no aid has come.

We – the hooved ones, the ones who have been left behind – beg you, oh carven image and oracle to relieve us for our folk who were once great have now become few. Oh Hashut! I, Zamash the Horned One, your servant, beg for your deliverance.

—Arcane inscription from the Time of Chaos.

THE TOUCH OF CHAOS

The Dwarfs had waited for the Daemon hordes for days then weeks, but they had never appeared. A great celebration was held in the grand audience chamber of the Tower of Uzkulak, where many toasts, pledges and other offerings were made in tribute to The One that had saved them, as agreed from their pact with the stranger. However, death from the Daemon hordes might have been a more fortunate fate for the Dwarfs of Zorn Uzkul, for instead of their destruction, a far more sinister fate had been lain upon them.

Soon, insidious and unexplainable changes began to take place: their instincts became perverted and warped compared to the honorable values of the Dwarfs of the west, all seemingly unnoticed or indifferent to the Dwarfs of Zorn Uzkul. Stoicism and order were exchanged for cruelty and madness, as these became the dominant qualities of the Dwarfs of Zorn Uzkul. Strange rituals involving the praise of bulls and the sacrifice of beasts by incineration becoming common practice. Some Dwarfs began to realize that their bargain with the The One had been a trick. They had been spared the Daemon's wrath, but at the cost of their own enthrallment, for they sensed the touch of Chaos upon them. The Dwarfs of Zorn Uzkul were becoming the very servants of Chaos they had fought against. However, the Dwarfs that spoke such things were silenced, never to be seen or heard from again.

Over the following centuries the Dwarfs of Zorn Uzkul were completely transformed. The touch of Chaos had altered the Dwarfs forever, twisting them into evil parodies of their kin in the Worlds Edge Mountains. Dwarfs took on new names, trading their traditional Dwarf namesakes such as Snorri, Dorin and Kazador in favour of bizarre designations such as Zhrazak, Gargath and Barukh. Tiny horns sprouted from their skulls and tusks grew from their mouths, their fingernails twisted into black talons and their eyes became shadow, blazing with glorious malevolence. Thus the Chaos Dwarfs were born.



THE WORSHIP OF HASHUT

During their insidious transformation, the council of elders met in a great conclave of evil inside the Tower of Uzkulak to discuss their plans of domination and expanse of their emerging empire. They had no interest in associating with their kin of the mountains who had abandoned them during the Great Chaos Incursion; in fact they meant to pay them with bloody retribution in the near future for their atrocities. At the start of the assemblage, a great bull was brought before them, slaughtered in an elaborate ritual that ended with the elders drinking the beast's blood from extravagant, brass chalices covered with diamonds and sapphires. Such was the manner of their heinous traditions, though when such debauchery had been inaugurated none could say.

As the elders debated of the conquests of their empire, the oldest amongst them suddenly fell into a violent spasm. His entire body shook in convulsion, blood began to flow from his mouth, nose and eyes followed by a horrible cacophony of chronic gasping and gargling. After a few moments the convulsing elder snapped up right, his entire body erect and rigid, with his head pointed directly forwards. The elder's eyes illuminated with the glow of fire and when he spoke, it was not of his own voice, but with a dry, ancient voice of malevolent intellect. The possessed elder told the council that He was Hashut, the great Lord of Fire and Father of Darkness. The entity's baleful voice claimed that it was because of His benevolence that the Dwarfs of Zorn Uzkul had endured and that the time had come for the Chaos Dwarfs to honour the agreement made long ago with the veneration of Hashut. Such devotion and praise would only lead to great glory, promised the voice, while repudiation would lead to extinction and oblivion. With that the possessed elder collapsed to the floor his body little more than a smoking husk. The rest of the council agreed in unison, this dark power had certainly favoured them, it had seemed, and so the Chaos Dwarfs took to the worship of Hashut, The Father of Darkness.

Soon after the Word of Hashut, as this unworldly event became to be known, the chaotic mutation that had inflicted the Chaos Dwarfs continued to embellish, massive winged bulls known as Great Tauri and half-Dwarf, half-bull hybrids called Bull Centaurs spawned their way into Chaos Dwarf society. Such creatures were said to have been blessed with the Mark of Hashut himself, granting his children bull-like qualities akin to His own likeness. The elder council that had governed the Dwarfs of Zorn Uzkul became known as the Council of Hashut. This Council put forth new mandates, invented new traditions and declared Hashut as their Lord and Master. The entire prosperity and preservation of the Chaos Dwarfs would all be for the glory of Hashut. Daily sacrifices of great beasts captured from the mountains and wanton acts of cruelty were performed in great rituals dedicated their deity, Hashut and so the Chaos Dwarfs continued to endure.

Mursili the Arcane seeks crafting wisdom.
Thusly High Priest Heza-ziya spake: "Mursili will give three heads to the Father of Darkness." Already given.

A dream of the Chief...for the untamed lands you will make... of the Storm God of the Army... [text unclear] Thusly High Priest Heza-ziya spake: "They will arrange 1,000 slaves, and they will dedicate them to The Father of Darkness.
They will give them to him."

In a dream to Zuppilulushma: "What rituals you gave to divine Yarri for the campaign against Araunna, now give rituals to her for the campaign against Kasha: Give a bull-centaur weight of obsidian and a wagon of gold to her." Thusly High Priest Heza-ziya spake: "They will give all those things to The Father of Darkness." Already given.

—*Dream tablets from the library of the Great Temple of Zharr-Naggrund*



THE PROPHET MOLOCHAROAR



One dark evening under a storming sky, fire rained from the stars with enormous, burning chunks of hail striking the plain of Zorn Uzkul as a terrible new Taurus was spawned into existence. However, this creature did not share the fiery, red hide of the Great Taurus, nor the head of a bull. Instead, its hide was as black as midnight, and its revolting head resembled the Face of Hashut Himself. This creature was to be the first of the Lammasu, a beast of vast intelligence and well learned in the arts of sorcery. The great beast spoke in the twisted tongue of the Chaos Dwarfs, declaring itself Molocharoar, Scion of Hashut. Molocharoar explained that he had been sent by his master, as a reward for their loyal veneration. For it was Molocharoar's duty to aid in the progression the Chaos Dwarf Empire.

For sixty days and sixty nights, thousands of captured Goblinoids were sacrificed into huge cauldrons of hot lead and burning furnaces in great tribute to the coming of Molocharoar. In a bellowing displeasure, Molocharoar declared that such rabble was beneath his glory and that a more paramount offering was to be made. After much debate, the Council of Hashut decided that their kindred in the Worlds Edge Mountains, who had abandoned them in their time of need so many

centuries ago, should be made to suffer for their atrocities and would make for suitable atonement for Molocharoar.

The decision pleased the mighty Lammasu, such that Molocharoar declared that he would personally lead the dark legions of the Chaos Dwarfs into the Worlds Edge Mountains, bringing ruination to the Dwarf fortress of Karak Ungor. At long last, the Chaos Dwarfs of Zorn Uzkul revealed their existence to their kin of the mountains. The besieged Dwarfs were utterly appalled by what they saw – Dwarfs that had forsaken their Ancestral Gods for the blasphemy of Chaos, fighting alongside winged-monstrosities and despicable Goblinoids. Enormous Daemonic war engines barraged the gates of Karak Ungor while huge Kollossus Daemon Towers, crewed by the sinister Chaos Dwarfs, assaulted the ramparts of the fortress. The skies flickered with coruscating colours while clouds of dark soot, spewed forth from Dwarf and Chaos Dwarf machines of destruction, blanketed the sun in a black haze. For the first time in centuries Dwarf fought Dwarf. Such was the disgust of the Dwarfs and the resentment of the Chaos Dwarfs that the two factions of kin fought ferociously to a violent stalemate.

The great siege continued for several decades, until the Chaos Dwarfs returned to Zorn Uzkul. Although the Dwarf stronghold was not conquered, the armies of Molocharoar returned with tens of thousands of Dwarf prisoners, captured from outposts and outlying settlements, and the heart of their king that Molocharoar had personally ripped from the Dwarf Lord's chest. Upon his return to Uzkulak, Molocharoar oversaw the Dwarf prisoners sacrificed in homage to Hashut.

Shortly after this great victory, Molocharoar began to instruct the Council of Hashut in the arts of sorcery. Each of the ancient council members performed a series of vigorous rites of passage and trials before ordained as an exalted High Priest of Hashut. Many of the Trials of Hashut involved the elders delving far into unknown lands such as the Chaos Wastes and the Eastern Steppes using their sorcerous powers to defeat potent enemies or acquire lost artifacts of considerable power. Although many elders never returned from their Trials, the ones that did were deemed worthy of Hashut and were gifted with great magical power. From this time forward, only the trial-tested sorcerous Priests of Hashut were regarded worthy enough to sit on the Council of Hashut.

THE PLAIN OF ZHARR

As the Chaos Dwarf Empire thrived, the Chaos Dwarfs desired to expand their realm. Large expeditions were sent into the Dark Lands, a vast expanse of barren wastelands, dominated by massive, smoking volcanoes. Pools of bubbling magma, pits of black tar, choking clouds of filth and piles of Goblin stool pollute these insufferable lands. Filled with tribes of barbarous Goblinoids and other things more foul, the Dark Lands is a realm devoid of tranquility and any form of beauty or harmony of nature. While the land lacks in vegetation, it is a realm of vast minerals, sulphur,

tar and oil, as well as sapphires, silver and gold. As a result the Dark Lands appealed to the Chaos Dwarfs being rich in resources, a quality in particular cherished by all Dwarfs.

As the Chaos Dwarfs pushed further into the Dark Lands, marauding tribes of Orcs and Goblins constantly assaulted their armies and caravans. The High Priests used their new knowledge of sorcery to manipulate the fiery energies of the volcanic realm, blasting the Goblinoids with hails of fire and huge conflagrations of magical flame. Many greenskins tribes fled further south, away from the terror of the "bad stuntiez".

Centuries later, the northeast region of the Dark Lands was carved into the heart of the Chaos Dwarf Empire. The Plain of Zharr stretched for thousands of leagues dominated by the huge, black fortresses of the Chaos Dwarfs. In the center of the plain, the Council of Hashut used their vast powers of sorcery to raise the capital of their empire, the great Tower of Zharr-Naggrund, the City of Fire and Desolation. Fashioned from black iron and obsidian, the Tower of Zharr-Naggrund takes the form of a massive ziggurat, consistently illuminating the city with the red glow of thousands of burning furnaces. On the top most tier lays the Temple of Hashut, the most revered sanctuary dedicated to their evil god, The Father of Darkness, and the lair of his monstrous prophet Molocharoar. It is from this infernal place where the diabolical masters of the Chaos Dwarfs plot their heinous plans of atrocities for the glory of Hashut and their preservation of their empire.

THE HELL PITS OF ZHARR

All Dwarfs excel at the forging of weapons, architecture and engineering, and are known to build the finest armour, constructs and engines of war in the entire world. In the same way, the Chaos Dwarfs construct their fortresses and weapons, but with the aid of the twisted arcane sciences and the sorcery of Hashut. The rich mines and forges of the Dark Lands provide the Chaos Dwarfs with all the wealth and resources they need to sustain their empire and produce great arsenals of destruction for their armies. The Chaos Dwarfs are uninterested in conquering more territory; the Dark Lands provide them with all that is necessary to maintain the glory of their empire. However, in reality there are too few Chaos Dwarfs to effectively maintain the empire. Hundreds of thousands of labour workers are needed to upkeep the massive armouries and weapon foundries of the Chaos Dwarf and hundreds of thousands more are needed for the excavations of mines. As a result, where other nations look to conquer simply to expand their territory, the Chaos Dwarfs wage wars of conquests solely for the acquisition of slaves, for without the expendable thralls to labour their industries the Chaos Dwarf Empire would indeed expire.

The Chaos Dwarfs seek to subjugate all living things. The Dark Lands are filled with untold masses of repugnant greenskins and these foul creatures form the bulk of thralls that labour in the horrendous working conditions of the Chaos Dwarf workshops. Huge underground chasms that delve deep into the ground have been excavated and rebuilt into enormous subterranean factories known as Hell Pits. Dominated by a labyrinth of crudely forged, wooded gantries, ladders, levers and pullies from where the Goblinoid thralls go about their arduous labour.

Conrad Sigmundson pulled the last scraps of clothing about him, as the ogre slaver drove them out towards the whipping stick.

It was three months ago when Conrad had been caught by the Burgomeister's bruisers and sold to an Ostermark silk merchant who was heading east. 'That'll teach you to send love poems to the burgomeister's daughter!' they laughed, and Conrad Sigmundson, once tutor to the city's finest, found himself clapped in chains and dragged along with all the pickpockets, cattle-thieves and debtors that were deemed fit enough to survive the journey.

'Three crowns a head and no more!' the silk merchant said, and he and the head jailor spat into their palms and shook on the deal.

He'd sold them to an ogre caravan on the edges of the Mountains of Mourn, for five crowns a head.

'Up! Quick! Eat you!' Skraggzi, the ogre merchant shouted in a thick accent as he struggled to control the angry rhinox. He knew enough words to make himself understood. 'Move!'

The Slave Road, men called it. A terrifying journey across arid drylands, up snow capped slopes, and down terrifying slopes of loose boulders. Every mile upon the journey was marked with white cairns – the skulls of those who had died along the way.

The day before, guessing from the cheerful laughter of the ogre guards, the caravan had arrived at the edge of a vast parched bowl, a terrifying place that stretched to the far horizons, flickering with smoke and eruptions of fire.

'Go Zarsh-gumud!' one of the ogre guards laughed in the faces of the captives. 'Take Nagrund gold!'

Conrad looked about him for the first time. This market place – a patch of parched and level ground sprinkled with yurts and wolf-pens and ogoblin droppings – was named Zarsh-gumud in the ogre tongue.

'Quick!' the slave master. 'Quick or eat you!'

The next morning Conrad shivered as the man he had been shackled to, who had died in the night, was chopped out of his chains and fed to the gnobblars.

Long before Conrad saw the slave pack bearing the litter upon their bent backs, the shuffling mob whipped along by cackling hobgoblins, he guessed the terrible fate that Ingrid the Buxom had led him into.

The litter came to rest right in front of the slave block and the curtains of black vitrian glass were pulled aside, and a horned and a bearded figure stepped out onto the gold-worked shield on two hooves.

Skraggzi climbed down from his rhinox and bowed rather stiffly.

'Hashut thirsts!' the black-faced dwarf said and looked at the slaves with contempt. 'Is this the best you can do, Skraggzi?'



INSURRECTION

Zidanta barked at the two hobgoblins and they jumped as if they'd been struck, and almost dropped the rocket as they carried it to its frame.

Zidanta barked again and they quickly went through the routine of setting the rocket and bracing the stand. Hobgoblin taskmasters used whips, but Zidanta had no need of a whip. His crewmen were quite familiar with the depths of his cruelty, just an angry glance was enough to make them collapse in fear.

When all was ready Zidanta took three steps forward. His beard dipped low as he assessed the angle and the trajectory, and when he was happy he grunted approval. 'Ready!' he snapped, and then held out his hand.

The three straws stuck out, and one by one the hobgoblins crept forward. The second straw came out short and Zidanta smiled – a terrifying grin of sharpened teeth – and handed the hobgoblin the match.

The hobgoblin said a prayer to Mork as Zidanta and the other crewmen made their way back to a safe distance.

'Fire!' Zidanta ordered, and the hobgoblin lit the rocket fuse and closed his eyes and held his breath, and prayed that this one launched successfully.



Not all Goblin tribes met by the Chaos Dwarfs are subjugated, however. Many of the Goblin tribes in the Worlds Edge Mountains and the western part of the Dark Lands conduct commerce with the Chaos Dwarfs trading captured prisoners in exchange for weapons, armour, baubles and other shiny trinkets. Because of such transactions, many Dwarf, Elf and Human prisoners, first captured by Goblins, then sold to the Chaos Dwarfs, find themselves labouring in the cruel Hell Pits of Hashut.

Although the greenskins are sufficient for the upkeep of the Chaos Dwarf Empire, they make for an inefficient labour class. Greenskins are unruly, fractious and disorderly creatures; ultimately making them extremely poor slaves, indeed. The Council of Hashut sought to correct this measure by creating their own bred of Orc that would be stronger, more loyal and not given to typical Goblinoid bickering. Using their evil sorcery and careful selection, the High Priests were successful in creating a new sect of greenskins known as Black Orcs.

At first the Black Orcs proved to be exactly what the Chaos Dwarfs had wanted: obedient, well-drilled and powerful servants. As time went on, however, the Council began to see the error of their scheme. Being much more independently minded and not prone to petty squabbling, the Black Orcs made for perfect leaders amongst their greenskins cousins. Where trivial rivalry and animosity had always kept the Goblinoid thralls in check, the Black Orcs began to organize rebellion, leading the other Orcs and Goblins in huge revolts. Many of these insurrections had left entire Chaos Dwarf fortresses in ruin and soon their Black Orcs creations were simply too dangerous to be allowed to exist.

As the Council of Hashut issued the order to exterminate the Black Orcs, a renewed Orc and Goblin insurrection struck at the very heart of the Chaos Dwarf Empire, in the Tower of Zharr itself. Within mere hours the lower levels of the ziggurat had been completely overrun by greenskins. The Obsidian Guard fought viciously for every step on every level of the tower, but the Orc and Goblin hordes were simply too vast. As the Black Orcs pressed on into the upper levels, the Council of Hashut prepared for a desperate last stand in the tower's most sacred Temple of Hashut. However, in the final hours, the treacherous Hobgoblins, who had rebelled along with their Orc and Goblin kind, had been manipulated into switching sides by promises of power from the Council of Hashut. The traitorous Hobgoblins struck their fellow greenskins in their rear, felling Orcs with daggers in their backs and mowing down scores of Goblins with large volleys of arrows. The backstabbing Goblinoids provided much needed reinforcements for the Chaos Dwarf Warriors who fought vigorously for the survival of their empire.

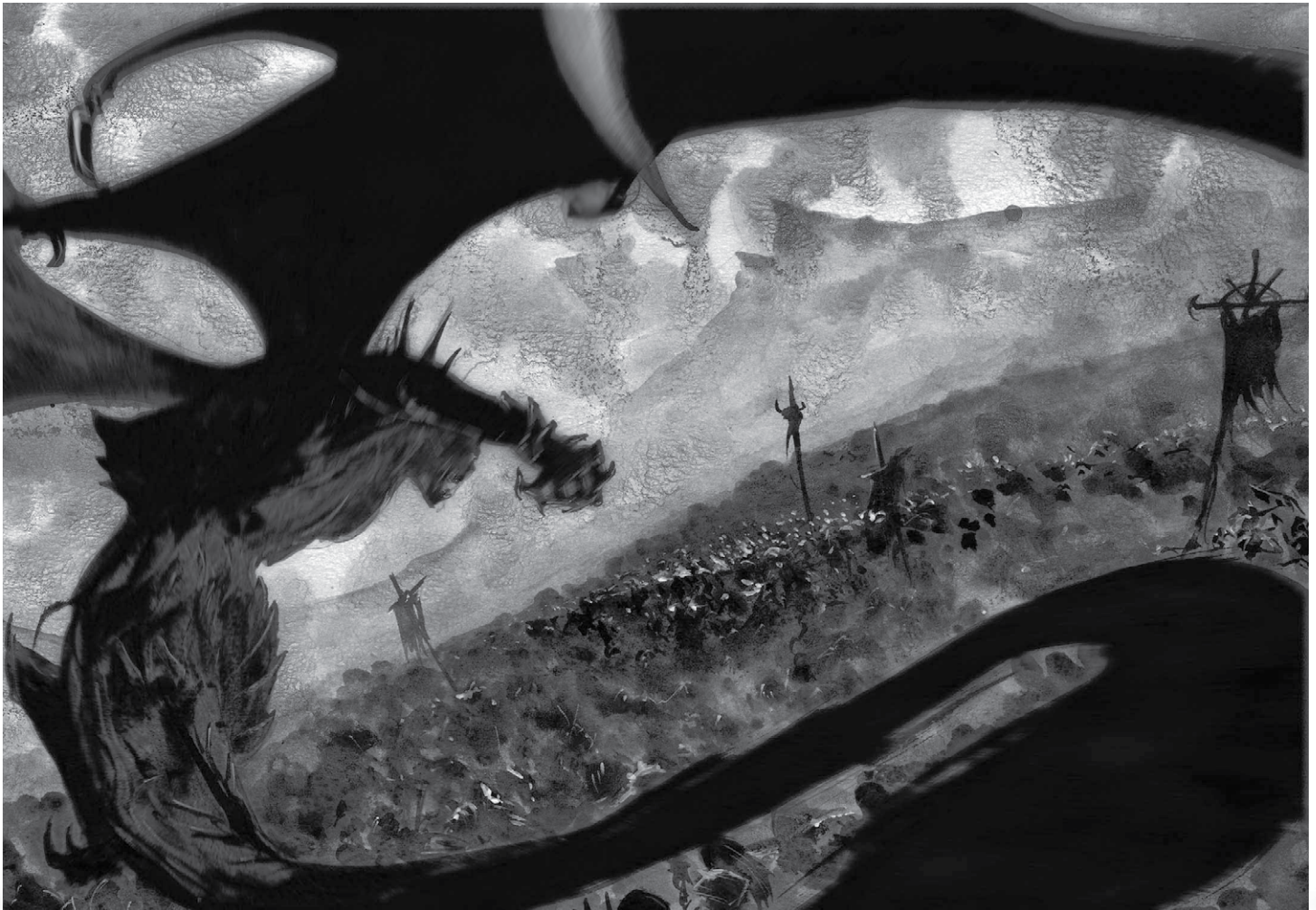
In the end the greenskin rebellion was squashed and the Black Orcs nearly completely annihilated by their cruel creators. Some Black Orcs were able to escape the genocide, retreating to the Mountains of Mourn laying east of the Dark Lands. The Hobgoblins were rewarded for their loyalty and promoted to taskmasters and overseers of the other Goblinoid thralls, who hold bitter resentment towards the distant kin to this day.

THE STORM OF CHAOS

In 2519 (Imperial reckoning) the Chaos Warlord Archaon was crowned the Everchosen by the Ruinous Powers, a champion amongst champions charged with the task of bringing about the End Times of the realms of Men, Dwarfs and Elves. Rallying all the Chaos Warbands of the wastes to his side, as well as countless tribes of Beastmen and hordes of Daemons, Archaon descended into the lands of Men initiating his bloody campaign against the civilized world.

Early on in the Chaos War, Archaon personally rode to the Plain of Zharr, seeking parley with the Council of Hashut. In a dark chamber within the Tower of Zharr-Naggrund the most ancient of the Chaos Dwarfs, Lord Astrogath, treated with the Chaos Everchosen. Archaon accounted the details of the inevitable End Times and how the Chaos Dwarf Empire would have a place in the new mortal Plane of the Realm of Chaos. Ultimately a bargain was reached between the Everchosen and the High Priest. In exchange for an innumerable amount of prisoners and precious quantities of gold and silver, the legions of the Lord of the End Times would be supplied with the Daemon-forged war engines and weapons of the Chaos Dwarfs. Additionally, the Chaos Dwarfs would allow safe passage for the Chaos hordes through their territory in the Dark Lands.

Soon a large host of Kurgan warriors from the north, led by the Chaos Champion Vardek Crom, marched into the lands of the Chaos Dwarfs where they would use the mountain valley of Peak Pass in which to invade the realms of Dwarfs and Men. The Council of Hashut sent a large contingent of Chaos Dwarfs, which contained many of their notorious Daemon Engines, including a dread Kollossus Daemon Tower. However, the combined Dwarf armies of Karak Kadrin and Zhufbar were able to repel the Chaos Horde, sending their diabolic kin retreating back into the Dark Lands. Although a major blow to the campaign of Archaon, this defeat was merely a minor setback for the Chaos Dwarfs who continue to raise their sinister legions and wrought newly-forged Daemonic weapons for the coming age of the Holocaust of Hashut, an era of great fire and desolation that shall bring about ruination to their enemies...





DOMAINS OF THE CHAOS DWARFS

The Chaos Dwarf Empire lays in a barren wasteland east of the Worlds Edge Mountains known as the Dark Lands. This vile realm is home to hundreds of tribes of Goblinoids and other menacing monsters such as appalling Magma Trolls and horrifying Ripperbeasts. Bubbling lava pools lay sporadically across a blighted landscape towered by indomitable volcanoes. It is a land devoid of green vegetation and blue waters, for only poisonous, thorny vines, lagoons of black tar and piles of Goblin droppings infest these insufferable lands. Here, the twisted Dwarfs of Chaos dominate the desolate realm from grim, obsidian fortresses and black temples of evil.



THE TOWER OF ZHARR-NAGGRUND

The capital of the Chaos Dwarf Empire is a gargantuan black ziggurat - the City of Fire and Desolation - the dread Tower of Zharr-Naggrund. The only city within the entire domain of the Dwarfs of Chaos, Zharr-Naggrund bears all the fruits of the empire's labour and enterprise. The tower is built of black obsidian, a glossy volcanic glass that reflects the thousands of burning furnaces within the city, shrouding the entire Tower of Zharr-Naggrund in a fiery, red aura. The city is built upon a series of massive steps, each hundreds of feet tall with crudely, pointed battlements atop each level, staggered like rows of jagged tusks.

On each side of the lowest tier of the city, an enormous gate of iron nearly as tall as the walls is bound within a stone gateway. A massive roadway paved with an alloy of brass and gold leads west into the Dark Lands and east into Gash Kadrak, the Vale of Woe, in the Mountains of Mourn. Through the north and south gateways flows the murky water of the River Ruin via an underground network of sluice gates. The chilling waters that flow under the city from the north act as a cooling agent to counter the immeasurable heat generated by the thousands of burning furnaces throughout the tower and flushes the city's waste out the southern gateway. The polluted waters of the River Ruin flowing south of the City of Zharr are tainted with thick filth and toxic sediments. Those that would dare drink from the river south of the Tower of Zharr-Naggrund become exceedingly sick with chronic vomiting and bouts of explosive excrement. Within days the unfortunate victim succumbs to madness followed by death as their insides are completely deteriorated by the filthy waters.

THE TEMPLE OF HASHUT

At the top of the Tower of Zharr-Naggrund is the grand Temple of Hashut, the most sacred convent of worship in all the domains of the Chaos Dwarfs. A gigantic brass statue fashioned in the bull-like form of Hashut towers over the entire temple and those who enter cannot ignore the sensation of Hashut's baneful gaze upon

them. Giant pillars made of gold and etched with evil, chaotic runes dominate the rest of the chamber. In the center of the temple, a massive circular pit lays brimming with eternal holocaust. It is within this fire pit where the daily immolations to Hashut are offered and the screaming souls of the sacrificed echo throughout the entire city in a cacophony of ominous terror.

Underneath the great statue of Hashut is the entrance to the lair of his monstrous prophet, Molocharoar. Here the Beast of Hashut feeds upon the most robust prisoners, pouncing on them like a Great Manticore, goring and tearing them limb from limb before devouring the unfortunate soul in a blood-splattering feast. Every few decades the great Lammasu stirs from his massive chambers bringing ruin and armageddon to the enemies of the Chaos Dwarfs.

THE GATES OF ZHARR

Hundreds of leagues from the Plain of Zharr lays the infernal fortress known as the Gates of Zharr. Here the stronghold's massive iron gates act as a checkpoint and outpost for caravans of slaves making the long trek from the Plain of Zharr to the Tower of Gorgoth in the south. The Gates of Zharr lay at the center of what is known as "Slaver's Way", a paved road of thick tar that stretches from the Plain of Zharr all the way to the gates of Gorgoth.

Here the Chaos Dwarf Slavers rest and refresh themselves as the Rabble are goaded into the lower levels of the fortress. Here the huddled masses are expected to recuperate and gain strength for the completion of their journey to the Tower of Gorgoth. In truth, rest for the Rabble never comes. These slave-chambers are filthy beyond belief and packed so tight with Rabble that there is barely room to stand, let alone sit or lay down. Hundreds of thralls are found dead in the morning, but these lives are meaningless to the thousand others that will make the journey to Gorgoth intact.

THE TOWER OF GORGOTH

The Tower of Gorgoth rests atop a plateau in a small volcanic mountain range in the southern region of the Dark Lands. This area is filled with rich mining ores and serves as an important resource

depot for the Chaos Dwarf Empire. Extracts of metallic minerals, coal and other precious stones are acquired. Thousands of thralls toil in the excavation of the mines of Gorgoth, while diabolic Daemonsmiths create their Daemonic-forged weapons within the deeps of the heat spewing volcanoes.

A huge garrison of Chaos Dwarfs keeps vigilance over the tower and the surrounding area with rocket batteries aligned along the ramparts and towers of the citadel. Being remote from the Plain of Zharr, the Tower of Gorgoth is regularly assaulted by masses of Orcs and Goblins, but the Tower of Gorgoth has never fallen to the enemies of Hashut. Such sieges usually amounting to the capture of even more Goblinoid Thralls.

ZORN UZKUL

Atop the mighty, bone-littered plateau of Zorn Uzkul, the Great Skull Land, lays the first city-fortress of the Chaos Dwarfs – Uzkulak, Place of the Skull. It was within this dread citadel where the touch of Chaos had first began its insidious transformation upon the Dwarfs of Zorn Uzkul. Here is where the Chaos Dwarfs acknowledge their true birthright.

Once the very heart of the Chaos Dwarf Empire, the old capital where the Chaos Dwarfs spawned into being is now but a mere outpost. Its grand halls are dark and silent, and its once booming city has been reshaped into a massive weapons foundry occupied by thousands of repugnant Goblinoid thralls. Many of the armaments that are forged in Uzkulak are taken into the Northern Wastes and traded with nomadic Chaos tribes.

The fortress of Uzkulak also serves as a major processing center of captured prisoners. For those that attempt to cross the expanse of the Dark Lands through The High Pass of the World Edge Mountains into the Road of Skulls are often waylaid by tribes of Hobgoblins or the wicked Chaos Dwarf slave companies of Uzkulak. Once taken captive by the Chaos Dwarfs, the Rabble are processed and assigned to the various weapon shops of Uzkulak. The excess Rabble are shackled together and marched to the Plain of Zharr where they find a new meaning of pain and vulgarism within the horrid Hell Pits of Zharr.

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GASH KADRAK

Gash Kadrak is a massive cleft that stretches deep into the Mountains of Mourn and it is among the cliffs of this gapping chasm where the notorious Hobgoblin tribe, the Sneaky Gits, make their foul lairs. Within the massive canyon below their sanctuaries, the Sneaky Gits oversee the punishment camps of the Chaos Dwarf Empire in what has become known as the Vale of Woe. Here the enemies of Hashut unworthy for sacrifice and too defiant for the laborious Hell Pits are assigned meaningless, insignificant tasks for the amusement of their Hobgoblin Taskmasters. Ordered to move great mounds of rocks into separate, smaller piles and then back again while suffering the cruel lashes of their Hobgoblin overseers. The Sneaky Gits rejoice in great delight at the shrieks and pleas of their broken victims, who are brought to the brink of exhaustion and insanity before succumbing to brutal persecution.

THE DAEMON'S STUMP

On the outskirts of the Howling Wastes lays a condemned citadel, the abominable fortress known only as The Daemon's Stump. Centuries ago, the unhinged Daemonsmith, Rhazzouth, forged an enormous Chaos Star wrought with iron and blood. The vile rune was enchanted with foul chaotic magics and fashioned as a summoning conduit that would allow potent Daemons from the Realm of Chaos to enter the material plane. Rhazzouth planned to bind the Greater Daemons into a single engine of destruction, but when the ritual turned into disaster, he was forced to siphon the malevolent entities into the very citadel itself. The tower trembled and entire chambers collapsed as the Daemons were obstinately bound within the stone fortress.

Now only the most potent High Priest and Daemonsmiths dare stride through the dark halls of the citadel, searching to unlock ancient secrets of power. Even such potent masters of evil must tread carefully. Corridors bend into new directions, doorways appear and vanish at the mere blink of an eye. Maw-like pits suddenly materialize, swallowing their prey into oblivion and those deceived by illusion are lost forever in a labyrinth of arcane horror.



CHRONICLES OF HASHUT

The following record of events as it is transcribed from the Sacred Scrolls of Hashut.

Note: all dates recorded using the Imperial calendar.

AGE OF ASCENDANCE

- 5000 No written records of these times exist, though according to legend the Dwarfs gradually colonize the Worlds Edge Mountains.
- 4500 Several clans of Dwarfs trek across the barren region to the north and east of the Worlds Edge Mountains, which they name "Zorn Uzkul", the Great Skull Land. The polar warp gates collapse, ushering in the first Great Chaos Incursion, where vast hordes of Daemons from the Realm of Chaos are set loose upon the mortal world.

The Dwarf colonies in the Dark Lands and Zorn Uzkul lose contact with the Dwarfs of the Worlds Edge Mountains. The Dwarfs of the west believe their kin of the 'Lost Colonies' destroyed by the Daemons of Chaos.

- 4420 The Dwarfs of Zorn Uzkul are apparently saved from the boundless Daemonic tides of Chaos pouring from the north as a result of an unholy pact. The Dwarfs of the Lost Colonies celebrate for many weeks. Over the next several hundred years, the Dwarf of Zorn Uzkul take on new names, traditions and a way of life before completely surrendering to the worship of Hashut, Father of Darkness.



AGE OF TRANSFORMATION

- 4000 Fully twisted by their pact with the Chaos Deity Hashut; the Dwarfs of the east become Chaos Dwarfs, sinister parodies of their kin in the Worlds Edge Mountains. The council of elders forms the ruling body of the Chaos Dwarf Council of Hashut.
- 3800 The first of the mighty Lammasu, Molocharoar, is spawned. The massive beast leads an army of Chaos Dwarfs against the Dwarfs of Karak Ungor in retribution for the abandonment of Zorn Uzkul during the Great Chaos Incursion. Molocharoar rips the heart of King of Karak Ungor from his chest. It is the first time the Dwarfs of the west encounter their evil kin. Molocharoar is venerated by the Chaos Dwarfs as the Scion of Hashut.

Molocharoar instructs the elders of the Chaos Dwarf High Council in the dark arts of sorcery and power of Hashut. Once the council members finish their trials they are ordained as High Priests of Hashut.

- 3799 The first of elders to return from the Trails of Hashut, Lord Bazable, emerges from the Chaos Wastes bearing a potent, magical chalice that eternally brims with fire.
- 3300 The first High Priest is completely turned into black obsidian resulting from the use of sorcery. High Priest Astragoth endeavors to prevent and reverse this horrific affliction, known as the Sorcerer's Curse.
- 2700 The mighty ziggurat, Zharr-Naggrund (The Great City of Fire and Desolation) is raised from black obsidian and dark iron by the Council of Hashut.
- 2600 The Slave Expeditions of Zharr-Naggrund begin. Hundreds of thousands of Orc and Goblin tribes throughout the Dark Lands and the Mountains of Mourn are subjugated





by the Chaos Dwarfs. Within the great Plain of Zharr, the culmination of Chaos Dwarf Sorcery and Goblinoid thralls build the massive weapon foundries and armouries of the Chaos Dwarfs.

- 1500 The Goblin Wars. The Dwarfs of the Worlds Edge Mountains are assaulted by all manner of enemies including Goblins, Orcs, Skaven and their evil kin, the Chaos Dwarfs. Many Dwarf holds fall to their enemies.



AGE OF INSURRECTION

- 150 Vile experiments on captive greenskins slaves by the potent Chaos Dwarf sorcerers and Daemonsmiths result in the creation of the Black Orcs.
- 100 The Black Orcs prove too ambitious and rebellious to keep enthralled in the Hell Pit labour camps. The vicious Black Orcs lead an insurrection that nearly topples the Chaos Dwarf Empire and leaves the lower levels of Zharr-Naggrund in ruins. The Chaos Dwarfs are saved and the Black Orcs purged, when the treacherous Hobgoblin Chieftain, Gorduz Backstabber, orders the Hobgoblin tribes to switch sides and attack their fellow Goblinoids from the rear. The remaining Black Orcs flee to the Mountains of Mourn. The Council of Hashut rewards Gorduz with great power and authority, rumours are said that the despicable Hobgoblin chieftain is booned with eternal life and improbable good luck.



AGE OF EXPANSION

- 500 The first volcanic deposits are mined at Gorgoth.
- 1000 A Chaos Dwarf fleet cruises the River Ruin and Sea of Dread enslaving all those unfortunate enough to cross its path. A vast sea canal is devised that links the Falls of Doom with the Sea of Chaos giving the Chaos Dwarfs access to the lands further south and east.
- 1004 The Black Fortress and its sister tower, the Flayed Rock, are erected just north of what will later become known as Gnoblar Country.
- 1212 Below the Tower of Gorgoth, Daemonsmiths successfully summon the Greater Daemon Ulrishta entrapping him into a war-chariot. However just before imprisonment within the chariot, Ulrishta breaks free for a mere instant and slays all of his summoners. The Daemon-bound chariot remains forgotten for centuries.
- 1517 The horrid slave expedition of Overlord Azgorh carves a bloody path of destruction in the southern-most region of the Dark Lands, enslaving thousands of Goblinoids. Afterwards the lands to the south are known as the Desolation of Azgorh, for the ruination left by the vile Overlord would never fully recover.
- 2009 The Liche Lord Vorag is slain in a magic duel with High Priest Zarkgar, the Liche's fortress in the Plain of Bones is brought to ruin.
- 2110 Slave Lord Brakuz leads a large slave expedition of Chaos Dwarfs through the Mountains of Mourn and into the lands of Grand Cathey. There the Lord Brakuz razes many outlying settlements to the ground before engaging in battle with the Celestial Dragon Monks of the Dragon-Throne Empire.
- 2253 Booned by the Chaos God Tzeentch, the Vampire Mangari leads a combined horde of vicious Daemons and foul Undead warriors against several Chaos Dwarf fortresses near the Mountains of Mourn. Chaos Dwarf Overlord, Gharkzarch smites the vile Vampire in single combat causing the Undead horde to collapse and the Daemons vanquished.

2255 During a sacrificial ritual dedicated to Hashut, the captured Tilean Prince Lolja, spits into the face of High Priest Ghorth the Cruel. After leisurely sacrificing the prince by dipping his most sensitive body parts into a pool of boiling lead, Ghorth the Cruel sends his servant, Zhatan the Black into the Boarder Princes at the head of a huge throng of Chaos Dwarfs. Zhatan has the prince's kingdom razed to the ground and its population brought to the Dark Lands to be distributed into various Hell Pits throughout the Plain of Zharr.



AGE OF THE EVERCHOSEN

2301 The Chaos Everchosen Asavar Kul rallies the hordes of Chaos and descends into the lands of Kislev bringing great ruin and catastrophe.

2302 The Great War Against Chaos. With the aid of Chaos Dwarf Daemon Engines, Asavar Kul captures the city of Praag. A great alliance between Men and Dwarfs led by Magnus the Pious defeats the Hordes of Chaos at the very gates of Praag. The Chaos Everchosen is slain by Magnus himself.



AGE OF ANNIHILATION

2320 Hobgoblin Chieftain Gak attempts to assassinate Gorduz Backstabber at the Battle of One Hundred Angry Mobs. His attempt fails and after the battle, Gorduz has him feed to the wargs.

2369 A notorious Ogre Tribe, The Dwarf Gorgers, rampages out of the Mountains of Mourn on a feeding frenzy for Dwarf flesh. The city of Ghaz is nearly overrun, until a High Priest Zorngoth rallies the army of Ghaz and finally defeats the gluttonous monstrosities. The surviving Ogres are shackled and broken before sent to the Hell Pits of Zharr.

2384 A large tribe of barbaric Chaos Dwarf berserkers covered in chaotic tattoos and bearing the marks of the Ruinous Powers emerge out of Troll Country attacking various towns and villages throughout Kislev.



2400 Zhatan the Black, Commander of the Tower of Zharr, declares genocide on the Black Orcs of the Mountains of Mourn. After a two-year expedition, two thousand Black Orcs are brought before the alter of Hashut inside the Tower of Zharr and sacrificed into great roaring furnaces for the glory of Hashut.

2415 Raising a coalition of Goblinoids the size of which the world has never seen, Grom the Paunch of Misty Mountain subjugates several tribes of Goblins, Hobgoblins and Gnoblar within the Dark Lands. He meets and defeats a small Chaos Dwarf expedition near the Ash Ridge Mountains before turning his attention to the Dwarfs of the Worlds Edge Mountains.



AGE OF EXPERIMENTATION

2430 The Chaos Dwarfs capture a tribe of marsh dwelling Gnoblar, known as Boglars. In attempt to create an aquatic breed of Goblinoids to build underwater defenses along the River Ruin and Sea of Dread, the Daemonsmiths accidentally spawn the legendary Toad-Gnoblar that multiply when exposed to water. A mere handful of the creatures multiply into a hundred million Toad-Gnoblar that infest the entire Plain of Zharr. Rykarth the Unbreakable leads the armies of the Chaos Dwarf Empire, eradicating all of the innumerable Toad-

Gnoblar. Afterwards Rykarth orders his Obsidian Guard to execute the Daemonsmiths responsible for the debacle.

2493 The Battle of Anurell's Tomb. A shipwrecked High Elf merchant vessel encounters a Chaos Dwarf slave expedition south of the Plain of Bones. The High Elves are slaughtered with only a handful of Elves taken back to the Plain of Zharr.

2500 The notorious Goblin King, Sourgutt, and his swelling Goblin Horde attack the Mines of Gorgoth where Sourgutt discovers an abandoned and ancient chariot within its darkest lair. Taking the chariot as his personal mount, Sourgutt soon discovers the crude machine somehow has a mind of its own. The bound Daemon Ullrishta and the foul Goblin King, together, begin a new campaign of destruction.

2506 Within the infernal Daemon laboratory of Braak, the Daemogoblin, Morgok Hellspawn is born. Morgok is the first of a new breed of Daemon possessed Hobgoblin to survive the sorcerous hybrid process, but escapes before the Daemonsmiths can further study him. The High Priest Braak keeps all knowledge of the experiment and the existence of Morgok a secret from the Obsidian Guard.



AGE OF CONQUEST

2510 The Gathering of Might. The Chaos Dwarf armies of Lord Garthaz make common cause with the notorious Black Orc Warlord Morglum Necksnapper. The huge coalition of Orcs, Goblins and Chaos Dwarfs pillage and plunder on the fringes of the Empire until advancing into Talabecland, where they meet and defeat a large Imperial force, supported by a contingent of Wood Elves and under the command of Emperor Karl Franz himself.

Later that year, Garthaz's Chaos Dwarfs, accompanied by High Priest Astragoth, are defeated by the Imperial Baron Margrave von Raminovich and Morglum's Waaagh! is finally defeated by the Emperor of Men. Astragoth returns to Zharr-Naggrund with thousands of Goblinoid Rabble in tow, Morglum, however, is never to be heard from again.

2517 The notorious Black Orc tribe, the Mother Crushers, share an uneasy alliance with the Slave Lord Baal and his legions of Chaos Dwarfs. Together the allied factions bring great destruction to the Dwarf holds of the Worlds Edge Mountains.

2520 Molocharoar stirs from his long slumber to bring death and ruin to the enemies of Hashut. Thousands of prisoners are sacrificed into cauldrons of boiling oil before Molocharoar marches westward at the head of a huge Chaos Dwarf war host.



AGE OF THE END TIMES

2522 The High Priest Astragoth forges an alliance with the Chaos Everchosen Archaon, supplying the Hordes of Chaos with vast amounts of newly forged Chaos armour, Daemon weapons and Daemonic war engines.

The combined armies of the Dwarf King Ungrim Ironfist of Karak Kadrin and King Barundin of Zhufbar defeat the Chaos Horde of Crom the Conqueror, which includes a vast contingent of Chaos Dwarfs.

2523 Rykarth the Unbreakable leads an expedition of Chaos Dwarf warriors and Obsidian Guard into the Old World in attempt to recover the ancient artifact known as the Nemesis Crown.

They came down
from the Mountain.
And all was Ruin.

They came up
through the Valley.
And all was Ruin.

They came in
through the Portal.
And all was Ruin.

They came
from Us.
And all was Ruin.

—The last rhyme
of Bjarni Songsmith



THE DWARFS OF CHAOS

On the eastern expanse of the Worlds Edge Mountains lies a bleak and barren land of darkness filled with marauding tribes of Orcs, Goblins and worse, known simply as the Dark Lands. Stretched throughout several leagues in a crest of magma is a horrific realm of cruel torture and wicked malice, the Plain of Zharr. It is here where the corrupted counterparts of the Dwarf Empire, known as Chaos Dwarfs, use their knowledge of science, engineering and wicked sorcery to serve their chaotic deity, Hashut, Father of Darkness, through unspeakable acts, heinous sacrificial rituals and callous evils.

The Chaos Dwarfs are governed by a counsel of elder Sorcerers or High Priests, drawing on their ancient wisdom and gifted with the sorcery of their dark god, Hashut, the Sorcerers rule their nation with an iron fist. Agonizing wails of terror shroud the land from insufferable acts of horror, as the dark masters of the Chaos Dwarfs perform acts of wanton blasphemy in the name of their foul god.

The Chaos Dwarfs are few in number and thus uninterested in expanding their diabolical empire; they only wish to secure their own realm and prosperity by enslaving the lesser races. Hundreds

of thousands of Goblinoid slaves labour in the hateful workshops and cities of the Chaos Dwarfs, erecting monoliths and temples to their chaotic masters, as well as extracting fuel and resources needed for the wrought of weapons, armour and potent machines of destruction. Thousands of these thralls perish on a daily basis due to over exhaustion and horrific working conditions. As a result, the Chaos Dwarfs conduct several expeditions throughout the Dark Lands and the Old World seeking fresh slaves to carry out the dark wishes of Hashut.

DWARFS OF CHAOS SPECIAL RULES

Slave Lords: Chaos Dwarfs have thousands of greenskin thralls at their disposal, which they use for cheap labour in the pits of Zharr as well as for cannon fodder in their dark legions. All units with the Slave Lords special rule will only test for panic caused by a friendly unit if the panic-causing unit also has the Slave Lords special rule.

Unyielding: Chaos Dwarfs fight with relentless, black-hearted determination that is nearly impossible to halt. Chaos Dwarf units may make a march move even when enemy units are close enough to prevent march moves. Additionally, Chaos Dwarfs flee and pursue 2d6-1" rather than the usual 2D6".

Chaos Armour: Chaos armour provides a 4+ armour save.



HIGH PRIESTS OF HASHUT

Within the dreaded Plain of Zharr, the twisted Chaos Dwarf High Priests practice their horrific black arts of unholy rituals dedicated to their malevolent deity, Hashut, Father of Darkness. Unlike the Dwarfs of the Worlds Edge Mountains, the High Priests of the Chaos Dwarfs have embraced the art of sorcery through their foul devotion to the worship of Chaos and pacts made with ancient, despicable Daemons. With but a word or mere gesture, the High Priests smite their enemies and cause great, fiery ruin around them. However, the potent sorceries of the Chaos Dwarf High Priests bears a heavy price. For over a period of hundreds of years, their magical energies gradually evoke changes in their bodies resulting in a horrific demise. Starting with their feet, the High Priest is slowly petrified into black obsidian stone. Once the process completely consumes the priest, his remains are honoured as a statue and lined along the roadside around the Tower of Zharr-Naggrund.

As well as being potent practitioners of sorcery, the High Priests of Hashut govern the Chaos Dwarf Empire with an iron fist. Long ago, before the touch of Chaos was lain upon them, the Dwarfs of Zorn Uzkul did away with the tradition of a sole king ruling over the hold. The various guilds thought it better to set up a council of elders, representatives from each of the working guilds, to make all of the important decisions regarding the Dwarf hold of Zorn Uzkul. After their transformation into the Chaos Dwarfs, the council of elders continued to reign over their expanding empire, becoming what is now the Council of Hashut.

There are one hundred and one members on the Council of Hashut, all of them being ancient, wise and well learned in the arts of sorcery. They convene in a vast hall within the Tower of Zharr-Naggrund, seated around a colossal iron cauldron that blazes eternally with a great conflagration of fire. Before each session, one hundred and one prisoners are thrown, screaming into the great inferno, their lives sacrificed to the Lord, Hashut. Once their offering to their dark deity has been sated; the council discusses the day-to-day administration of the empire. They review requests of slave expeditions, the construction of new fortresses, and any relevant information regarding the security and prosperity of their empire. It is the Council of Hashut that mandates the work of the Daemonsmiths. The creation of new weapons, machinery and experimentation are all dictated and regulated by the terms and desires of High Priests. While there is no single High Priest that has more authority than another, it is the voice of the eldest of priests that speak with the most weight. Currently the two most potent and authoritative High Priests are Astragoth and his rival Ghorth the Cruel. Both are ancient Chaos Dwarfs seemingly kept alive by the dark favour of Hashut himself!

When the dark legions of the Chaos Dwarfs march to war, often a senior member of the Council of Hashut will accompany or lead the army to battle, riding atop a huge and ancient winged Lammasu, they soar about the battlefield blasting the enemies of the Chaos Dwarfs into burning cinders and smoking ruin.



SPECIAL RULES

Slave Lords; Unyielding

MAGIC

High Priests are Level 3 Wizards, and use spells from the Lore of Fire, Metal, Shadow or Death from the Warhammer Rulebook.

	M	WS	BS	S	T	W	I	A	Ld
High Priest	3	4	3	4	5	3	1	2	9



CHAOS DWARF WARRIORS

Chaos Dwarfs are mocking parodies of their kin in the Worlds Edge Mountains. Where Dwarfs resent the vile hordes of Goblinoids that plague the lands; Chaos Dwarfs subjugate and enthrall them. Where Dwarfs resist and shun sorcery; Chaos Dwarfs embrace it. Where Dwarfs are proud and stubborn; Chaos Dwarfs are twisted and evil.

Altered by the very essence of Chaos, Chaos Dwarfs are easily distinguished from other Dwarfs by the curse Chaos has lain upon them. Tiny horns protrude from their skulls, great tusks and sharp, pointy teeth fill their maws and their eyes are cast in darkness and shadow. Their long Dwarfen beards are black as void, and their entire demeanor emanates with cruelty and dread. To the Dwarfs of the Worlds Edge Mountains the very existence of Chaos Dwarfs is blasphemy and abomination, indeed, Dwarfs refuse to admit or recognize that their evil kindred even exist.

Despite such wrenching differences, Chaos Dwarfs share many of the same qualities as other Dwarfs, being as stout, determined and unyielding as their cousins. In battle, Chaos Dwarfs are elite warriors often clad in ornate chaos armour and wielding double-handed axes with unparalleled precision. Many Chaos Dwarfs of the Dark Lands wear large, elaborate helms that represent their status in society as well as for added protection in warfare. Chaos Dwarfs further north, residing in the Chaos Wastes and beyond, braid their beards in the manner of the fierce tribes of Chaos worshipping Men and are even known to worship the Four Greater Powers of Chaos over Hashut.

The nobles – if such foul creatures may be called so – of the Chaos Dwarfs are known as Overlords and Slavemasters. It is said that inside the veins of such aristocratic Chaos Dwarfs flows the very blood of the dark god Hashut himself, making them the epitome of the Chaos Dwarf race. Overlords are by far the most ruthless and cruel of the Chaos Dwarf hierarchy, ordering entire populations sacrificed into cauldrons of molten iron or burning furnaces all for the glory of Hashut. Along with the Council of Hashut, Overlords control the Chaos Dwarf Empire with an iron fist. These wanton tyrants are the face of Chaos Dwarf leadership; their depraved notoriety is such that Orcs and other, fouler things quiver in their presence. They are the generals of dark legions of Chaos Dwarfs and where they tread, death and destruction follows.

Slavemasters are the subordinates and lieutenants of the Overlords. They are directly responsible for overseeing the heinous labour camps known as Hell Pits, where Goblinoid thralls toil and die for the glory of the Chaos Dwarf Empire, and to whom the Hobgoblin Chieftains report directly. They are rightly feared and respected by both other Chaos Dwarfs and their treacherous Hobgoblin underlings. To refuse an order of a Slavemaster would be to welcome a fate far worse than the most violent of deaths. Through power and fear the masters of the Chaos Dwarfs have forged an empire of vast prosperity and darkness.

SPECIAL RULES

Slave Lords; Unyielding

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Slaver	3	4	3	3	4	1	2	2	9
Slavemaster	3	6	4	4	5	2	3	3	9
Overlord	3	7	4	4	5	3	3	4	10



“Soon the Great Day of Reckoning will be at hand, where our Lord, Hashut, shall rise from his deep slumber, and this world shall tremble beneath his mighty hooves. The dead shall outnumber the living, and those that remain shall be dragged to the great Hell Pits of Zharr to toil for all of eternity. All for the glory of Hashut!”

– Astragoth, High Priest of Hashut

ANNIHILATORS

Entire contingents of Chaos Dwarfs are trained with a short ranged, but highly destructive, projectile weapon known as a blunderbuss. These devastating ballistics are charged with black powder and can fire a variety of shrapnel including shards of spiked iron, scrap metal, hot coals and lead pellets. The Chaos Dwarfs qualified with blunderbusses are known as Annihilators, for those unfortunate enough to be caught in their lethal volley are torn apart from hails of bursting shrapnel.

Due to its short range and individually small burst, a single blunderbuss shot is not overly dangerous of the field of battle. The weapon is designed to be most effective when fired in a large salvo with several blunderbusses firing at once at the same target. A mass projection of spinning, razor-sharp ammo discharges forward in a broad front, enveloping entire regiments in a hail of iron death.

In battle, regiments of Annihilators support the other Chaos Dwarf warriors with explosive volleys of lethal projectiles, obliterating entire regiments of soldiers before the rest of the army closes in for the kill.

	M	WS	BS	S	T	W	I	A	Ld
Annihilator	3	4	3	3	4	1	2	1	9
Slaver	3	4	3	3	4	1	2	2	9

SPECIAL RULES

Slave Lords; Unyielding

Blunderbuss: Chaos Dwarfs Annihilators carry a short ranged but devastating weapon known as a blunderbuss.

Blunderbusses are a special kind of missile weapon that may be fired in the Chaos Dwarf Shooting Phase. Instead of aiming individually, the Annihilators train to work together as a unit, firing a hailstorm of shrapnel at their target. The resulting salvo can rip through entire units at once, decimating flesh, bone, and steel alike.

A unit of Annihilators fires their blunderbusses as follows:
An Annihilator unit with at least 5 or more Annihilator models may fire at a single enemy unit within 12". All models in the front rank of the firing Annihilator unit must be within range of the target unit and all front rank models must have Line of Sight to the target unit in order to fire.

Roll a D6 for each model in the target unit—every model in the target unit may potentially be hit, even models that are out of range or not in Line of Sight. On the result of a 4+ the model is hit. No 'To Hit' modifiers are taken into account (moving, long range, Large Target, etc.) except for the penalty for Standing and Shooting, in which case enemy models will be hit on a 5+, rather than a 4+.

Hits are resolved at S3; this is increased by +1S for each point of rank bonus the firing unit has, up to a maximum of S5. Characters in the front rank will not affect the unit's fire, and are treated as a normal Annihilator model for purposes of this special ranged attack.

At the Battle of the Slave-slaughter, an entire tribe of Gnoblars was mowed down by a contingent of Annihilators in a single volley when the outnumbering Goblinoids foolishly ambushed a small Chaos Dwarf expedition near the Daemon's Stump, along the western edge of the Mountains of Mourn.

As a result, the great unwashed masses of Gnoblars fled further south migrating in the grassy foothills just below the Mountains of Mourn known today as Gnoblar Country.



DESIGNER'S NOTE: *These updated blunderbuss rules are meant to maintain the spirit of the Ravening Hordes rules from which they are inspired, while eliminating the need for "fire zones", and hence speeding up the game.*

BULL CENTAURS

When the Chaos Dwarfs first spawned into existence, several of these Dwarfs also gained the characteristics of the Great Bull, the boon and mark of Hashut, Father of Darkness. While their torso, head and arms remained those of a Chaos Dwarf, their stout dwarfen legs were mutated into the body and hooves of a fearsome bull, becoming a heinous perversion of Dwarf and Bull – the dreaded Bull Centaurs of Hashut.

Their bullish statue makes them more robust than the typical Chaos Dwarf, while their four hoof-clad legs grant them tremendous speed. Bull Centaurs are sterling symbols of the greatness of Hashut and as a result, they are the most prized and trusted minions of the Council of Hashut. Squadrons of Bull Centaurs are charged with the protection of the great statue of Hashut that sits atop the Tower of Zharr-Naggrund and other convents of evil dedicated to the Father of Darkness. They alone perform the most complex and sacred duties of the Chaos Dwarf Empire.

Among their number are the potent Great Bull Centaurs; massive and ancient, they are commanders of the Chaos Dwarf legions and heralds of Hashut. In battle these strapping monstrosities lead entire battalions of Bull Centaurs in an unstoppable onslaught of trampling hooves and steel wielding sinew.

SPECIAL RULES

Slave Lords; Unit Strength 2 Infantry

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	4	3	4	4	1	2	2	8
Great Hoof	8	4	3	4	4	1	2	3	8
Great Horn	8	5	2	4	5	2	4	4	8
Great Bull Centaur	8	6	2	5	5	3	5	5	9



The Plain of Zharr is not the only populace of the Chaos Dwarfs; far north in the insufferable Chaos Wastes nomadic clans of Chaos Dwarfs roam the abominable tundra bringing ruination and death to the warmongering tribes of Chaos worshipping Men. These clans have abandoned the worship of Hashut in favour of the Four Great Powers of Chaos.

There are no Bull Centaurs among these estranged clans of Chaos Dwarfs, though mocking parodies of vulgar, mutations, half Dwarf and half monster, do thrive in the northern wastelands. The chaotic Blood Beasts of Khorne are mutated Chaos Dwarfs that share the characteristic of canine-like monstrosities and walk on all fours like wild, quadruped beasts. Their bodies are covered with black, lanky fur matted with dried blood and are driven into a ferocious, slobbering frenzy at first scent of fresh blood.

Worse still are the bloated Plaguefesters of Nurgle, grotesque creatures covered in filth and decay, their torsos are that of a Dwarf with a bulbous slug-like tail that constantly spews a slimy toxin of unimaginable stench as it slowly slithers about.

OBSIDIAN GUARD

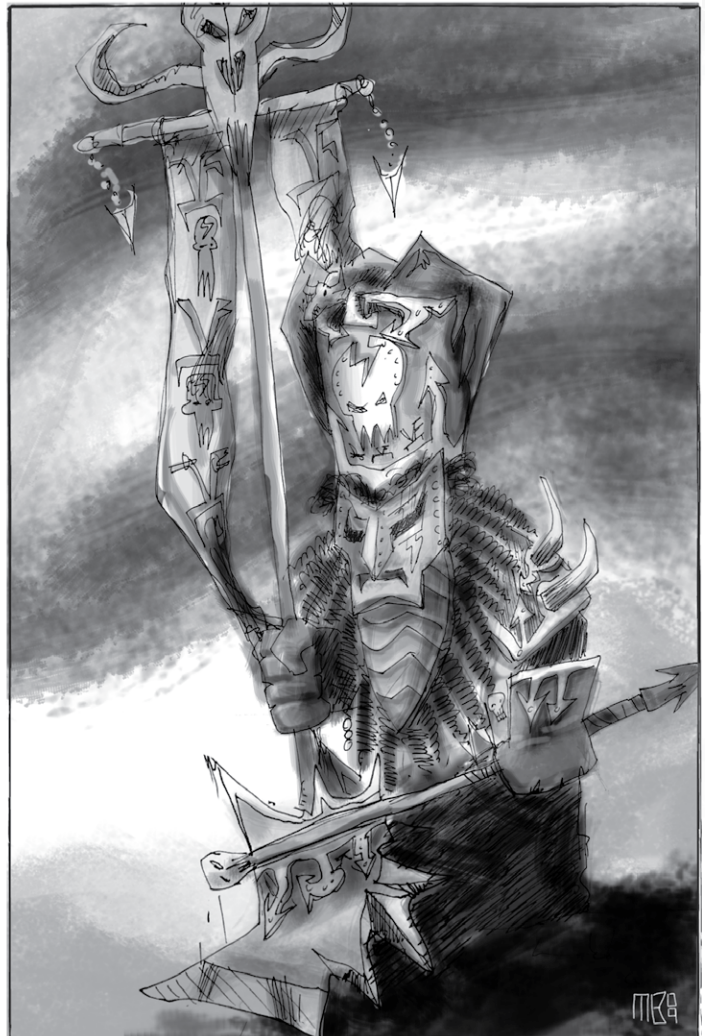
Within the dark corridors of the Tower of Zharr-Naggrund, the most sinister warriors of the Chaos Dwarfs keep vigilance over the ruling priest council and all of the prominent leaders of the Chaos Dwarf Empire. Clad in black chaos armour and wielding huge silver-plated axes, the Obsidian Guard fearlessly protect the masters of the Dark Lands.

To the Men and Dwarfs of the west they are known as Immortals and kin slayers, the Goblinoids of Worlds Edge Mountains know them as Goblin Bane, and to the slaves of Gorgoth, they are simply death incarnate. Born to kill, it is the sole duty of the Obsidian Guard to preserve the Chaos Dwarf Empire and to destroy all those who would threaten it, both from within the empire and without! Charged with the protection of their foul realm, the Obsidian Guard are judge, jury and executioner. They investigate all political intrigue, all suspicion of deception and misconduct, nothing escapes their notice within their vile domain and no Chaos Dwarf is beyond their scrutiny. No matter how powerful or influential a particular Overlord or High Priest might be, they cannot escape the swift justice of the Obsidian Guard if they are deemed treasonous or merely believed to be a danger to the Chaos Dwarf Empire.

In times of warfare, it is the Obsidian Guard who accompanies the High Priests and Overlords to battle. Their condemning gaze and ominous silence causes an awareness of dread even amongst the other Chaos Dwarf soldiery. Their lethal tenacity means they shall defend their masters to the death, but will turn their blades upon their lord if mere conjecture arises.

SPECIAL RULES

Slave Lords; Killing Blow; Cause Fear; Unyielding



	M	WS	BS	S	T	W	I	A	Ld
Obsidian Guard	3	5	3	4	4	1	2	1	9
Darlklon	3	5	3	4	4	1	2	2	9

“Listen to me, my servants, and heed me well. The Father of Darkness, the mighty Hashut, does not suffer failure kindly. Let the flesh of His enemies flow like hot wax, let the lands of the inferior be razed in His name and let those that repudiate Him be condemned to enthrallment.

Only then shall you earn His benevolent boon.”

—MOLOCHAROAR, SCION OF HASHUT

GOBLINOIDS

The Dwarfs of the Worlds Edge Mountains will have nothing to do with a greenskin unless it means gutting the foul thing and putting it out of its misery. By contrary measure, Chaos Dwarfs seek to dominate and enthrall tribes of Goblinoids forcing them into the service of the Chaos Dwarf Empire for cheap labour and cannon fodder.

For the Chaos Dwarf Empire to endure, it is imperative to maintain a vast supply of slaves to work the armouries and weapon foundries of the Chaos Dwarfs, hundreds of thralls die daily for the continued upkeep of such heinous facilities. With the multifarious greenskin

racess, the Chaos Dwarfs have found a nearly infinite supply of expendable creatures to perform exactly this task.

To keep the hundreds of thousands of Goblinoids docile, the Council of Hashut chose the traitorous faction of greenskins known as Hobgoblins to oversee their enthralled cousins. This despicable breed of Goblin are despised by other Orcs and Goblins: their mere presence quells internal squabbling amongst the enthralled Rabble and makes methodical insurrection all the more difficult as the other Goblinoids focus their attention on the loathing of their Hobgoblin overseers, rather than organized rebellion.

GOBLINOID SPECIAL RULES

Treacherous Gits: Hobgoblins are conniving, backstabbing creatures that are mistrusted and loathed even by other greenskins. As a result, the sight of fleeing Hobgoblins causes other greenskins to cheer and laugh! All units in a Chaos Dwarf army ignore panic tests caused by Hobgoblins, except for other units of Hobgoblins, which must test for panic as normal.

Hobgoblin Hordes: If a Hobgoblin character is the army general, then units of Hobgoblins and Hobgoblin Wolf Riders **do** count towards the minimum number of required Core Unit choices. Chaos Dwarf Warriors and Annihilators count as Rare Unit choices.

Additionally, one unit of Hobgoblins may carry a magic banner worth up to 50 points.

Animosity: Hobgoblins are a taller and meaner breed of Goblin. As a result, they suffer from greenskin Animosity just like other Goblinoids. This works as follows:

At the beginning of each Chaos Dwarf movement phase (before chargers are declared), each unit with the Animosity special rule and 5 or more models must test for Animosity. Units fleeing or in close combat never test for Animosity. Roll a D6 for each testing unit and consult the Goblinoid Animosity table.



GOBLINOID ANIMOSITY TABLE

D6 RESULT

1 **Bicker.**

*Aye, Gorgut is nothin but a lyin, stinkin, no good git!
And he just tried to stick me! I'm gonna cut 'iz throat!*

The unit may do nothing this turn (including casting spells) as the Goblinoids bicker and fight amongst each other over petty quarrels and disputes.

2-5 **Dere lookin right at us!**

In order to appear loyal and well drilled, the Gobs retain a degree of order.

The unit may act as normal this turn.

6 **Get'em boyz!**

We'll show'em 'ow its done!

The unit immediately moves D6" towards the nearest visible enemy by the shortest route possible. Apply all normal penalties for turning, terrain, etc. The unit will move directly forwards if no enemy units are within line of sight.

If this extra animosity movement brings the unit into contact with an enemy unit, it will count as a charge. The animosity-affected unit ignores any psychology tests it would normally be required to take. The charged unit may only declare a hold or flee charge reaction.

Note that this extra animosity movement is in effect 'free' movement. The unit acts as normal for the turn and may still move, charge, shoot, etc as normal. However, for purposes of shooting the unit counts as having moved for the turn.

HOBGOBLINS



Hobgoblins are a taller and meaner breed of Goblin. They have narrow eyes with gaunt, scrawny faces and mouths full of pointy teeth, lending Hobgoblins a thin and sneaky appearance. Hobgoblins are particularly notorious amongst other greenskins for their unscrupulous treachery. In fact, such is their reputation of backstabbing and double-dealing that most tribes of Goblinoids will have nothing to do with them. As a result, the bulk of Hobgoblin tribes seek the protection of the Chaos Dwarfs of Zharr-Naggrund where they are treated as privileged taskmasters and overseers of the other Goblinoid thralls that slave in the infernal workshops of the Chaos Dwarfs.

Some Hobgoblin tribes live independently from the Chaos Dwarfs, forming uneasy alliances with other tribes of Goblins or seeking out lesser Goblinoids, such as Gnoblar, to bully and subjugate. Far to the east, past the Mountains of Mourn lays the untamed grasslands of the Steppes where it is rumoured the Great Hobgobla-Khan rules over a vast empire of warg-riding Hobgoblins. If this is so, little is known of these Hobgoblins or their relation to the Hobgoblins of the Dark Lands.

Daemon Eyes

The Dark Lands are a blighted landscape of oily fumes, stinking sulfur and choking black clouds of soot and ash. This smothering atmosphere goes unnoticed by the wicked Chaos Dwarfs and indeed the indigenous Goblinoids of the Dark Lands are indifferent to its most distressing effects. Even so, the Chaos Dwarfs have developed an arcane set of goggle-like eye protection for their Hobgoblin thralls. These 'Daemon Eyes' as they are known, enhance the wearer's perception and insidiously manipulates the mind of the wearer to remain loyal to the Chaos Dwarf Empire.

A Hobgoblin wearing Daemon Eyes gains +1 Leadership (up to a maximum of 10).

SPECIAL RULES

Animosity; Treacherous Gits

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	5
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5
Hobgoblin Overseer	4	5	3	4	4	2	3	3	6
Hobgoblin Chieftain	4	6	3	4	4	3	4	4	7



Hobgoblins are the epitome of deception and backstabbing, such that literally backstabbing a rival in the back is common practice amongst Hobgoblin society. However, through some bizarre fluke of nature or natural selection, the shoulder blades of Hobgoblins have evolved into a protective bony hump, causing such vicious back wounds to rarely prove fatal.

HOBGOBLIN WOLF RIDERS

The strapping chargers that Men and Elves ride in the west will have nothing to do with Hobgoblins or their ilk. Hobgoblins are cruel and malicious as well as obscenely foul smelling, causing horses to shy and buck from such despicable creatures, and who can blame them? Like their Goblin cousins, Hobgoblins ride the backs of huge, snarling wolves in the manner of Men riding horses. These ferocious beasts have been the enemies of Mankind for centuries, raiding small towns and villages in huge bloodthirsty packs. As a result, Humans have always hunted marauding packs of Giant Wolves in order to protect their homes from vicious assailments.

The malign demeanor of these great wolves means that they share a kindred spirit with the sinister disposition of Hobgoblins and Goblins. They are natural companions for those that plunder and pillage, slaughter and slay, and so over the centuries Hobgoblins and Giant Wolves have created an alliance of convenience. The Hobgoblins ride atop the feral wolves scouting out settlements to raze and encircling confined foes with their vast speed. In return, the Hobgoblins provide their lupin steeds with fresh meats and sufficient shelter.

When the legions of the Chaos Dwarfs go to war, small bands of Hobgoblin Wolf Riders accompany them. Using the swiftness of their wolf mounts, the Hobgoblins target weak or isolated enemies to prey upon and surround their enemies while firing volleys of barbed arrows. After a victory, the Hobgoblin Wolf Riders give chase to their defeated adversaries, harrying them while shouting insults and flailing their weapons as their foes retreat.

In recent times a greater and far more terrible breed of wolf, said to be reared by the Hobgoblin Dominion in the Far East, has made its way into the Dark Lands. These greater wolves known as Wargs are huge, slaving dire wolves, twice the size of an ordinary Giant Wolf! Only the largest and meanest Hobgoblins can ride these enormous wolves, as it takes much brute strength to be able to control the ferocious beasts. Wargs have become a much-prized possession to many of the Hobgoblin Chieftains and Overseers within the Dark Lands, as riding atop a huge Warg has become a symbol of great status within Hobgoblin society.

SPECIAL RULES

Animosity; Treacherous Gits; Fast Cavalry

	M	WS	BS	S	T	W	I	A	Ld
Wolf Rider	4	3	3	3	3	1	2	1	5
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5
Giant Wolf	9	3	0	3	3	1	3	1	2
Warg	9	4	0	4	3	1	3	2	3

FAR, FAR EAST

in the vast lands of the Steppes, lays the Hobgoblin Dominion where the Great Hobgobla-Khan reigns of over one thousand thousand Wolf Riders. It is said when the horde is fully assembled, it stretches from horizon to horizon and none can stand before its might.



SNEAKY GITZ

Most notorious amongst the treacherous Hobgoblin tribes of the Dark Lands is a breed of Hobgoblin that excels at backstabbing and double-dealing in such a way that it makes other Hobgoblins look trivial in comparison. This tribe, known as the Sneaky Gits, is made of the most wickedly fickle and traitorous Goblinoids around, resulting in the Sneaky Gits becoming the most powerful greenskin tribe of the entire Dark Lands.

From their many lairs and strongholds along the mountain clefts of the Gash Kadrak and the Vale of Woe, the Sneaky Gits secretly plot the downfall of the Chaos Dwarf Empire, not because of any other benefit than simply to quench their desire of betrayal. Not to mention, they have a reputation to uphold! Until the time is right, however, the Sneaky Gits enjoy their favour as overseers of the thousands of slaves that toil under the cruel lash of their depraved ambition. Flesh hangs like bloody rags from the thralls brutalized by the callous Sneaky Gits and their mere snickers and taunts cause the Rabble to grovel and wince.

Sneaky Gits wear dark cloaks of purple and black and carry several curved daggers coated with the deadliest poisons known to Man and Elf. In battle, Sneaky Gitz creep forwards, setting up ambushes and attack enemy formations in the flank or rear with bloody precision.

SPECIAL RULES

Animosity; Treacherous Gits; Poisonous Attacks; Scouts

Dirty, Rotten, Sneaky...

The Hobgoblins of the Sneaky Gits tribe are notorious even amongst other Hobgoblins for their vicious double-dealing and backstabbing, which says a lot! Hobgoblin Sneaky Gits gain +1 Attack whenever fighting an unit in the enemy's flank or +2 Attacks when fighting an unit in the enemy's rear.

	M	WS	BS	S	T	W	I	A	Ld
Sneaky Gits	4	3	2	3	3	1	2	1	6
Dirty Git	4	3	2	3	3	1	2	2	6



Long ago, the Sneaky Gits tribe enjoyed the boon of Great Khengai Khan, the founder of the Hobgoblin Dominion of the Eastern Steppes. There the Sneaky Gits bullied and tormented the other Hobgoblin tribes, under privilege and protection of the Khan's favour.

One evening the Sneaky Gits Chieftain, Sneekgut Snaketoof, was invited to dine in the enormous tent of Khengai Khan. Sneekgut's assistant, Snut, who would accompany him, was to poison the Great Khan's drink. Afterwards, Sneekgut would loot the dead Khan's regalia and masquerade as the ruler of the Steppes. However, Snut decided to poison Sneekgut instead, in attempt to become the chieftain of the Sneaky Gits. Betrayed by his own confident, Sneekgut drunk the poison and the Sneaky Git plot to assassinate Khengai Khan was revealed. Hundreds of Hobgoblin Sneaky Gits were executed before finally fleeing westward, forever banished from the lands of the Steppes.

RABBLE

Hundreds of thousands of slaves toil in the cruel workshops of the Chaos Dwarfs. Condemned to a lifetime of depraved, grueling labour and malnourishment, these broken thralls are beaten and battered while toiling day and night on empty stomachs, given only the minimum scraps of moldy bread and rancid water to keep them all but dead. Such is the necessity to maintain the glory of the Chaos Dwarf Empire! The bulk of the slave labour is made of lesser Goblinoids such as Gnoblar and Goblins, though even broken-in Orcs, Humans and Elves can be found among the atrocious labour camps known as Hell Pits. Charged as the overseers of the Hell Pits are the callous Hobgoblins, who take great delight in bullying and torturing the 'Rabble' thralls.

When the Chaos Dwarfs go the war, they bear with them hordes of Rabble to increase their number and act as living shields. The Chaos Dwarfs see to it that the Rabble marching to war, though treated poorly, are equipped with appropriate wargear for although the lives of Rabble mean nothing to them, a well equipped warrior proves more valuable than an ill-equipped one.

SPECIAL RULES

Animosity

Worthless Maggots

Units of Rabble may never score bonus victory points (i.e. capturing table quarters, capturing standards, etc) nor may they control special features or contest table quarters. Rabble may never achieve any type of victory condition for any scenario. Opponents may never score any additional scenario bonus victory points for destroying units of Rabble. Opponents only ever score points for them as normal. Additionally, characters with the Slave Lords special rule may never join a unit of Rabble.

Where There's a Whip, There's a Way

In battle, Hobgoblin Taskmasters mercilessly drive the huddled masses of Rabble forwards, whipping and berating them into fits of exertion. If a Rabble unit makes a march move and includes a Hobgoblin Taskmaster or Hobgoblin character, it may declare a forced march. This works as follows.

Roll a D6, the number rolled is the extra number of inches the Rabble unit may move this turn, in addition to making its march move. After the

unit completes its entire move, remove a number of Rabble models from the unit equal to the extra movement distance rolled, these models have perished from overexertion and count as casualties.

Rabble are counted as Greenskins in all respects.



HOBGOBLIN SPEAR CHUKKA

Lacking any real skill compared to that of the Chaos Dwarfs, Hobgoblins build clumsy devices and weapons, from wolf-pulled wagons to cruel devices designed only for the purpose of inflicting pain and torture upon their enemies. The Hobgobs carelessly lash wood and iron together resulting in crudely constructed contraptions, often lethal to both Hobgoblin and foe alike!

The most common war machine Hobgoblins construct is the potent spear chukka - a giant, lever-operated bow that fires huge bolts capable of penetrating deep into ranked formations of troops, skewering masses of soldiers at once or even dispatching a large beast in a single deadly shot.

Although crude and primitive compared to the arsenals of the Chaos Dwarfs, Hobgoblin spear chukkas can provide effective ranged support...that is, if they ever actually hit...

SPECIAL RULES

Treacherous Gits; Bolt Thrower

	M	WS	BS	S	T	W	I	A	Ld
Spear Chukka	-	-	-	-	7	3	-	-	-
2 Hobgoblin Crew	4	3	3	3	3	1	2	1	6

THE DAEMONIC FORGES

The Chaos Dwarfs are the prime weapon smiths and armorers of the forces of Chaos. Their dark enterprises are indirectly the most perilous threat to the realms of Men, Dwarfs and Elves, for it is their evil designs and manufacture that provides the largest weapons depot for the greatest enemy of all civilization – the Hordes of Chaos. It is the Chaos Dwarfs that produce the largest import of Chaos armour for the dread Chaos Warriors of the north, and who create the horrific, daemon-bound, magical blades for the Lords of Chaos.

The Chaos Dwarf Daemonsmiths are experts at capturing and binding Chaos Daemons to their engines of war. Wailing spirits, shrieking souls and malevolent Daemonic entities are bound into dread machines of destruction. When the Chaos Dwarfs march to war, these blasphemous machines are dragged along. Before the battle, the Daemon engines are chained to the ground with massive iron spikes as the Daemonsmiths awaken the evil entities trapped within. Fleshy patches of abominable sinew sprout from the dormant machines, malicious leering faces appear about the engines with snapping maws in the guise of barrels and muzzles of sharp fangs, while razor-sharp claws, venom oozing tentacles and other revolting appendages flail about in an absurd fashion. Spewing forth the potent ammunition of the Chaos Dwarfs and sickly, Daemonic phlegm, the Daemon engines churn and convulse as the Daemons furiously attempt to break free from imprisonment. Such is the tantrum of the Chaotic Daemon engines that frequently they break their bonds, rampaging about the battlefield, devouring friend and foe alike.

DAEMON ENGINE SPECIAL RULES

Eruption Guns, Death Rockets and Earthshaker Cannons are Daemon Engines that have the following special rules:

Monster. Daemon Engines count as Monsters in all respects. The Death Rocket and Earthshaker follow the rules for Monsters and Handlers.

Ranged Attack. Daemon Engines have a ranged attack that fires as described in their bestiary section.

Cause Fear. (Note that this does not extend to any Handlers.)

5+ Armor Save. (Note that this does not extend to any Handlers.)

Misfire. When a Daemon Engine rolls a misfire, roll a D6 on the following table:

- 1 The engine explodes in a great array of flickering Daemonic energy. The crew/handlers are slain and the entire unit is removed from play as a casualty.
- 2-3 Instead of firing, the Daemon Engine immediately rampages 3D6" towards the nearest enemy unit, counting as a charge if the movement is sufficient to contact an enemy. The Daemon Engine may not move or fire next turn as the handlers spend the turn restoring the engine under their control. It may still pursue and flee as normal.
- 4-6 Instead of firing, the Daemon Engine immediately rampages 3D6" towards the nearest enemy unit, counting as a charge if the movement is sufficient to contact an enemy. The Daemon Engine may act as normal in its the following turn.

NOTE: While *Daemoneaters*, *Inferno Golems*, the *Kollosus*, *Daemon Tower*, and the *Hellcannon* share many of the same rules as *Daemonic Engines*, they do not follow all the rules for them. Consult each unit entry for specific special rules.



DAEMONSMITHS

The Chaos Dwarf Daemonsmiths are master craftsmen and engineers able to forge weapons and machines of war that are second to none. Only the Dwarfs of the Worlds of Edge Mountains rival their feats in precision engineering and weapon making. Though where the Dwarfs rely on natural resources and their own skill within their foundries and armouries, the sinister Daemonsmiths of the Chaos Dwarfs forge their instruments through arcane rituals, pacts with Daemons and evil sorcery, binding the very essence of Chaos into their armaments.

Hundreds of slaves are sacrificed in the massive weapon foundries of the Chaos Dwarfs in diabolical rituals to the Father of Darkness and other, lesser deities. Weapons are forged in the blood of the dead and wailing souls are fused within machines of death and destruction. Working consistently by means of such perversion, Daemonsmiths are constantly exposed to the altering, warping energies of Chaos making them stronger and much more powerful compared to the typical Chaos Dwarf warrior.

In times of war, Daemonsmiths bear potent Daemon Weapons to battle. Bound with malevolent daemons and devils, such blades are icons of intangible horrors, nightmares brought forth to reality. Such is the malignant power of these weapons that few can wield them without being completely consumed by the evil entities trapped within. Only the Daemonsmiths of the Chaos Dwarf Empire are capable of such vigorous feats, for their unnatural strength, willpower and mastery of the blades make them unparalleled carriers of the infernal weapons. Those unfortunate enough to meet their demise by the daemonic blades suffer a fate far worse than mere death as their souls are consumed by the weapons and forever enthralled by the vile poltergeist bound within.

SPECIAL RULES

Slave Lords; Unyielding

Diabolic Manipulator

A Daemonsmith may join any Daemon Engine or Hellcannon and counts as an extra handler/crewmember while with the unit. Additionally, if the Daemonsmith joins a Hellcannon the unit may reroll a failed Rampage test.

DAEMON WEAPON

Daemonsmiths carry extremely wicked and potent blades possessed by heinous Daemons of Chaos. Daemon Weapons count as magic weapons in all respects. Note that because of this, Daemonsmiths may not select a magic weapon with their magic item allowance. The Daemon Weapon has the following abilities:

Cause Fear; Bound Daemon; Arcane Alchemy

Bound Daemon

The imprisoned Daemon imbues the weapon with raw Chaos energy. Its constant struggle to escape provides its bearer with potent, if fickle, power. At the start of the game, roll a D6 (in front of your opponent) on the following table and apply the result to the bearer of the weapon, which lasts for the duration of the game.



D6	Result
1-2	+1 Weapon Skill
3-4	+1 Attack
5-6	+1 Strength

Arcane Alchemy (Bound Spell, Power Level 5)

The Daemon is able to channel the magical energies of chaos through the weapon. As such, a Daemonsmith with a Daemon Weapon counts as level 1 wizards in all respects, with the exception that they never generate power dice (generate dispel dice as normal). The weapon contains a single bound spell, chosen randomly from any of the following the Magic Lores: Fire, Metal, Shadow or Death as described in the Warhammer Rulebook. Note that Daemonsmiths may substitute this spell with the first spell on the list, in the same way as wizards.

	M	WS	BS	S	T	W	I	A	Ld
Daemonsmith	3	5	4	4	4	2	2	2	9

DAEMONEATERS

The Daemonsmiths of the Chaos Dwarfs endlessly develop new ways to maim and destroy their enemies, constantly inventing depraved devices that amplify pain, cause the most heinous of injuries and the maximum damage possible. The Chaos Dwarf Daemoneater is one such mechanism recently devised and currently being wrought in mass production.

The Daemoneater is a mechanized engine of destruction designed to rip, shred, maim and crush all foes in its path. Taking the form of fearsome, mechanicalized Daemons, Daemoneaters are equipped with a vast array of flails, scythes and spikes all connected to a centralized axle, causing the deadly blades to spin in a swift, violent 'whirlwind' of destruction as the Daemoneater relentlessly pushes forward into the enemy ranks. While some variants are merely driven forward by a mighty Bull Centaur, others contain the malevolence of a bound Daemon of Chaos, forming a relentless daemonic construct that lurches forwards in a furious display of spinning slaughter. Those caught within the cyclone of spinning blades are methodically dismembered limb by limb, as the victim is ripped apart in the precise pattern designed by the nefarious Daemonsmiths, causing a most unpleasant death, indeed.

Daemonsmiths take great pride in constructing Daemoneaters and it has become a diabolic tradition among them to create the most unique and destructive machines possible. Such devices are outlets for the Daemonsmiths' eccentric passion and creativity for torture and death, resulting in no two Daemoneaters being identical.

When the Daemonsmith Ghalur lost his legs during a failed rocket field test in the Howling Wastes, the mad Daemonsmith interfused his torso within the frame of a particularly lethal Daemoneater he had been working on, personally becoming the epitome of all Daemoneater constructs. Ghalur moves about the Plain of Zharr a mechanical monstrosity; arrays of long mechanical, spider-like legs extend out from an iron harness of spinning saws and flailing appendages that cause great ruin. In battle, Ghalur cuts down his foes wielding a huge Daemon Axe while his Daemoneater body goes into overdrive, turning entire regiments of soldiers into mutilated bloodbaths of death.

SPECIAL RULES

Slave Lords; Chariot; Cause fear

Whirlwind of Death

When a Daemoneater charges into combat it inflicts D6+2 impact hits. On turns where the Daemoneater is in combat, but did not charge, it causes D3+2 impact hits in initiative order. Daemoneaters may never cause impact hits to units it is fighting to its own rear.

Base Size

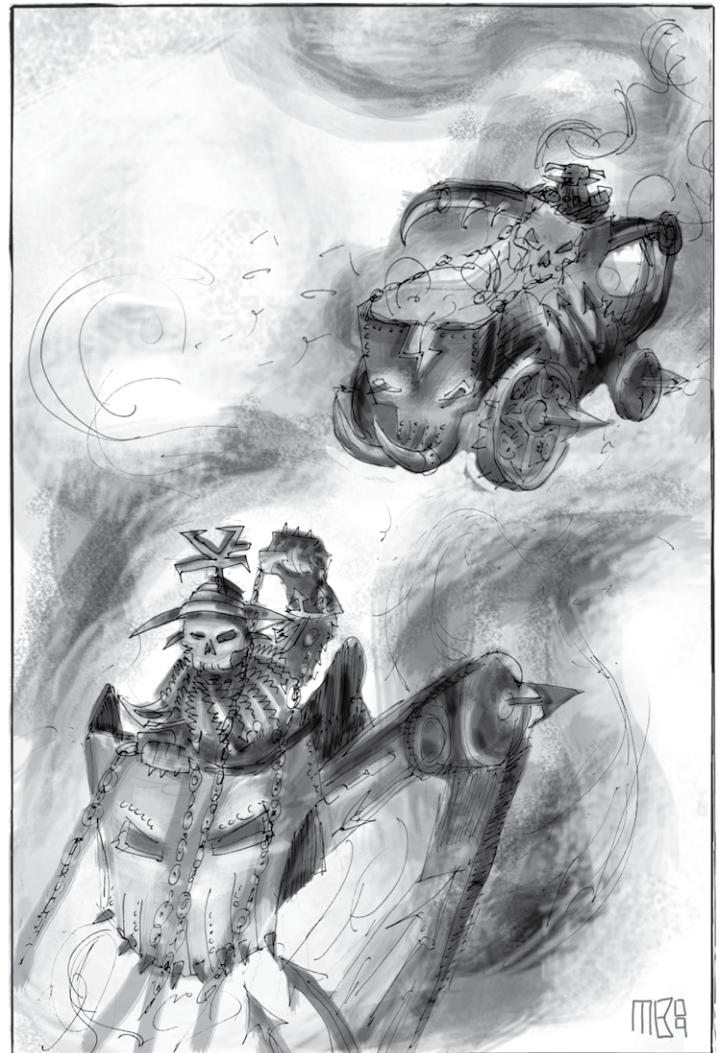
The Daemoneater is a single model on a 50x100mm base.

	M	WS	BS	S	T	W	I	A	Ld
Daemoneater	7	4	0	5	5	3	2	-	9



**“GHALUR CUTS!
GHALUR CRUSHES!
GHALUR LIVES!**

– *Durgaluk,*
Hobgoblin apprentice



DEATH ROCKET



Rockets and missiles are something of an obsession for the Chaos Dwarfs. The High Priests and Daemonsmiths are constantly devising new ways to build larger and more powerful rockets, with the ambition that one day their rocket batteries will be potent enough to destroy entire cities and populations, completely annihilating their enemies from afar while at the same time replacing their need for combative warriors altogether.

The Daemonsmiths produce rockets of all sizes in the weapon foundries of Zharr. Exceptionally lethal propellant chemicals are packed within tubular shaped rockets that, when launched, are stabilized by missile fins that guide the rocket into its target. Though capable of great catastrophe, the rockets of the Chaos Dwarfs are extremely unreliable weapons, often flying off course or completely out of control. The largest rocket ever built, named the Hammer of Hashut, was a gigantic missile the size of a tower! When launched the huge rocket went horribly off course, eventually landing in the Plain of Zharr with a massive explosion that created a crater a league wide and wiping out several tribes of Hobgoblins in the process.

Since this disastrous accident, the Council of Hashut has mandated that all missile experimentation be confined to the Howling Wastes, a barren area in the southern region of the Dark Lands, safely distant from the Tower of Zharr-Naggrund.

Although the rocket arsenal of the Chaos Dwarfs is vast in variety and size, the most reliable and successfully launched rockets is that of a smaller battlefield weapon known as the Death Rocket. Each missile is approximately eight feet in length and contains the most poisonous chemicals produced within the Dark Lands; such is the intensity of the toxins, in fact, that the Goblinoid thralls toiling in the Chaos Dwarf rocket factories rarely survive more than a few weeks.

The rocket launcher cannons themselves often contain the sentience of a Daemon of Chaos, spitting the rockets forth from its maw-like muzzle with greater accuracy and range. The rockets spewed forth by the Daemon possessed launchers are enchanted further with the Daemon's own potent energies, ensuring that the Daemonic induced missile will explode on impact and be less likely to dud.

SPECIAL RULES

Slave Lords; Unyielding; Daemon Engine; Monster and Handlers

Death Rocket

The Death Rockets fires as a cannon as described in the Warhammer rulebook. However, there is no bounce roll, instead place the 5" template where the rocket hits and resolve damage. All hits are resolved at S3 (including models under the hole) with the armour piercing special rule.

Base Size

The Death Rocket is a single model on a 40mm base. Crew should be modelled separately on 20mm bases.

	M	WS	BS	S	T	W	I	A	Ld
Death Rocket	6	4	3	4	5	3	1	3	4
3 Chaos Dwarf crew	3	4	3	3	4	1	2	1	9



ERUPTION GUN

Eruption guns are light war machines that come in a variety of forms from compact swivel cannons to shoulder-mounted “bazukas” or even diminutive-sized mortars. Crewed by a team of Chaos Dwarf weapon smiths, Eruption gun teams act as auxiliaries, supporting large contingents of Chaos Dwarf warriors with hails of deadly missiles and rockets. When the daemonic presence within is awoken, flickering barded tongues, and gullets of lurching fangs run wild with the yearning of devouring the enemy’s flesh and blood.

SPECIAL RULES

Slave Lords; Unyielding; Daemon Engine

Eruption Gun

Eruption Guns must be deployed at the same time and within 3” of the Chaos Dwarf unit they have been bought with. Afterwards, the Eruption Gun counts as a completely separate unit for the rest of the game.

Range	Hits/Shots	Strength	Armour Save
24”	Artillery Dice	4	-2

Firing an Eruption Gun

Eruption Guns may be fired in the shooting phase and have a range of 24”. Choose a target unit in line of sight, then roll the artillery dice. If a misfire is rolled, roll on the Daemon Engine misfire chart. If a number is rolled, this number is the number of shots the Eruption Gun has fired. Roll ‘To Hit’ as normal for each shot fired using the BS of the Gun, applying all normal ‘To Hit’ modifiers, though the penalty for multiple shots does not apply. All hits are resolved with the above profile.

Base Size

The Eruption Gun is a single model on a 40mm base. Accompanying Chaos Dwarf “crew”, if you model any, should be modelled on the same base with the Eruption Gun.

	M	WS	BS	S	T	W	I	A	Ld
Eruption Gun	3	4	3	3	5	2	1	2	9



EARTHSHAKER CANNON

Perhaps the most infamous Daemon Engine in the Chaos Dwarf arsenal is the dreaded Earthshaker cannon. It is a massive mortar that fires huge shells packed with potent explosives and Daemonic energies. When the shells impact the ground, they burrow deep into the earth's crust before exploding in a great array of chaotic impetus, sending a massive shockwave erupting back towards the surface. Tremors tear through the ground causing nearby troops to lose balance, falling on their backs as their bodies are ripped asunder from Daemonic shrapnel.

Meanwhile, the seeds of Chaos left deep within the earth seep deeper into the ground. Within weeks the seeds begin to grow perverting fertile soil into blighted moorlands. Foul, black vines covered with venomous thorns and tiny, plant-like maws filled with needle-thin teeth spring from the ground. This warped Chaotic vegetation begins to spread devouring other plants and animals, decimating entire lands of fertile soil and blooming wildlife. In this way, long after a victory or defeat, the Chaos Dwarfs leave their heinous mark upon the realms of Man, Dwarf and Elf, making lands impossible to cultivate, fertilize or settle.

After the Black Orc insurrection that nearly vanquished the Chaos Dwarf Empire, batteries of Earthshaker cannons were deployed throughout the various fortresses and workshops, their crews casting constant vigilance over the entire Plain of Zharr. Atop the massive Tower of Zharr-Naggrund, each level of the massive ziggurat is lined with large batteries of Earthshaker cannons. Any enemy foolish enough to attempt to siege the gargantuan citadel is bombarded with hundreds of earth shattering missiles, followed by ground shattering shockwaves. After which, the dark legions of Chaos Dwarfs emerge from the gates of the tower where the fortunate survivors are annihilated by the cursed blades of the Chaos Dwarfs, while the less fortunate are brought back inside the tower and thrown into roaring furnaces in honour to Hashut.



SPECIAL RULES

Slave Lords; Unyielding; Daemon Engine

Earthshaker Cannon

The Earthshaker Cannon fires as a Stone Thrower with a Strength of 4 (8 for the model under the hole) as described in the Warhammer rulebook, but with a maximum guess range of 48".

After damage is resolved, take the large 5" template and place it directly over the point where the Earthshaker hit. Any units that are partially covered or touched by this template must halve their Movement value in their following Movement Phase and may not shoot in their following Shooting Phase. Effected Warmachines may only fire in their following turn on a D6 roll of 4+. Note that the Earthshaker effect will not affect models that move by flying.

Base Size

The Earthshaker Cannon is a single model on a 50mm base. Crew should be modelled seperately on 20mm bases.

	M	WS	BS	S	T	W	I	A	Ld
Earthshaker	6	4	3	4	5	3	1	3	4
3 Chaos Dwarf crew	3	4	3	3	4	1	2	1	9



INFERNO GOLEMS

Volcanic mountains of fire lay sporadically across the blighted Dark Lands, and it is within the deeps of these hellish lairs where Chaos Dwarf Daemonsmiths labour over the creation of monstrous constructs. Magically forged of flame and rock these hulking monstrosities are animated by a malevolent amalgamation of dark magic and the twisted, arcane science of the Chaos Dwarfs.

These Inferno Golems, as they are known, are huge, behemoth creatures fused together by thick layers of obsidian, magma rock and black iron forming a solid engine of death fueled by an unholy inferno of fire and lava. Their eyes illuminate with holocaust and their hearts of coal contain a bound Daemon of Chaos trapped within. Arsenals of giant blades, light cannons and other weapons are molded directly onto the Golem's body allowing the constructs to rain a hail of fire upon their enemies from a distance as well as felling foes in melee, hacking and slashing with arms of burning blades.



In battle, the Chaos Dwarfs direct these abominations at the enemy, where the mindless automatons surge forward at the vanguard of the army bringing ruin and destruction to all living things that dare cross their path.

SPECIAL RULES

Immune to Psychology; Cause Fear; Flaming Attacks; Magical Attacks

Construct Weapons

One Inferno Golem per unit may be upgraded with one of the following construct weapons:

Eruption Gun: Follows the firing rules for Eruption Guns, though they may move and shoot. This is not a flaming attack. If a misfire is rolled, the Inferno Golem unit suffers D3 S4 hits with no armour saves allowed, but do not make a roll on the misfire table.

Conflagration Cannon: This is a S4 breath weapon. Flaming attacks.

Lava Fire: Bound Spell (Power Level 3). Lava Fire is a magic missile with a range of 18" that causes D6 S4 hits. Flaming attacks.

The Face of Hashut

One Inferno Golem per unit may also be upgraded with the Face of Hashut.

This model gains +1 Attack and counts as the unit champion, musician and standard bearer. Note that the Face of Hashut does not count as a standard for the purposes of capturing standards, and so enemy units may not score additional victory points in this manner.

	M	WS	BS	S	T	W	I	A	Ld
Inferno Golems	5	4	3	5	5	3	2	3	9

**“HAIL LORD GHORTH!
HAIL HASHUT!
HAIL VICTORY!”**

– Battle-cry of the House of Ghorth

KOLLOSSUS DAEMON TOWER

One of the largest and most frightening daemon engines in the entire Chaos Dwarf arsenal is the dreaded Kollossus Daemon Tower. The Kollossus is a massive siege tower internally powered by a horde of Chaos Daemons that have been bound and trapped inside the gigantic machine. Over the centuries there have been hundreds of different designs of the actual tower, some taking the form of monstrous giants in the image of Hashut, while others are but traditional siege towers with several intricate levels and platforms. Regardless of its structure, the Kollossus is a most unpleasant, abominable sight. Leering, Daemonic faces appear about its exterior taunting the enemies of the Chaos Dwarfs with unnatural shrieks and wails while spewing highly corrosive phlegm that sticks to armour and flesh as the syrupy, Daemon mucus burns and dissolves everything it touches. The mere sight of such a blasphemous construct causes the weak-willed to flee as the Kollossus Daemon Tower slowly lurches forward powered by the sheer will of the evil entities bound within. Those that stand before the monstrous engine are ground and torn apart, as they are caught underneath huge, bone-crunching wheels and ultimately swallowed within a central gapping, Daemonic maw of the Kollossus itself.

Atop the various levels of the Kollossus, a garrison of Chaos Dwarf Annihilators crew the tower bearing their shrapnel spitting blunderbusses against enemies that threaten the Kollossus. Smoking gloom surrounds the Daemon Tower as the Annihilators discharge vast volleys of iron shards against their foes, mowing them down in hails of concentrated salvos. On occasion, a particularly sinister Overlord or Daemonsmith will ride upon a Kollossus directing his subordinates from atop the infernal tower and causing greater ruination about him.

SPECIAL RULES

Immune to Psychology; Large Target; Terror; Ridden Monster

Crew: The Kollossus Daemon Tower is crewed by 10 Chaos Dwarf Annihilators. In the Shooting phase, the crew counts as having a 360 arc and may fire their blunderbusses as normal. Note that once there are fewer than 5 crew, the Annihilators may no longer fire.

Firing at the Kollossus: When determining which models are hit by shooting attacks, the Kollossus is hit on a roll of 1-4 and the crew on a roll of 5-6. If there is a character riding atop the Kollossus, the crew is hit on a roll of 5 and the character on a roll of 6.

Daemon Tower: The Kollossus provides an additional +2 to the armor save of any crew or characters riding atop it.

Daemon Phlegm: Breath Weapon, Strength 5. A unit that suffers one or more wounds (after saves) from the Daemon Phlegm must make a panic check with a -1 Leadership penalty.

Close Combat: When the Kollossus Daemon Tower charges into combat, it causes D6+1 impact hits. The crew may fight as normal.



Destruction of the Kollossus and Loss of Crew: If the Kollossus Daemon Tower is destroyed, all models riding atop it suffer a S5 hit. Any survivors are placed where the Kollossus was destroyed, and must immediately reform into a normal rank and file unit, facing the same direction as the Kollossus had been. (If the Kollossus had been in combat, the crew will continue to be in combat.) If all the crew are slain, the Kollossus takes a Monster Reaction test as normal.

Siege Engine: In games of Warhammer Siege, the Kollossus Daemon Tower may assault fortress walls in the same manner as Siege Towers as described in the siege rules. In a Seige scenario, the crew and any characters riding the Kollossus may dismount as if from a seige tower.

	M	WS	BS	S	T	W	I	A	Ld
Kollossus	6	4	3	5	7	5	1	0	9
Chaos Dwarf	3	4	3	3	4	1	2	1	9

LAMMASU



It is beyond comprehension why the High Priests of the Chaos Dwarfs, unsatisfied with the taming of the Great Tauri as monstrous mounts, tapped into their powers of darkness to marry villainous Dwarf and vile Taurus. The result of their insanity bore potent fruit: the Lammasu. What the beast lost in raw strength it gained in cunning, and it takes great manipulation and bargaining, for a Lammasu to allow a Chaos Dwarf as its rider. Lammasu's nebulous evil takes new dimensions, its depth of spite giving it diffusive powers against enemy magic. Many a wizard's efforts have been blunted to their chagrin, the beast and rider's synchronized laughter the final sounds they hear as their guts spill down the Lammasu's wiry beard.



—Excerpt from the diaries of Rashi-bin-Ghabi, personal advisor to Count Marius Leitdorf on the Dark Lands until his execution, also known as the Mad Beard.



The Lammasu is a mutated version of the Great Taurus with the body of a gigantic bull, a wicked, mace-tipped tail and a huge, monstrous head with protruding, giant tusks. The Chaos Dwarfs worship the Lammasu as though they were Hashut himself. For it is said that centuries ago, the most favoured of the Dwarf elders were transformed into Lammasu, providing the Chaos Dwarfs with omnipotent demi-gods to guide and protect the children of Hashut. Lammasu are extremely intelligent and generate auras of magical energy that disrupt the Winds of Magic. The most powerful of the Lammasu cast spells even more potent than that the High Priests of Hashut. Many of the High Priests ride Lammasu into battle, where the great beasts aid their companions in the ways of magic and rip the enemies of Hashut asunder with their massive talons.

SPECIAL RULES

Terror; Large Target; Fly; Magic Resistance (2)

Sorcerous Exhalation

A High Priest riding a Lammasu ignores his first miscast. The spell still fails, though the Priest does not roll on the Miscast Table. Further miscasts roll on the Miscast Table as normal.

	M	WS	BS	S	T	W	I	A	Ld
Lammasu	6	4	0	5	5	4	3	3	8

GREAT TAURUS

The Great Taurus, also known as the Red Bulls of Hashut, are enormous and terrifying winged monstrosities. Their fiery hide is always ablaze with flame, with fire and smoke constantly brimming from their eyes, nostrils and mouth. As they soar through the filth-ridden skies of the Dark Lands sparks fly from their hooves as their bodies burn with great intensity. Like the Bull Centaurs, it is believed that Great Tauri were once Dwarfs as well, gifted by Hashut and transformed into the glorious form of the Father of Darkness himself! The most powerful of the Chaos Dwarf Overlords ride these mighty beasts into battle, scorching the enemy with holocaust before trampling the foe beneath great, fiery hooves.

SPECIAL RULES

Terror; Large Target; Fly; Breath Weapon (S3 Flaming Attack)

Fiery Hide

The skin of a Great Taurus glows red with flame and flickers with fire. A Great Taurus has a 4+ armour save and is immune to flaming attacks.

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



There are many monstrous aberrations uniquely suited to the fiery devastation of the Dark Lands, none more so than the terrifying Great Taurus. Wrought of hatred and fire, solitary Great Taurus take to the skies above the magma flows and black sands, hunting to satiate their staggering lust for murder. Indeed these foulest of beasts will burn any creature they come across to a cinder, stubbornly attacking caravans of any and all, including their would-be masters amongst the Chaos Dwarfs. They will not cease until their devastation is complete, or they are themselves felled. This black-heartedness is much delighted in by the Slave Lords who rule the Chaos Dwarfs, and often they will sacrifice slaves in their hundreds to exhaust a Great Taurus until it is ripe for capture.



— Further excerpted from the diaries of Rashi-bin-Gbahi.

ASTRAGOTH

HIGH PRIEST OF HASHUT

Astragoth is the eldest living Chaos Dwarf sorcerer and the most potent authority in the ruling priest council. When Astragoth speaks the council listens, for only Astragoth has seemingly overcome the rapid petrification that succumbs all Chaos Dwarf High Priests and his knowledge of warfare and preservation is second to none. Even so, Astragoth's limbs have turned to obsidian and he no longer can walk on his own. Nearly a decade ago, Astragoth constructed a magically enchanted apparatus of arcane engineering that enables him to move about and crush his enemies asunder with mechanical limbs of destruction.

Despite his waning powers, Astragoth is still the most potent living sorcerer of the Chaos Dwarf Empire. Leading his race by example, Astragoth regularly takes command of his dark legions of Chaos Dwarf warriors into battle, enthraling his enemies into a damnable life of labour and torture within the dreaded Hell Pits of the Plain of Zharr. At the Battle of the Blasted Wastes, Astragoth's Chaos Dwarfs conquered a huge coalition of Goblinoids led by the vengeful Black Orc Warlord Arcgor the Mangler, enslaving thousands more greenskins to the Hell Pit workshops of the Chaos Dwarfs.

In recent times, it was Astragoth who made the unholy pact with Archaon, the Everchosen of Chaos, trading huge batteries of Hell Cannons in exchange for hundreds of thousands more thralls to upkeep the heinous working conditions of the Chaos Dwarf weapon foundries. It is Astragoth's sole desire to sustain himself and the Chaos Dwarf Empire for the next ten-thousand-year rule.

MAGIC ITEMS

Night Stone

The Night Stone is a small chunk of Warpstone fused with obsidian and encased within a lump of cooled magma. Soaked with the blood of a Lammasu and enchanted by Astragoth himself, the Night Stone attracts the attention and boon of Hashbut himself.

The Night Stone provides Astragoth with a 4+ ward save and renders him immune to flaming attacks.

Helm of Hashbut

Bound spell, power level 4

Astragoth wears a tall, ornate helm inscribed with vile runes dedicated to his dark deity. The helm heightens Astragoth's magical awareness and allows the High Priest to spew forth a hail of fire with but a mere gaze. The Helm of Hashbut contains the Fiery Blast spell described in the Lore of Fire.

MAGIC

Astragoth is a Level 4 Wizard and may use spells from the Lore of Fire, Metal, Shadow or Death.

	M	WS	BS	S	T	W	I	A	Ld
Astragoth	3	5	3	5	5	3	2	3	10



SPECIAL RULES

Slave Lords; Unyielding

More Machine Now Than Dwarf...

Astragoth is encased within an arcane machine of his own design that enables him to walk and powers his petrified limbs. This provides Astragoth with a 3+ armour save.

Death Blow: Astragoth's steam-driven pistons that have replaced his now obsidian sinew allow him to strike his enemies with a mechanical force far superior to standard limbs of muscle. If Astragoth hits in close combat with all 3 of his base attacks, then his mechanized limbs go into overdrive, smashing and slicing faster than ordinary flesh and bone. Astragoth may immediately roll another 3 additional attacks. These further attacks do not benefit from Death Blow.

ZHATAN THE BLACK

COMMANDER OF THE TOWER OF ZHARR

Deep within the Dark Lands lays the horrific empire of the Chaos Dwarfs. Tens of Thousands of slaves labour under the shadow of the dark tower of Zharr-Naggrund – the capital of the Chaos Dwarf Empire where thousands of souls are sacrificed to their evil deity, Hashut, Father of Darkness. From the burning forges of Zharr-Naggrund come the most unyielding weapons and armour, and the foulest engines of destruction.

Overseer of this horrifying citadel and its deplorable workshops of thralls is the dreaded commander of the Tower of Zharr, Zhatan the Black. Zhatan is a callous, malevolent creature that rejoices only in his cruel, unspeakable acts of slaughter and bloodshed; there is no worse fate than to be at the mercy of Zhatan. His mere presence is enough to quell the most obnoxious of greenskins, while his gaze will reduce the hardest Orc to whimpering submission. It is said that during the daily sacrifices offered to Hashut, the only sound louder than the screams of the woeful victims is the triumphant laughter of Zhatan.

In battle, Zhatan is borne aloft the ancient Throne of Hashut by Hobgoblin thralls. The Throne of Hashut is the most paramount artifact of the Chaos Dwarfs and is said to have been constructed by Hashut himself as a gift to his most mighty of servants. Zhatan is currently the favoured champion of Hashut with each enemy slain or sacrificed in the Tower of Zharr being a sacred tribute to his master, the Father of Darkness.

Wargear: Zhatan carries the Shield of Hashut and wears Chaos armour. In battle, Zhatan wields the Hammer of Hashut (see the Artifacts of Obliteration section for details).

Mount: Zhatan rides aloft the Throne of Hashut. Zhatan, the Throne of Hashut and 4 Hobgoblin bearers have a single profile and count as one model mounted on a single 40 x 40mm base. The combined model has a Unit Strength of 4.

MAGIC ITEM

Shield of Hashut

The shield drains the magical properties of arcane weapons that merely graze its surface.

Shield. If Zhatan makes a success armour save after being wounded by a magic weapon (including a runic weapon), the Shield of Hashut will nullify the magic weapon's power on a D6 roll of 4+. Roll once after all saves are resolved, not for each saved wound. If the magic weapon is nullified, treat the weapon as a mundane weapon of its type for the rest of the game.

	M	WS	BS	S	T	W	I	A	Ld
Zhatan the Black	3	8	4	4	5	4	4	4	10



SPECIAL RULES

Slave Lords; Unyielding

Hatred: Zhatan's heartless cruelty knows no bounds; as a result Zhatan hates all his enemies and is affected by the rules for *Hatred* against all enemies as described in the Warhammer rulebook.

Throne of Hashut: Zhatan is borne into battle by Hobgoblin thralls atop the ancient Throne of Hashut; made of invulnerable black obsidian and marked with runes of ancient evil said to be inscribed by Hashut himself! The Throne provides Zhatan with a +2 bonus to his armour save (giving him a 1+ armour save in total) and a Magic Resistance (3).

Bulwaark the Snotling: Bulwaark is Zhatan's Snotling assistant and pet who accompanies the Chaos Dwarf Lord wherever he goes. Bulwaark counts as the army Battle Standard Bearer, conferring all the usual benefits. This means you may not include another Battle Standard Bearer in your army if your army includes Zhatan. Bulwaark cannot attack or be attacked. If Zhatan is slain, Bulwaark is also destroyed. His standard is captured as normal.

Slave Tyrant: No greenskin would dare run amok in the presence of the Commander of the Tower of Zharr, else suffer a heinous fate far worse than any death. Friendly units of Hobgoblins and Rabble within 6" of Zhatan are exempt from the Animosity rule. In addition, Zhatan causes Terror in all enemy units of Orcs, Goblins, Hobgoblins and Gnoblar (of any type) as described in the Warhammer rulebook.

MORGOK HELLSPAWN

THE DAEMOGOBLIN OF VORAG

Chaos Dwarfs excel at cryptic arcane sciences, experimenting on their endless supply of wretched thralls, while finding new ways to better the Chaos Dwarf Empire. Centuries ago the Chaos Dwarfs attempted to create a new and better breed of Orc, stronger and more obedient than the typical boisterous greenskin. Hence the drilled Black Orcs were born. Monsters of stern and grim demeanor, the Black Orcs proved to be too well organized and militant to adopt a life of servitude. As a result, the Black Orcs led an insurrection that nearly toppled the Chaos Dwarf Empire, only being defeated at the last moment by the treachery of the Hobgoblins. This failed experiment did not hinder the efforts of the Chaos Dwarfs, however, who endeavor to create their own breeds of Goblinoids to serve the desires of Hashut.

In recent times, the Daemonsmiths have created a new breed of Hobgoblin; a sect of Goblinoid possessed with the sentience of a Daemon of Chaos. These greenskins, known as Daemogoblins, are horrifying parodies of both Daemon and Goblin! Their eyes flair with the wicked malice of unnatural intellect, they speak with deep and ancient voices and their hides are black as though charred from flame. Unfortunately for the Chaos Dwarfs, these dreadful hybrids are highly unstable; the clash of Hobgoblin genetics fused with the essence of a Daemon causes most Daemogoblins to explode in a violent combustion of daemonic fire and green innards. As a result, Daemogoblins are exceptionally rare creatures indeed.

Morgok Hellspawn is one such exception, the first of his kind to display a potent mastery of magic and live for more than a few mere moments! However, surviving the abominable hybrid process has caused great curiosity from amongst the Chaos Dwarf Daemonsmiths who mean to anatomize Morgok to determine how he survived where other Daemogoblins have not. Determined to control his own destiny, Morgok escaped the clutches of the Daemonsmiths using his newly gained Daemonic powers, resulting in a large bounty for anyone who finds the Daemogoblin and brings him back to the Tower of Zharr alive and unspoiled!

Currently Morgok wanders the Dark Lands making common cause with the various tribes of Hobgoblins that pollute the cursed region. He appears here and there, vanishing to-and-fro within clouds of eerie green smog. His maniacal cackle and devilish snigger causes other Hobgoblins to tremble before his unearthly presence, though the Hobgobs show fealty to Morgok out of blatant cowardice and superstition. At the Battle of the Twin Craggs, Morgok led a coalition of Hobgoblins, Goblins and Gnoblar against a tide of mutant Ratmen. Luring their filth-ridden foes into a trap, the Goblinoids completely encircled the Skaven host when a contingent of Hobgoblin warriors suddenly appeared at the rear of the Skaven Horde as a result of Morgok's sneaky magic.

Despite his infamous feats in warfare, many of his treacherous Hobgoblin kind seek to capture Morgok for reward promised by the Chaos Dwarfs. Such matters are, at best, trivial in the eyes of Morgok, for the cunning Daemogoblin considers himself far superior to the mere Rabble. If rumours are to be believed, it is whispered that Morgok has made an uneasy alliance with the notorious Hobgoblin Chieftain Gorduz Backstabber. What the two Goblinoids have planned and what such a union could mean for the Chaos Dwarf Empire remains to be seen...

MAGIC ITEM

The Skull Orb of Vorag (Enchanted Item)

Morgok found this enchanted Human skull within the ruined Fortress of Vorag, the secret liar of the vile Daemogoblin. It is said that the Skull Orb once belonged to the ancient Liche Lord Vorag and gives its bearer insight into the future.

Once in each player turn, Morgok may reroll any one dice that the Chaos Dwarf player has rolled on behalf of Morgok.

SPECIAL RULES

Treacherous Gits; 5+ Ward Save; Cause Fear; Magical Attacks

MAGIC

Morgok is a Level 2 Wizard and knows all of the spells from the Lore of Morgok.

LORE OF MORGOK

Creep & Sneak, Cast on 4+

Choose one unit of Hobgoblins within 18" of Morgok; the unit may move D6". This movement is treated just like a normal move in the movement phase (i.e. the unit may turn, wheel, etc), and counts as a charge move if this extra movement brings the Hobgoblins into base contact with an enemy unit. The Hobgoblins ignore any psychology tests when charging in this manner. The charged unit may either Hold or Flee as a charge reaction.

Manipulate, Cast on 3+

Morgok goads his enemies to treason, manipulating their minds with whispers of backstabbing and betrayal. Choose a single enemy unit within 18" of Morgok: the target unit must test for Animosity at the start their following turn.

Daemonic Fortune, Cast on 5+

Choose one unit of Hobgoblins within 18" of Morgok, the unit counts any 'To Hit' and 'To Wound' rolls of '1' as a '6' for both close combat and shooting attacks until the start of their next turn. May cast even if the unit is in close combat.

	M	WS	BS	S	T	W	I	A	Ld
Morgok	4	4	3	4	4	2	3	2	7



MOLOCHAROAR

SCION OF HASHUT

The rearing and reverence of the mighty Great Tauri is common practice in Chaos Dwarf tradition. The infernal beasts illuminate with halos of fire and sparks flicker about their fiery hides as they soar through the skies, truly signifying the infernal touch of Hashut.

Long ago, under the heralding of burning hail storming out of a black sky, a horrific breed of Taurus was spawned. Its leathery hide was black as soot, a wicked mace tipped tail swung from its rear, its massive wings covered those about it in shadow and surrounded by a mane of red fur rested a gigantic, monstrous head – the Face of Hashut. Great horns protruded from its ugly head, its face a grotesque, burlesque image of a Chaos Dwarf with a snapping tusked maw and curled beard. Unlike the bestial Great Taurus, this was a creature of vast intellect and ancient knowledge. In the twisted tongue of the Chaos Dwarfs the beast spoke. It declared itself Molocharoar, Scion of Hashut, sent to guide the progeny of its dark master. Thus, the first of the Lammasu was born.

More akin to a Daemon than any other creature, Molocharoar is a massive Lammasu and prophet of the great deity Hashut, Father of Darkness. Centuries ago, it was Molocharoar who led the first Chaos Dwarf assault against their kin of the World Edge Mountains. Molocharoar's Chaos Dwarfs stormed the gates of Karak Ungor, slaying many Dwarfs and returning to Uzkulak (the then capital of the Chaos Dwarfs) with hundreds of Dwarf prisoners to be sacrificed in the roaring furnaces and boiling lead cauldrons of Hashut. Molocharoar personally ripped the heart of the Dwarf King from his chest, devouring the Dwarf's still-beating heart as the king gazed on in horror with his last breath.

It was the great beast Molocharoar who instructed the High Priests in sorcery and broadened their knowledge of The Father of Darkness. In appeasement, the Council of Hashut granted the Temple of Hashut to also act as the great lair of Molocharoar. There it rests and is venerated as a deity, second only to the master Hashut. Each day hundreds of prisoners are sacrificed before Molocharoar in tribute to its august presence.

On occasion, Molocharoar will once again stir from its lair atop the Tower of Zharr-Naggrund leading the legions of the Chaos Dwarf Empire to burn and destroy for the pleasure and glory of Hashut.

SPECIAL RULES

Terror; Large Target; Fly; Magic Resistance (2); Immune to Psychology; 4+ Armor Save; 5+ Ward Save

Ancient Sorcerer

Molocharoar is the first and greatest Lammasu of Hashut, booned with potent sorcerous abilities.

Molocharoar is a Level 4 Wizard, and uses spells from the Lore of Fire, Metal, Shadow or Death.

Demi-God

The boiling blood of Hashut, Father of Darkness, runs through the monstrous veins of Molocharoar, and those Chaos Dwarfs graced by his presence are charged with vigorous zeal.



All friendly units within 12" of Molocharoar become immune to terror, fear and panic.

Magma Roar

A single bellow from the great Molocharoar spews forth the fiery cinders of the Realm of Hashut – the inferno kingdom where all things eternally burn for the glory of Hashut.

This counts as a breath weapon attack that Molocharoar may use once per battle. All hits are resolved at Strength 4, and count as flaming attacks. Any unit that suffers at least one unsaved wound must take an immediate Panic test.

	M	WS	BS	S	T	W	I	A	LD
Molocharoar	6	4	0	6	5	5	4	4	9

GORDUZ BACKSTABBER

SCOURGE OF THE DARK LANDS

Hobgoblins are backstabbing, double-dealing and ruthlessly treasonous creatures. Only the Hobgoblins most efficient in the arts of treachery rise up through the mobs of such despicable Goblinoids and then only the most sneaky or lucky can remain in charge for any significant length of time. Fortunately for Gorduz Backstabber, he shares all of the above talents along with an exceptional streak of extremely good luck. Hence, Gorduz is the longest living and greatest Hobgoblin Chieftain of all time, or so he claims!

It was Gorduz that led his fellow Hobgoblins against the rebelling Black Orcs that seized the Tower of Zharr-Naggrund, treacherously double-crossing the Orcs on the verge of victory and quite possibly saving the entire Chaos Dwarf Empire from destruction at the hands of the foul Black Orcs. For this treacherous deed, the Chaos Dwarfs rewarded the Hobgoblin Chieftain with great personal power. Gorduz holds sway over all the Hobgoblins of the Dark Lands. He leads tribes of Hobgoblins to plunder and raid the enemies of the Chaos Dwarfs, scours the Dark Lands for fresh quarries of slaves and shamelessly parades throughout the lands promoting the iron fist of the Chaos Dwarf Empire and his own tyrannical authority.

Gorduz is notoriously hated by the greenskins of the World Edge Mountains and rightly feared as well. As a result many Goblinoid tribes will make common cause with Gorduz if they cross paths with the vicious Hobgoblin Chieftain, while others, even other Hobgoblins, mean to kill him! As of yet, none have been successful...

MAGIC ITEM

Eye-Gouger

Rumoured to have been enchanted by a Hobgoblin shaman, Eye-Gouger is the trusty blade of Gorduz Backstabber, the longest living, and self-proclaimed greatest Hobgoblin Chieftain of all time. With this mighty axe, Gorduz has quelled many challengers and attempts at his life from jealous underlings.

Hand weapon. The axe provides Gorduz with poisoned attacks, killing blow and the armour piercing special rules.

SPECIAL RULES

Hobgoblin Hordes; Treacherous Gits

Third Time's a Charm

Gorduz Backstabber has a remarkable talent for escaping death! Whenever Gorduz suffers his third and final wound (after saves) or is killed outright, he may avoid death altogether on a D6 roll of 3+. If the roll is successful, Gorduz is not removed from play and maintains a single wound. Gorduz may roll to avoid death in this manner each time he suffers his final wound, so long as he stays lucky!

Mean and Green!

Gorduz is equally feared, hated and respected by other greenskins. As a result, all enemy Orc, Goblin, Hobgoblin and Gnoblar units (of any type) follow the rules for Hatred against Gorduz Backstabber and any unit he is with. Additionally, Gorduz Backstabber causes Fear in all such models.

	M	WS	BS	S	T	W	I	A	Ld
Gorduz	4	6	3	4	4	3	5	4	8
Redfang	9	4	0	4	3	1	4	2	3



RYKARTH THE UNBREAKABLE

CAPTAIN OF THE OBSIDIAN GUARD

Rykarth was the head of the House of Granite, a clan renowned for its courageous zeal and unparalleled devotion to the Chaos Dwarf Empire, when the first of the Chaos Dwarf High Priests met his doom from the degenerative Sorcerer's Curse, an enigmatic illness that had begun to afflict the Council of Hashut, slowly turning their stout limbs into black obsidian before gradually transforming the entire priest completely into solid stone. When the High Priest Astragoth declared he would find a remedy to the accelerating fatal epidemic, Rykarth offered his entire House of warriors, including himself, to the imaginative experimentation and studies of Astragoth for the greater glory of the Chaos Dwarf Empire.

After several years of maniacal surgery and exposure to the darkest of foul magics, many warriors of the House of Granite fell to Astragoth's callous experiments, despite a cure never being found. However, those that survived the fiendish experimentations emerged altered, stronger and ultimately superior to the typical Dwarf. The warriors of the House of Granite had physically acquired their namesake, becoming Dwarfs fashioned of part flesh and part stone - literally made of sterner stuff! Where the Sorcerer's Curse led to demise, the affliction that now altered the Chaos Dwarfs of the House of Granite had become a great boon to their stature. For it appeared these warriors were no longer subject to vulnerabilities of mortals, the withering elements of disease and age that eventually bested the other Chaos Dwarfs no longer had an effect upon the House of Granite. In atonement for their loyalty and service to the empire, the Council of Hashut chose the Immortals, as they were reckoned, to act as an internal security force, policing the Chaos Dwarf Empire as the Obsidian Guard with Rykarth as their Captain.

Rykarth is exceptionally malevolent creature with a wicked righteousness and patriotism for the security of the Hashut Empire. As captain of the Obsidian Guard, he oversees all internal investigations and when misconduct is found he is swift at dealing heinous punishment, unscrupulous torture and ultimately violent death. When the Slave Lord Krazhark returned to the Plain of Zharr with only a few hundred prisoners in tow, it was Rykarth that accused him of incompetence and had the Slave Lord thrown into the roaring fires of the Furnace of Hashut. When the atrocious Daemonsmith Bharrzok accidentally summoned the Daemon Horde of Skulttaker into the weapons foundry of Razark, it was Rykarth that had Bharrzok stripped naked, painted red and trampled to death to the Great Taurus, Turax. And when High Priest Gharzoth plotted to eliminate his rivals on the Council of Hashut, it was Rykarth that exposed the priest's treachery and had him eaten alive by a mob of famished Orc thralls.

During the events known as the Storm of Chaos, Rykarth accompanied High Priest Astragoth to broker the pact made with the Chaos Everchosen, Archaon, where a multitude of the most dreaded Chaos Dwarf Daemon Engines were exchanged for an exorbitant amount of broken-in prisoners and resources. It is said that during the negotiations, only Rykarth was able to meet the baneful gaze of the Everchosen without turning away.

In recent times, the Council of Hashut has dispatched Rykarth and his Obsidian Guard to recover and secure the antediluvian artifact known as the Nemesis Crown for glory of the Chaos Dwarf Empire, for only Rykarth can be trusted to return with such a potent relic of vast omnipotence...



SPECIAL RULES

Slave Lords; Unyielding; Killing Blow; Cause Fear; Unbreakable

Captain of the Obsidian Guard

Rykarth must be deployed within a unit of Obsidian Guard at the beginning of the game. This unit is Rykarth's elite Granite Guard and will also count as Unbreakable as long as Rykarth is alive and leading the unit.

	M	WS	BS	S	T	W	I	A	Ld
Rykarth	3	7	4	4	5	2	2	3	9

COLLECTING DWARFS OF CHAOS

Brutal. Challenging. Frustrating. Creating and collecting an army of Dawi Zharr can be all of these things. But creating a Dwarfs of Chaos army is one thing above all—rewarding. There is no current range of models to speak of; Games Workshop long ago discontinued the last, classic range of 4th edition “Big Hat” Chaos Dwarfs. But while that may be bad news for some prospective players, many see it as an opportunity to create a truly unique and outstanding army—one that many others will marvel at and admire!

Once you have decided to pass through the Gates of Zharr, there are many paths open to you. If you are fond of classic Citadel Chaos Dwarfs, you may decide to collect the original 3rd edition Chaos Dwarfs, modelled after the Chaos Warriors of that period. This is a very wide range, with each model being completely unique. It is within this range that you will find many of the original models that inspired concepts from within this Army Book. The Daemonator was inspired by the Tenderizer and Whirlwind models. Eruption Guns are meant to be updated versions of the Swivel Gun, Mortar, and Bazooka teams. The Juggernaut is present, as well as the classic, elusive, and repugnantly hysterical Chaos Dwarf Seige Cannon, in the form of a Hellcannon. There are also models to represent almost all of the unit entries in this book, from Hobgoblins to Blunderbusses: there is a classic 3rd edition model for almost everything you would be able to field out of this book.

Just as the 3rd edition models have many collectors and admirers, so too do the 4th edition “Big Hat” Chaos Dwarfs. This line of models is truly distinctive among the Games Workshop range, standing out among it's peers with tall, ornate hats and Babylonian imagery. The core of this Army Book is taken from that range; the Lammassu, Great Taurus, Death Rocket, Earthshaker and the like all had their origins within this line. Most of the background material herein was based upon the Chaos Dwarf series of White Dwarf articles that existed in conjunction with this range as well.

For the modeller, the Dwarfs of Chaos represents the ultimate challenge in Warhammer; creating your very own total conversion or uniquely sculpted army. Nothing is as satisfying as creating a force that is so exceptionally unique, that none else may have it. There are many basic plastic kits that work well as starting points, and the only limitation is your imagination.

In the following pages you will see a what a wide range of possibilities are open to you. But beware! Once you start down the dark path to Zharr Naggrund, there is no turning back...

3rd Edition models

As of 2009, these are readily available through eBay or Bartertown, with prices ranging from \$4-6 for a basic Chaos Dwarf, up to \$60 or more for characters such as wizards. Expect to pay about \$30-40 for larger models such as the Tenderizer, and up to \$500 or more for rarer models such as the Juggernaut or legendary Seige Gun!

4th Edition models

eBay and Bartertown are again the best places to look. As of 2009, Chaos Dwarfs go for about \$4 each, while Hobgoblins a bit less. War machines and flying monsters are readily available, with each going for anywhere between \$20-40.

Battle For Skull Pass

This boxed set is one of the most popular starting kits for creating your own converted army, as it has all the starting contents necessary for not only the Chaos Dwarfs, but Hobgoblins, Bull Centaurs, and War Machines. The Troll can even be the starting point for Inferno Golems!

Current Dwarf and Goblin ranges

The current range of Dwarfs from Citadel is a great starting point as well, if a bit more expensive than the BFSP set. Mix and match with plastic Chaos Warrior or Marauder bits to create your force as you like!

5th Edition Dwarf and Chaos ranges

These classic out of print plastic sets are better suited to easy combinations than the current ranges, as they have separate legs and torsos. They can be found at discount on the internet.

chaos-dwarfs.com

This thriving Chaos Dwarf online community is your best resource for creating a unique Dwarfs of Chaos army. In addition to the many examples on the following pages taken from the site, they also host a complete video guide to converting a Chaos Dwarfs, created by Xander.



2ND AND 3RD EDITIONS

Citadel and Marauder Miniatures created the classic first interpretations of the Chaos Dwarf line. Beginning with the classic D3 series in the early 1980's, the original Chaos Dwarf line was renowned for its individuality and chaotic machineries of destruction. Much of the inspiration for the book you hold in your hands was drawn from this period. Models such as the Whirlwind and Tenderizer were directly drawn on for the Daemoneater inspiration. The Juggernaut Siege Tower was included as the Kollossus. Even the smaller C22 War Machine teams were adapted for use, as Eruption Guns. Finally, the awesome and highly-sought "Siege Cannon" can be included as a Hellcannon! As with all Citadel armies of the time periods, each individual model was unique. Collecting a vintage 2nd and 3rd edition Chaos Dwarf army can be a rewarding—if expensive—endeavor.



The Whirlwind and Tenderizer as Daemoneaters, painted by Matt Birdoff



Chaos Dwarf Juggernaut as Kollossus Daemon Engine, painted by Matt Birdoff



The infamous Chaos Dwarf "Ass Cannon" as a Hellcannon, painted by Clam

SHOWCASE: BRYAN CARMICHAEL



Chaos Dwarf Wizard
as Daemonsmith



Chaos Dwarf Warriors



Converted Bull Centaurs



Chaos Dwarf Wizard
as High Priest



Bazooka, Mortar, and Swivel gun
models can represent Eruption Guns.



Chaos Dwarf weapon teams as Annihilators

4TH AND 5TH EDITIONS

4th edition brought about the most recent range of Chaos Dwarfs, affectionately (and sometimes deridingly) known as “big hats”. Inspired by Babylonian imagery, this model range was produced in conjunction with a series of White Dwarf articles, which would later be collected into the book “White Dwarf presents Chaos Dwarfs”. It was as close as the Chaos Dwarfs ever got to a real army book.



Astragoth



Chaos Dwarf Overlord



Chaos Dwarf Warriors



Hobgoblin Chieftan



Converted Great Bull Centaur



Chaos Dwarf Annihilators

SHOWCASE: TOM VAN DYKE



Earthshaker



Death Rocket



Bull Centaurs



Overlord on Great Taurus



Hobgoblin Warriors

SHOWCASE: SNOTLING



Chaos Dwarf
Warriors



High Priest



Chaos Dwarf
Annihilators



Each rank of Snotling's Annihilators are cleverly based higher than the one preceding it, giving the unit a tall profile, and allowing him to paint lava lighting effects on the bases.

Snotling's army includes a plethora of uniquely imagined and sculpted units, such as the Hobgoblins below.



“Big Hat” style Chaos Dwarf Warriors



Hobgoblin Bolt Throwers



These Hobgoblins were created from several different kits.



These green-stuff “puppets” could be used as Rabble or Hobgoblins.



See more of Snotling's army at chaos-dwarfs.com/army2.php

SHOWCASE: TJUB

The current range of Dwarf plastic box sets make an excellent starting point for your Dwarfs of Chaos army. With practice and patience, a prospective Dwarfs of Chaos general could sculpt beards, tusks, and scale armor to convert his own unique force. Here, Tjub has utilized simple push pins as the base of his big hats.



Chaos Dwarf Warriors



Each model required a careful and practised use of green stuff sculpting.

The Annihilators were created from the Quarellers and Thunderers box set.



Chaos Dwarf Annihilators



Tjub's Hobgoblins were based on the Goblin and Night Goblin plastic box sets.



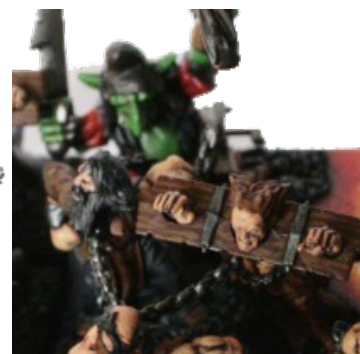
Death Rocket



Bull Centaurs



These converted Flaggelants make excellent Rabble.



Rabble detail

See more of Tjub's army at chaos-dwarfs.com/army7.php

SHOWCASE: WARH, MASTER OF THE PUPPET

The Battle for Skull Pass box set is a great, all-in-one starter set for the aspiring Dwarf of Chaos converter. Virtually every model in the set can be converted to some part of the army; Dwarfs as Chaos Dwarfs, Night Goblins as Hobgoblins, the Dwarf Cannon as Chaos Dwarf Daemonic Engine, and even the Dwarf Pony can be re purposed as a Bull Centaur.

Warh has executed the Dwarfs of Chaos "BFSP" army to stunning effect, shown here.



Great Bull Centaur
converted from Dwarf Pony



Chaos Dwarf Warriors



Chaos Dwarf Overlord



Chaos Dwarf Annihilators



Death Rocket
converted from Dwarf Cannon



Hobgoblins converted from Night Goblins.



Inferno Golem



High Priest on Lammasu

See more of Warh's army at chaos-dwarfs.com/forum/showthread.php?tid=4923&page=1

SHOWCASE: JOHN BLAKE

John created a dark, gothic face plated look consistent with the crew of the Chaos Dwarf Hellcannon. Using Dwarf Warriors and Thunderers/Quarrellers Plastics, Marauder weapons, shields and Chaos Space Marine Icons, he effectively and methodically converted each model in this unique force.



The Immortal Obsidian Guard



Chaos Dwarf Overlord



Battle Standard Bearer



Chaos Dwarf Annihilators



Possessed Chaos Dwarfs

Baggronor's war machines are created from a combination of plastic kits.



Chaos Dwarf Death Rocket



Earthshaker



Earthshaker detail



This stunning Altar of Hashut makes a great army centerpiece.

See more of John's army at chaos-dwarfs.com/army6.php

SHOWCASE: ISHKUR CINDERHAT



Chaos Dwarf Warriors



Obsidian Guard

Building the warriors: I sculpted the bodies and heads complete with beard and hat to match up with regular GW plastic dwarf warrior body fronts. The dwarf warrior shields were exchanged against more fitting spare marauder shields of plastic or metal and the unit was painted in bold reds and blacks as was the classic colour scheme of the last edition Dawi Zharr. The hero got two back banners as the old models which makes him appear both larger and more heroic than he usually is —while the standard bearer got a converted flaming bull icon rather than a banner.

Building the blunderbusses: I used the same bodies as for the dwarf warriors on GW thunderers, each blunderbuss was converted by adding the small bucklers that come with the regiment on the muzzle then creating a smooth transition into the barrel with green stuff. The left arms were sculpted on with green stuff but it's hardly noticeably because of the use of dark and metallic colours. The blunderbusses are one of the most deadly regiments in the list and I always wanted to create a unit filler to further extend the regiment, but somehow never quite got around to finishing and painting it.



Chaos Dwarf Annihilators



Earthshaker



Hobgoblin Bolt Thrower



Overlord on Great Taurus detail



Great Taurus



See more of Ishkur's army at chaos-dwarfs.com/army3.php

DWARFS OF CHAOS ARMY LIST

This army list enables you to turn your collection of Chaos Dwarf miniatures into an army ready for a tabletop battle. As described in the Warhammer rulebook, this army list is divided into four sections: Characters (Lords & Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost assigned to it. This reflects how effective a model is on the battlefield. For example a lowly Hobgoblin Warrior is a mere 4 points, while a mighty Inferno Golem costs 65 points!

Usually, both players choose armies of the same, agreed points total. You may spend fewer points, and you might find it impossible to use up every last point. Most '2,000 point' armies, for example, will end up being something like 1,997 or 1,999 points.

To form your collection of Dwarf of Chaos miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options the unit may have. Then select your next unit, calculate its points cost and so on until you reach the agreed points total for the game you are playing. In addition to the models' points values, there are a few other rules that govern which units you may include in your army, see Choosing Character and Choosing Troops opposite.

ARMY LIST ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles show the individual characteristics of the troops in each entry. Where several profiles are required, these will also be given even if, as in many cases, they are optional (such as a mount).

Unit Size defines the minimum size for each unit. The minimum size of a unit is normally 10, though there are exceptions, for example most cavalry units have a minimum size of 5. In some cases, units will have a maximum size.

Equipment shows all the weapons and armour the particular trooper comes with at standard base cost. All models come with a hand weapon, while others might automatically come with blunderbusses, shields or whatever.

Options are just that. Options give units the option to take extra equipment such as armour, additional weapons and also standards, musicians and regimental champions.

CHOOSING CHARACTERS

Characters are divided into two separate categories: Lords and Heroes. The maximum amount of characters an army can include is shown on the chart below.

Army Points Value	Total Characters	Max. Lords
Less Than 2,000	3	0
2,000 or more	4	1
3,000 or more	6	2
4,000 or more	8	3
Each +1,000	+2	+1

An army never has to have the maximum amount of characters, it can take fewer than indicated. An army must, however, always have at least one character, this being the army General. If you include more than one character, the one with the highest Leadership characteristic is the General. When one or more characters have the same (and highest) Leadership, choose one to be the General and announce which model it is to your opponent when you deploy your army.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare Units. The number of each type of unit available depends on the army's point value, indicated on the chart below.

For Core units, there is a minimum number of units from this category that you must take. Only units of Chaos Dwarf Warriors and Annihilators count towards the minimum Core units in a Dwarfs of Chaos army.

For Special and Rare units, there is a maximum number of units that you may field.

Army Points Value	Core	Special	Rare
Less Than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 min.	+0-1	+0-1

In some cases other limitations may apply to a particular unit. This will always be specified in the particular army list entry. For example, the Hobgoblin Spear Chukka unit entry allows 1-2 Spear Chukkas per Special Unit choice. This means that up to 2 Hobgoblin Spear Chukkas may be taken as a single Special Unit choice, rather than just 1.



LORDS

ZHATAN THE BLACK

410 Points

	M	WS	BS	S	T	W	I	A	Ld
Zhatan the Black	3	8	4	4	5	4	4	4	10

Zhatan the Black is a Chaos Dwarf Overlord and counts as a single Lord choice in a Chaos Dwarf army. You may only field one Zhatan the Black.

Mount:

Throne of Hashut

Magic items:

Shield of Hashut
Black Hammer of Hashut

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Slave Lords
- Slave Tyrant
- Unyielding
- Hatred
- Bulwaark the Snotling

GORDUZ BACKSTABBER

160 Points

	M	WS	BS	S	T	W	I	A	Ld
Gorduz	4	6	3	4	4	3	5	4	8
Redfang	9	4	0	4	3	1	4	2	3

Gorduz is a Hobgoblin Chieftain and counts as a single Lord choice in a Chaos Dwarf army. You may only field one Gorduz Backstabber.

Mount:

Gorduz may ride his Warg,
Redfang30 pts

Equipment:

- Bow
- Shield
- Light armor

Magic items:

Eye-Gouger

Special Rules:

- Hobgoblin Hordes
- Treacherous Gits
- Third Time's a Charm
- Mean and Green!



ASTRAGOTH

420 Points

	M	WS	BS	S	T	W	I	A	Ld
Astragoth	3	5	3	5	5	3	2	3	10

Astragoth is a Chaos Dwarf High Priest of Hashut and counts as a single Lord choice in a Chaos Dwarf army. You may only field one Astragoth.

Magic items:

Night Stone
Helm of Hashut

Special Rules:

- Slave Lords
- More Machine
Now Than Dwarf...

Magic: Astragoth is a Level 4 Wizard and may use spells from the Lore of Fire, Metal, Shadow and Death.

MOLOCHAROAR, SCION OF HASHUT

475 Points

	M	WS	BS	S	T	W	I	A	Ld
Molocharoar	6	4	0	6	5	5	4	4	9

Molocharoar is the first and greatest of the Lammasu. He counts as a single Lord choice in a Chaos Dwarf army. You may only field one Molocharoar.

Equipment:

• Large sharp talons and fangs
(hand weapon)

Special Rules:

- Immune to Psychology
- 4+ Armor Save
- 5+ Ward Save

- Terror
- Large Target
- Fly
- Magic Resistance (2)
- Demi-God
- Ancient Sorcerer
- Magma Roar



LORDS

HIGH PRIEST OF HASHUT

210 Points

	M	WS	BS	S	T	W	I	A	Ld
High Priesr	3	4	3	4	5	3	1	2	9

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Slave Lords
- Unyielding

Options:

Magic: A High Priest is a Level 3 Wizard. He may use spells from the Lore of Fire, Metal, Shadow or Death.
Upgrade to a Level 4 Wizard.....35 pts

Mount:

Lammasu.....200 pts

Magic items: Any, up to 100 pts

CHAOS DWARF OVERLORD

145 Points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Overlord	3	7	3	4	5	3	4	4	10

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Slave Lords
- Unyielding

Options:

Weapons (one choice only):

Great weapon.....6 pts
Additional hand weapon.....6 pts

Armour:

Shield.....3 pts

Mount:

Great Taurus.....230 pts

Lammasu.....200 pts

Kollosus.....330 pts

(Counts as an additional Rare Unit Choice, replacing 1 crew)

Magic items: Any, up to 100 pts

GREAT BULL CENTAUR

170 Points

	M	WS	BS	S	T	W	I	A	Ld
Great Bull Centaur	8	6	2	5	5	3	5	5	9

Equipment:

- Hand weapon

Special Rules:

- Slave Lords

Options:

Weapons (one choice only):

Great weapon.....6 pts
Additional hand weapon6 pts

Armour (one choice only):

Heavy Armour.....6 pts

Chaos Armour.....10 pts

Shield.....3 pts

Magic items: Any, up to 100 pts

HOBGOBLIN CHIEFTAIN

60 Points

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Chieftain	4	6	3	4	4	3	4	4	7

Equipment:

- Hand weapon

Special Rules:

- Treacherous Gits
- Hobgoblin Hordes

Options:

Weapons:

Bow.....3 pts

Daemon Eyes.....10 pts

(one choice only):

Great weapon.....6 pts

Additional hand weapon.....6 pts

Additional poisoned hand

weapons.....16 pts

Spear, if mounted.....3pts

Armour:

Light Armour.....3 pts

Shield.....3 pts

Mount (one choice only):

Warg.....30 pts

Giant Wolf.....18 pts

Magic items: Any, up to 100 pts



HEROES

RYKARTH THE UNBREAKABLE 200 Points

	M	WS	BS	S	T	W	I	A	Ld
Rykarth	3	7	4	4	5	2	2	3	9

Rykarth the Unbreakable is a Chaos Dwarf Slavemaster and counts as a single Hero choice in a Chaos Dwarf army. You may only field one Rykarth the Unbreakable.

Equipment:

- Great axe

Magic item:

Scale mail of Ghazrakh

Special Rules:

- Slave Lords
- Unyielding
- Killing Blow
- Cause Fear
- Unbreakable
- Captain of the Obsidian Guard

MORGOK HELLSPAWN, THE DAEMOGOBLIN OF VORAG 185 Points

	M	WS	BS	S	T	W	I	A	Ld
Morgok	4	4	3	4	4	2	3	2	7

Morgok is a special breed of Hobgoblin known as a Daemogoblin and counts as a single Hero choice in a Chaos Dwarf army. You may only field one Morgok Hellspawn, The Daemogoblin of Vorag.

Equipment:

- Hand weapon

Magic item:

The Skull Orb of Vorag

Special Rules:

- Treacherous Gits
 - 5+ Ward Save
 - Cause Fear
 - Magical Attacks
 - Hobgoblin Hordes
- Magic:** Morgok is a Level 2 Wizard and knows all the spells from the Lore of Morgok.



CHAOS DWARF SLAVEMASTER* 65 Points

	M	WS	BS	S	T	W	I	A	Ld
Slavemaster	3	6	4	4	5	2	3	3	9

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Slave Lords
- Unyielding

Options:**Weapons (one choice only):**

Great weapon.....4 pts
Additional hand weapon.....4 pts

Armour:

Shield.....2 pts

Mount:

Kollossus.....330 pts
(Counts as an additional Rare Unit Choice, replacing 1 crew)

Magic items: Any, up to 50 pts

DAEMONSMITH 110 Points

	M	WS	BS	S	T	W	I	A	Ld
Daemonsmith	3	5	4	4	4	2	2	2	9

Equipment:

- Hand weapon
- Daemon Weapon
- Chaos armour

Special Rules:

- Slave Lords
- Unyielding
- Diabolic Manipulator

Options:**Armour:**

Shield.....2 pts

Mount (one choice only):

Kollossus.....330 pts
(Counts as an additional Rare Unit Choice, replacing 1 crew)
Daemoneater.....120 pts

Magic items: Any, up to 50 pts



HEROES

GREAT HORN BULL CENTAUR* 100 Points

	M	WS	BS	S	T	W	I	A	Ld
Great Horn	8	5	2	4	5	2	4	4	8

Equipment:

- Hand weapon

Special Rules:

- Slave Lords

Options:

Weapons (one choice only):

- Great weapon.....4 pts
- Additional hand weapon.....4 pts

Armour:

- Shield.....2 pts

(one choice only):

- Heavy Armour.....4 pts
- Chaos Armour.....10 pts

Magic items:

- Any, up to 50 pts



HOBGOBLIN OVERSEER*

35 Points

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Overseer	4	5	3	4	4	2	3	3	6

Equipment:

- Hand weapon

Special Rules:

- Treacherous Gits
- Hobgoblin Hordes

Options:

Weapons:

- Bow.....2pts
- Daemon Eyes.....5 pts

(one choice only):

- Great weapon.....4 pts
- Additional hand weapon....4 pts
- Additional poisoned hand weapons.....14 pts
- Spear, if mounted.....2 pts

Armour:

- Light Armour.....2 pts
- Shield.....2 pts

Mount (one choice only):

- Warg.....30 pts
- Giant Wolf.....18 pts

Magic items:

- Any, up to 50 pts

BATTE STANDARD BEARER*

One Chaos Dwarf Slavemaster or Great Horn Bull Centaur included in the army may carry the army Battle Standard at +25 points. The Battle Standard Bearer may carry a Magic Standard (no points limit) though if a magic banner is taken the Battle Standard Bearer may not take any other magic items. If the army general is a Hobgoblin character then one Hobgoblin Overseer included in the army may carry the army Battle Standard at +25 points as described above.

LORDS AND HEROES MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Giant Wolf	9	3	0	3	3	1	3	1	2	none
Warg	9	4	0	4	3	1	3	2	3	none
Lammasu	6	4	0	5	5	4	3	3	8	Terror; Large Target; Fly; Magic Resistance (2); Sorcerous Exhalation
Great Taurus	6	5	0	6	5	5	3	4	6	Terror; Large Target; Fly; Breath Weapon, Fiery Hide



CORE

CHAOS DWARF WARRIORS

8 Points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Slaver	3	4	3	3	4	1	2	2	9
Eruption Gun	3	4	3	3	5	2	2	2	9

Unit Size:
10+

Equipment:
• Hand weapon
• Heavy armour

Special Rules:
• Slave Lords
• Unyielding

Options:

Weapons
(one choice only):
Great axes.....2 pts
Additional hand weapons...1 pts
Spears.....1 pts

Armour:
Shields.....1 pt
Chaos Armour.....3 pts

Upgrades:
Musician.....5 pts
Standard Bearer.....10 pts
One unit of Chaos Dwarf Warriors may carry a Magic Banner worth up to 50 pts.
Slaver.....10 pts
May have one attached
Eruption Gun.....45 pts



CHAOS DWARF ANNIHILATORS 12 Points

	M	WS	BS	S	T	W	I	A	Ld
Annihilators	3	4	3	3	4	1	2	1	9
Slaver	3	4	3	3	4	1	2	2	9

Unit Size:
10+

Equipment:
• Hand weapon
• Heavy armour
• Blunderbuss

Special Rules:
• Slave Lords
• Unyielding

Options:

Upgrades:
Musician.....5 pts
Standard Bearer.....10 pts
Slaver.....10 pts

MASTER AND SERVANT

Only Chaos Dwarf Warriors and Chaos Dwarf Annihilators count toward the minimum number of required Core Unit choices.

HOBGOBLINS

4 Points

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	5
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5

Unit Size:
20+

Equipment:
• Hand weapon
• Light armour
• Shield

Special Rules:
• Animosity
• Treacherous Gits

Options:

Options:
Spears.....1 pt
Daemon Eyes.....1 pt

Upgrades:
Musician.....4 pts
Standard Bearer.....8 pts
Hobgoblin Taskmaster.....8 pts



CORE

HOBGOBLIN STIKKAS

5 Points

	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin Stikka	4	3	3	3	3	1	2	1	5
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5

Options:

Options:

Daemon Eyes.....1 pt

Upgrades:

Musician.....4 pts

Standard Bearer.....8 pts

Hobgoblin Taskmaster.....8 pts

Unit Size:

10+

Equipment:

- Bow
- Hand weapon
- Light armour

Special Rules:

- Animosity
- Treacherous Gits



HOBGOBLIN WOLF RIDERS

12 Points

	M	WS	BS	S	T	W	I	A	Ld
Wolf Rider	4	3	3	3	3	1	2	1	5
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5
Giant Wolf	9	3	0	3	3	1	3	1	2

Options:

Options:

Shields.....1 pt,
but will no longer count as fast
cavalry.

Bows.....2 pts

Spears.....1 pt

Daemon Eyes.....1 pt

Upgrades:

Musician.....6 pts

Standard Bearer.....12pts

Hobgoblin Taskmaster.....12pts

Unit Size:

5+

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Animosity
- Treacherous Gits
- Fast Cavalry



RABBLE

2 Points

	M	WS	BS	S	T	W	I	A	Ld
Rabble	4	2	3	3	3	1	2	1	4
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5

Options:

Options:

Shields.....1 pt

Short Bows **or** Spears.....1 pt

Base Size: 20 x 20mm OR 25 x 25mm (player's choice, though all models in the same unit must be on the same base size).

Unit Size:

20+

Equipment:

- Hand weapon

Special Rules:

- Animosity
- Worthless Maggots
- Where There's a Whip, There's a Way

One Rabble **MUST** be promoted to a Hobgoblin Taskmaster for +10 pts. A Hobgoblin Taskmaster is armed with a whip (hand weapon), bow, shield, daemon eyes and wears light armour.



SPECIAL

CHAOS DWARF DEATH ROCKET 90 Points

	M	WS	BS	S	T	W	I	A	Ld
Death Rocket	6	4	3	4	5	3	1	3	4
3 Chaos Dwarf Crew	4	4	3	3	4	1	2	1	9

Crew Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Slave Lords
- Unyielding
- Death Rocket
- Daemon Engine
- Monsters and Handlers



OBSIDIAN GUARD

13 Points

	M	WS	BS	S	T	W	I	A	Ld
Obsidian Guard	3	5	3	4	4	1	2	1	9
Darklon	3	5	3	4	4	1	2	2	9

Options:

- Shields.....1 pt
- Great weapons.....2 pts

Upgrades:

- Musician.....6 pts
- Standard Bearer.....12 pts
- Any unit may carry a Magic Banner worth up to 50 pts.**
- Darklon.....12 pts
- May carry Magic Items worth up to 25 pts.

Unit Size: 5+

Equipment:

- Hand weapon
- Chaos armour

Special Rules:

- Killing Blow
- Cause Fear
- Slave Lords
- Unyielding



HOBGOBLIN SPEAR CHUKKA* 35 Points

	M	WS	BS	S	T	W	I	A	Ld
Spear Chukka	-	-	-	-	7	3	-	-	-
2 Hobgoblin Crew	4	3	3	3	3	1	2	1	6

Crew Equipment:

- Hand weapon
- Daemon Eyes (included in profile)

Special Rules:

- Treacherous Gits
- Bolt Thrower

*1-2 Hobgoblin Spear Chukkas count as only 1 Special Unit choice.





SPECIAL

BULL CENTAURS

18 Points

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	4	2	4	4	1	3	2	8
Great Hoof	8	4	2	4	4	1	3	3	8

Unit Size: 5+

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Slave Lords
- Unit Strength 2 Infantry

Options:

Weapons (one choice only):

- Great Weapons.....2 pts
- Additional Hand Weapon...2 pts

Armour:

- Shield.....1 pt
- Chaos Armour.....6 pts

Upgrades:

- Musician.....6 pts
- Standard Bearer.....12 pts
- Any unit may carry a Magic Banner worth up to 50 pts.**
- Great Hoof.....12 pts



DAEMON EATERS

120 Points

	M	WS	BS	S	T	W	I	A	Ld
Daemoneater	7	4	2	5	5	3	2	-	9

Special Rules:

- Slave Lords
- Chariot
- Cause Fear
- Whirlwind of Death

• A Daemoneater has a 3+ Armour Save.



HOBGOBLIN SNEAKY GITS

6 Points

	M	WS	BS	S	T	W	I	A	Ld
Sneaky Gits	4	3	2	3	3	1	2	1	6
Dirty Git	4	3	2	3	3	1	2	2	6

Unit Size: 10+

Equipment:

- 2 hand weapons

Special Rules:

- Animosity
- Treacherous Gits
- Poisonous Attacks
- Dirty, Rotten, Sneaky...
- Scouts

Options:

Upgrades:

- Musician.....5 pts
- Standard Bearer.....10 pts
- Dirty Git.....10 pts



BARRE

EARTHSHAKER CANNON

100 Points

	M	WS	BS	S	T	W	I	A	Ld
Earth Shaker	6	4	3	4	5	3	1	3	4
3 Chaos Dwarf Crew	3	4	3	3	4	1	2	1	9

Crew Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Slave Lords
- Unyielding
- Earthshaker Cannon
- Daemon Engine
- Monsters and Handlers



INFERNO GOLEMS

65 Points

	M	WS	BS	S	T	W	I	A	Ld
Inferno Golems	5	4	3	5	5	3	2	3	9

Base size: 40mm

Unit size: 3+

Equipment:

- Hand weapon
- Thick carapace of iron and rock (provides a 3+ armour save).

Special Rules:

- Immune to Psychology
- Cause Fear
- Flaming Attacks
- Magical Attacks

Options:

Construct Weapons

One Inferno Golem per unit may be upgraded with a single construct weapon for +30 pts.

Upgrade one Inferno Golem with the Face of Hashut...50 pts



KOLLOSSUS DAEMON TOWER

330 Points

	M	WS	BS	S	T	W	I	A	Ld
Kollossus	6	4	3	5	7	5	1	0	9
10 Chaos Dwarf crew	3	4	3	3	4	1	2	1	9

Crew Equipment:

- Hand weapon
- Heavy armour
- Blunderbuss

Special Rules:

- Immune to Psychology
- Large Target
- Terror
- Daemon Tower
- *A Kollossus has a 3+ Armour Save.*



CHAOS HELLCANNON

See entry in *Warhammer Armies: Warriors of Chaos*

ARTIFACTS OF OBLITERATION

The following is a list of 'Dwarfs of Chaos only' magic items. Only models from this book may use these items and all rules pertaining to magic items as described in the Warhammer rulebook apply to these 'Dwarfs of Chaos only' magic items. All magic items are selected as options in the army list entries.

Models from this book may also choose magic items from the common magic item list detailed in the Warhammer rulebook. For the point costs of these items refer to *Warhammer Armies: Warriors of Chaos*.

"I awoke in pain - a piercing tang emanated from my palms and coursed through the sinew and soul of my entire being. I had drunk not water nor tasted food for several days and I wished nothing more than sweet death. Somehow I mustered strength to lift my head and I saw the cause of my woe. Barbed nails had been battered through my hands into the crudely constructed cage from which I hung. My legs dangled without sensation from a prison too small to hold me entirely. When I attempted to move, I could do nothing more than cry out in torment and that is when they began to laugh at me. The foul Goblins that burned my village and had butchered my family took amusement from my misfortune. One of the repugnant green-things took a rusty knife and began marking my chest with tiny cuts. I cried out in my madness and the Goblins only found this to be funny. As I struggled in agony, they took a bag of salt, pillaged from my own village, and begun to rub it into my bloody wounds. They pulled and plucked at my flesh until it hung from my bones like loose garments.

The louder I shrieked the louder they laughed.

And that is the last thing I remember until I saw them. The Goblins gave me to them. And soon, I prayed that they might return me to the Goblins. For if there is a Hell that is where I have been taken."

—A Tale Told by a Worthless Maggot

MAGIC WEAPONS

THE BLACK BLADE OF OBSIDIAN 65 points

Made from a rare form of meteoric obsidian, the blade nullifies and destroys protective magical energies.

No armour saves are allowed. If a model suffers an unsaved wound by this weapon, their ward save (if they have one) is destroyed for the remainder of the game.

AXE OF ZHRAZAK 65 points

It is said that Zhrazak was able to steal the secrets of his distant kin in the Worlds Edge Mountains to forge a weapon of great runic power.

Great Weapon. The bearer gains the Always Strikes First special rule.

DAEMONSHRIEKER 50 points

The blade moans and wails in a horrific cacophony causing those near it to become overwhelmed with feelings of dread and despair.

The bearer of the blade causes *Terror*.

BLADES OF BACKSTABBING 50 points

Hobgoblins only.

These poisonous blades once belonged to the Sneaky Git Chieftain, Rotsnik Blackstab, until the sneaky Hobgoblin boss was backstabbed himself and his blades taken

Grants the wielder +1 Strength and Attacks. Poisoned attacks.

AXE OF GHORTH 50 points

The axe flickers and screeches as it senses hated foes approaching.

Any model hit by the axe will automatically suffer a wound; no 'To Wound' roll is required. Armor Save is modified by the wielder's base Strength.



HELL BLADE OF HASHUT 45 points

The weapon bursts forth a raging inferno summoned from the Ninth Plane of Hashbut. Its mere touch causes flesh and bone to run like melted wax.

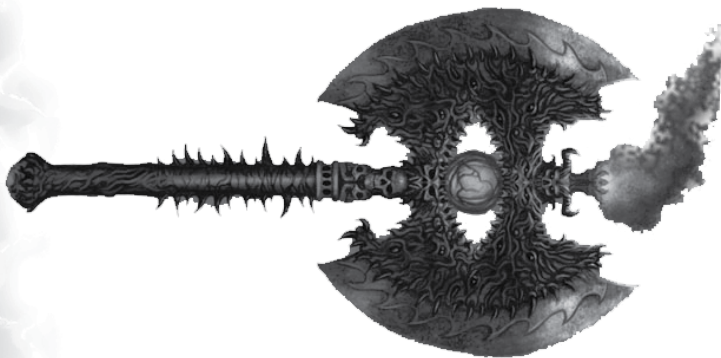
Hand weapon. +1 Strength and flaming attacks. Once per game, the weapon may unleash a fiery inferno upon the enemy. This counts as a S3 Breath Weapon, flaming attacks.

ARTIFACTS OF OBLITERATION

THE HAMMER OF HASHUT **45 points**

This infernal hammer blazes with magical fire that never exhausts and foes struck by the great hammer burst into a combustion of flames.

The weapon grants the wielder +2 Strength and flaming attacks.



PHANTOM BLADE **40 points**

A mere scratch from a Phantom Blade causes those it cuts to become insubstantial and intangible, eventually erasing the victim from existence as their body and soul fades into nothingness.

A model wounded one or more times by the Phantom Blade, after saves, reduces its entire profile by 1 point (except Wounds). At the start of each of its turns, the model then must make a Leadership test. If the test is failed, the model's entire profile is again reduced by 1 point (except Wounds).

DEATH MACE **35 points**

Covered with rigid spikes of magically wrought adamantium, the mace rips through armour and flesh, maiming and disfiguring its target.

Armour piercing. A model that suffers an unsaved wound from the Death Mace must make a Toughness test (one test per combat phase, not per wound). If the test is failed, the model suffers D3 wounds instead of 1.

SOUL EATER **35 points**

Forged with the sentience of a Devourer Daemon, the blade croons a horrible tune as it consumes the souls of the victims it slays.

Soul Eater grants the bearer Killing Blow and +1 WS.

HAILFIRE GUN **25 points**

The Hailfire Gun is a magically enchanted blunderbuss that fires shrapnel blazing with magical flame.

Missile Weapon. **Maximum Range:** 24"; **Strength:** 5 Does not suffer any 'To Hit' penalties and has the flaming attacks and 3 x multiple shots special rules.

MAGIC ARMOUR

HELL ARMOUR **50 points**

Forged in the Hell Pits of Gorgoth and enchanted by Priests of Hashbut, the armour illuminates with an aura of fire as blows are turned aside.

Chaos Armour. The wearer of the armour gains a 3+ ward save against magical and flaming attacks.

ARMOUR OF STONE **50 points**

The armour of stone is a suit of chaos armour fused with flesh of the long dead Sorcerer, Zharbhark Hellion, increasing the wearer's resilience to that of solid stone.

Chaos Armour. Grants the wearer +1 Toughness.

ARMOUR OF THE FURNACE **40 points**

The armour eternally blazes with unholy, magical hellfire that absorbs hostile energy, making a mockery of the most potent of blades.

Chaos armor. Additionally, the armour provides a 5+ ward save and the wearer and his mount are immune to flaming attacks.



FIRE SHIELD **40 points**

The shield radiates a storming hellfire that makes the bearer difficult to look upon.

Shield. All close combat attacks directed at the bearer suffer a -1 To Hit penalty.

SCALE MAIL OF GAZRAKH **30 points**

Forged from the carcass of a Greater Daemon, the runic armour of Ghazrack is all but impossible to penetrate. Provides a 1+ armour save that cannot be improved in any way.

ARTIFACTS OF OBLITERATION

SHIELD OF THE GREAT BULL 25 points

A massive emblem depicting the face of a Great Taurus bays and bellows, cursing at the enemies of Hashut in the foul dark tongue of Chaos.

Shield. Any model attempting 'To Hit' the bearer of the shield in close combat loses an Attack. (cannot take the model below 1 attack.)

ARMOUR OF DEVIOUS FATE 25 points

Hobgoblins only.

The wearer of the armour has an uncanny ability of avoiding blows and assassination, an extremely useful tool in treacherous Hobgoblin society.

Light armour. All successful close combat attacks that hit the wearer must be rerolled. The second result stands.

TALISMANS

SHARD OF OBSIDIAN 75 points

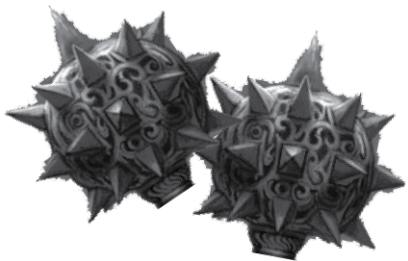
This tiny shard of black obsidian is said to be but a sliver taken from the left hoof of Hashut himself. The bearer illuminates with the dark aura of his evil deity.

The wearer may not be affected by spells (including friendly spells). Note that this item does not dispel spells, it simply renders its bearer immune to their affects. The bearer and any model in base contact may not cast spells, even bound spells.

AMULET OF HASHUT 65 points

The amulet is made of pure obsidian glass that holds a mere fraction of the Hashut's anger bound within.

The bearer of the Amulet of Hashut and any unit he is with become subject to frenzy. In addition, the amulet provides a 5+ ward save to the bearer.



FIRE STONES OF UZKUL 35 points

Firestones are common magical rocks of debris; leftovers of greater enterprises found in the massive foundries and workshops of the Chaos Dwarfs.

Provides Magic Resistance (2) and a 6+ Ward save. A Chaos Dwarf player may include multiples of this item in his/her army, though a model may only carry one such item.

CROOKED DICE 15 points

Hobgoblins only.

Hobgoblins enjoy playing games of chance, often delighting in inventing new ways of cheating, rather than actually playing the games. Seldom they come across dice of extraordinary good luck, while other times rather, lethal, bad luck...

The bearer of the item gets D3 rerolls that may be used on any dice roll that affects the bearer (i.e. armour saves, failed rolls to hit, etc). These rerolls are determined after deployment, but before the game begins.

If a natural '1' is rolled when determining the number of rerolls, the Hobgoblin model does not get any rerolls this game and suffers a wound with no saves of any kind allowed.



ARCANE ITEMS

ARCANE APPARATUS 45 points

Models on foot only.

Based on designs by the High Priest Astragoth himself, this mechanical device enables a High Priest to move about with greater speed and authority, despite his slow transformation into obsidian.

A High Priest with an arcane apparatus gains +1 Attack. Additionally, in each friendly magic phase the apparatus adds one power dice to the pool.

HOLOCAUST CLOAK 45 points

The wearer of the cloak blazes with an unholy aura of magical black fire allowing him to siphon additional energy from the Winds of Magic.

The wearer of the cloak adds +1 to the casting result when casting a spell. When casting a bound spell, the power level of the spell is increased by 1.

DAEMON BANE 40 points

Bound spell, power level 4

This tiny bauble was created from a pickled Daemon's head and the magical tusks of a mighty Lammasu. With its power, the bearer may open a temporary gateway into the Realm of Chaos, which absorbs indigenous entities back from whence they were spawned.

The Daemon Bane casts the Burning Gaze spell from the Lore of Light, as described in the Warhammer rulebook.

ARTIFACTS OF OBLITERATION

CHALICE OF FIRE

30 points

One use only.

The most potent Priests of Hashut consume raw, hot magma from massive bronze chalices, fueling their bodies with infernal energy.

The Chaos Dwarf player may choose to roll a D3 at the start of any player's Magic phase. The number rolled is the number of power/dispel dice both players' must remove from their magic dice pools



ENCHANTED ITEMS

THE BLACK GEM OF NARG

40 points

One use only.

The Black Gem contains the ancient Wind Daemon, Narg'Adon, and is said to be able to momentarily freeze space and time.

The Black Gem may be activated at the start of any Close Combat phase, after challenges are declared and accepted. The bearer of the gem and one model in base contact (of the bearer's choice) cannot attack or be attacked for the duration of that combat phase (including mounts). Combat resolution is worked out as normal.

THE BULL HORN OF UZKULAK

35 points

Bound spell, power level 5

The Bull Horn is a hollowed, twisted, black horn of a Great Taurus.

When sounded, enemies are overcome with feelings of dread and despair, while the warriors of the Chaos Dwarfs rejoice with renewed confidence.

When the spell is successfully cast, all friendly units on the table rally automatically (even if under 25% of their starting strength) and may act normally.

HELM OF AZGORH

30 points

Overlord Azgorh was responsible for the enslavement and destruction of hundreds of Goblinoid tribes that had made their lairs in the southern region of the Dark Lands, known today as the Desolation of Azgorh.

His magical helm rendered the greenskin shamans powerless against his dark legions.

The bearer of the helm adds one dispel dice to the pool in each enemy magic phase.

PHIAL OF MUTATION

25 points

High Priest or Daemonsmith only.

The High Priests and Daemonsmiths are masters of alchemy, experimenting with all manners of vile chemicals and deadly toxins.

Such concoctions are regularly tested upon the Rabble...

At the start of the of the game, the bearer of the Phial of Mutation may feed the mixture to any one Hobgoblin or Rabble unit within 6". Roll a D6 for the chosen unit and consult the table below. The effect generated lasts for the remainder of the game, though does not effect characters that have joined the unit.

1-2 Remove D6 models from the unit at the start of the game. The unit gains Stupidity.

3-4 The unit is subject to Frenzy.

5-6 The unit Hates all enemy units and is subject to both Frenzy and Stupidity. At the end of each movement phase the unit loses D3 models from overexertion (characters may not be removed in this way).

GAUNTLETS OF

BAZHRACK THE CRUEL

20 points

Bazhrack was an utterly insane Overlord, who, in bouts of inexplicable madness, slaughtered his own aides and warriors that lingered too closely. Now long dead, his gauntlets still contain the Overlord's sinister derangement.

Grants the wearer +1 Strength. If the wearer rolls a '1' on a 'To Hit' roll, the blow strikes a random friendly model (including his mount) in base contact instead.

HEXACON OF HASHUT

20 points

One use only.

This six-sided cube bears the baneful rubric of Hashut, when properly manipulated the runes illuminate fiery orange consuming and countering hostile magics.

When an enemy model successfully casts a spell, the Chaos Dwarf player may use the Hexacon instead of making a dispel roll or using a dispel scroll. When the Hexacon is used, the Chaos Dwarf player rolls 6D6. If the Hexacon dice result equals or exceeds the caster's score or bound power level, the spell is dispelled. This item does not work on spells cast with irresistible force.

PENDANT OF UZKULAK

15 points

This ancient pendant is inscribed with baneful runes that curse and befuddle the enemies of Hashut.

One use only. The bear of the pendant may reroll any single 'To Hit' roll, 'To Wound' roll, armour save or ward save during the game.

RUBRIC OF DAEMONIC WHISPERS

5 points

Bound with a fickle Pink Horror of Tzeentch, the rubric cackles with a sinister voice that splurges forth its knowledge of nearby magical artifacts.

When an enemy unit comes within 12" of the bearer, the opponent must announce all magic items the unit contains.

ARTIFACTS OF OBLITERATION

MAGIC STANDARDS

THE BLACK STANDARD OF ZHARR-NAGGRUND

75 points

The black standard was created by Astragoth, eldest of the Chaos Dwarf High Priests, using the flayed skin of a Bloodthirster fused and bound together by dried magma. Etched to the front is the magically enchanted bull-like Face of Hashbut.

The bearer and the unit he is with gains a 5+ ward save.

THE STANDARD OF SLAVERY

50 points

The banner is made from a collection of various Goblinoid hide, pinned together by crude iron nails. It is a reminder to all greenskin thralls that to flee from battle offers a far worse fate than mere death.

Hobgoblin and Rabble units within 12" of the banner may re-roll any failed Panic tests.

BANNER OF DAEMONIC TIDES

30 points

Chaos Dwarfs and Obsidian Guard only.

Bound spell, power level 3.

The banner summons the aid of tiny Wind Daemons that surround the marching soldiery in shadow, propelling them forwards with seemingly dark acceleration.

The banner contains the Unseen Lurker spell from the Lore of Shadow. The spell may only be cast on the unit carrying the banner.

STONE TOTEM OF ZHOGHAR

30 points

Such was the power of Zhoghar that his lifeless obsidian husk still emanates arcane power centuries after his death from petrification.

The totem provides a Magic Resistance (2).

THE SHADOW

STANDARD OF HASHUT

25 points

The standard covers the unit in a thick blanket of darkness making it difficult for the enemy to spy their foes.

All range attacks that roll 'To Hit' suffer a -1 penalty to their BS when targeting the unit.

BANNER OF OBEDIENCE

20 points

Enchanted by a High Priest, the banner subdues dissension within the ranks, making those under its power more agreeable to suggestion and following orders.

The unit ignores the Animosity special rule. (if they have it).

ICON OF DARK

BROTHERHOOD

15 points

This ancient symbol once represented the Dwarf Empire of old during its golden age. Now, altered and corrupted by the Chaos Dwarfs, who carry the icon in blasphemy and mockery of their counterparts in the Worlds Edge Mountains.

The unit carrying the banner *Hates* Dwarf units.



THE WHEEL OF DESTINY

Fire burned throughout the lower levels of the Tower of Zharr-Naggrund as screaming Goblinoids plundered the weapon vaults and defiled the halls of the Chaos Dwarf capital. The Black Orc Warboss Morgor strode into the lower Temple of Hashut assessing the devastation wrought by his warrior-turned greenskin thralls. The place reeked of Goblin stool and burnt Dwarf flesh; all gone unnoticed by Morgor, for the potent Black Orc chieftain had only one thing on his mind.

“Where iz he?” bellowed Morgor at a mob of looting Hobgoblins.

“Oh, oi boss, we got ‘em chained up over dere, jus’ like you wanted,” hissed one the Hobgoblins while pointing at a golden dais at the top of a desecrated altar of Hashut. Morgor had heard when the lower temple fell that one of the High Priests had been inside. All the other Chaos Dwarfs had been gutted, their beards scalped, and slain, but the vicious Black Orc Warboss wanted the priest for himself.

Morgor looked up at the dais of the altar to find the once exalted High Priest of Hashut, Gharzak, shackled to the unyielding leg of a bronze statue in the shape of winged bull, and squirming like a worm. Morgor smiled. He had waited a long time for such an opportunity, for one of the mighty High Priest to grovel before him. The massive Black Orc slowly strode up the steps of the dais with a nasty Orcish grin.

“You owe us everything, you miserable wretch!” spat Gharzak as the Black Orc approached. “Enjoy the pathetic life we gave you while you can, you hideous beast, because we’re going to pulverize your bones to oblivion and dissolve your flesh into nothing more than pools of useless waste! When I’m through, your feeble race will be nothing more than a distant memory!”

Morgor roared with fury at the tone of the priest’s words. Decades of labour and abuse from the Chaos Dwarf slavers had built up an uncontainable rage within the Black Orcs who already possessed a menacing disposition to begin with. The Black Orc seized Gharzak by his throat, lifting him high into the air, while snapping the shackles attached to the bronze bull. The High Priest flailed his stout limbs, those that had not yet been turned to stone, in a wild manner.

“Life we gave ya?” The Black Orc smirked. “You stunties er nothin’ but a cog in da wheel of destiny. Da forces of Gork and Mork willed us into being, not youz!” With a great roar the Black Orc Warlord flung the priest back at the bronze bull statue with all his might. A great crack echoed throughout the temple as one of Gharzak’s petrified limbs cracked on impact. The High Priest grimaced with great agony.

“Please,” the High Priest implored, “I can give you power, prestige...” The Black Orc closed in towards the priest in a malicious, menacing, Orcy manner, his crude axe ready to scalp the Chaos Dwarf’s intricately curled beard.

“Dat won’t cut it stunty. It’d be more fun to jus’ gut ya.” As the Black Orc raised his axe, his thin evil eyes suddenly widened in shock, his jaw dropped, and an eruption of vile black blood burst from his chest, a curved sword tip protruding from the Orc’s massive torso. The High Priest looked on with surprise and glee as the Black Orc slid from the sword tip and fell to the ground, nothing more than a husk of dead Orc.

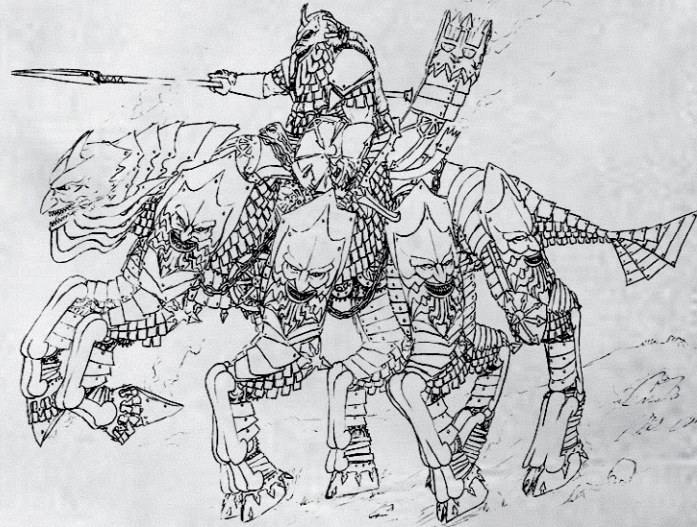
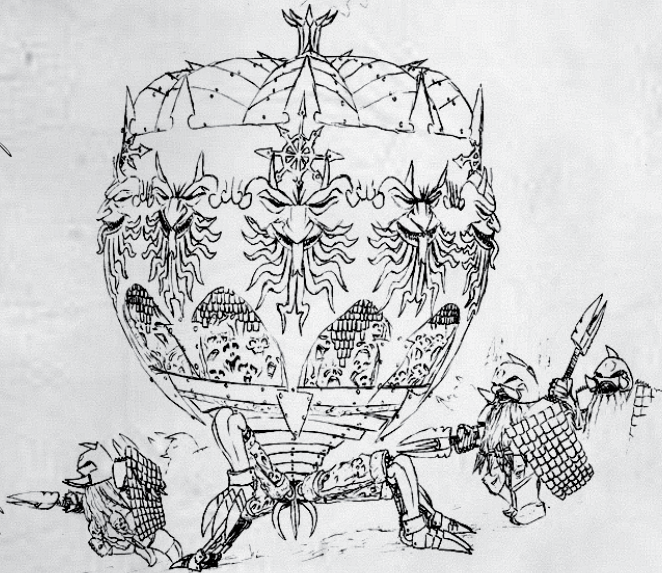
Behind the fallen Black Orc stood Hobgoblin Chieftain, Gorduz Backstabber. The Hobgoblin snickered and grinned while licking the dark Orc blood from his blade. “Now, what was dat you were saying abou’ powa and presteeg?”

Soon the temple echoed with the mad laughter of Gharzak, High Priest of Hashut. 🗡️

...With some Datchers, the infernal beast named Jagdkriecher has successfully hunted slaves for in Tzorn Ujkul...



a new variety of the D. Truancannon... like the D. of mortar-like common-grades...

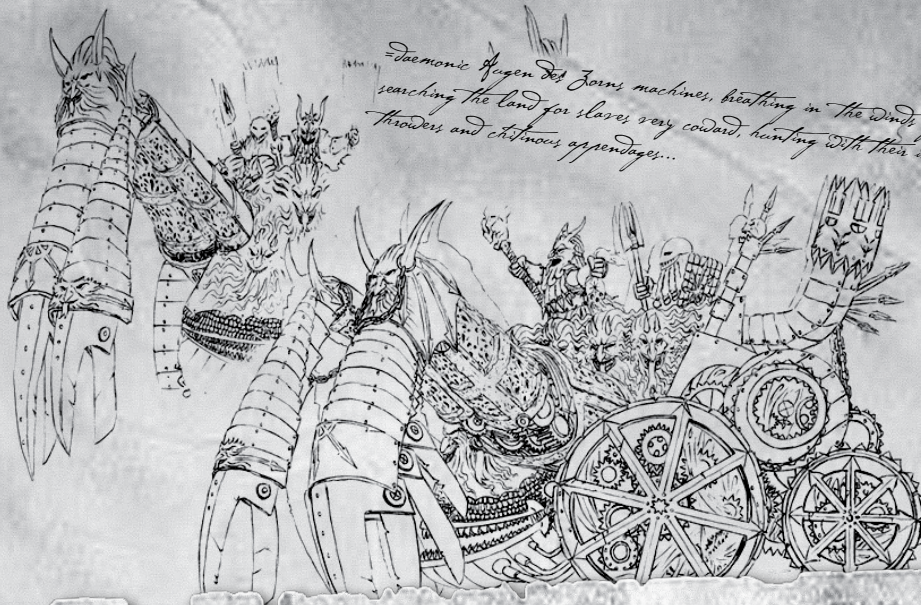


...the mount was constructed and imbued by order of Saltus Schwarzglet... riding a Daemonic forebaser machine...

The Daemon Bestrafer appears as a sort of gelatinous mushroom-shaped fish. When merged to the Engine, there was no direct effect immediately noticed. Not very good in fighting, but it makes a terrible noise, bringing those near it to their knees in pain.

Must develop helmet to keep their ears shut. Losing moral...





*Daemonic Hagen des Zorn, machines, breathing in the winds of magic,
reaching the land for slaves, very coward, hunting with their infernal year
throwers, and chthonous appendages...*

Hector Gustav placed the serrated blade down onto the tray, put a bloodstained finger to his lip in a gruesomely dramatic pause, before selecting a slender blade tipped with a devilish hook.

'A nail hook,' he said, and turned to the man who had been bound into the chair. A single candle flame cast enough light to illuminate the cellar-barrels and straw-strewn floor - and the terrified face of the man as Hector held the instrument of torture up before his eyes. 'Simple, crude, but very effective,' he said, and very slowly slid the blade beneath the first fingernail. 'Now, this time tell me the truth,' he said, and the blood and the screams began.

An hour later the man was unconscious and bleeding. Hector Gustav washed his hands clean and let out an irritated sign. 'We're wasting our time. The man swears it's all true, even under the worst torture I can inflict but what he is telling me is nonsense.'

'Is it?' his chaplain said.

'Of course it is. But each one of the villagers say the same. Their Sigmarite priest was captured by evil dwarves for a diabolic ritual to bring a machine of war to life. No wonder the Ostermark was overrun. The people here are idiots! They're collectively delusional!'

The scribe licked his ink-stained fingers, and glanced through the various accounts. They all corroborated. Surely delusion could not possess men a hundred miles apart.

'I know what you're thinking, von Paulus,' Hector continued. 'It is the same story we have heard from Fortunov to Essen: diabolical conjuring. Priests of Sigmar disappearing. Villages devastated. Horses mad with terror. Tell me, what do you think could be happening, Father von Paulus?'

The scribe opened his mouth to speak, but Hector Gustav didn't stop. 'I'll tell you what I think. Something's afoot, I say. Something's afoot. It'll be those Stirlanders again, up to their old tricks!'

'Maybe it is more serious,' von Paulus finally managed to pry his thoughts into the monologue. 'The Kislevites say that the northern tribes are mustering. And all along the World's Edge Mountains we hear tales of rampaging monstrosities. We should send word.'

'To whom?'

'The Emperor.'

Hector Gustav laughed. 'The Emperor?! These are the tales of fools and idiots. Can we really believe what they're telling us? That yokels have seen a scorpion as large as a horse, made of brass and moving faster than a man can walk, without steam or mechanization? That - what was the other one - that a canon lives and breathes like a man, and that it is chained to the ground lest it stand up and walk?! Surely, Von Paulus, these must be the ravings of delusional fools. Karl Franz cannot be interested in the delusional ravings of these people!'

—Diary of Heretic Hunter Hector Gustav, 2519 IC, Three Years before the End Times

SLAVE TYRANT

Zhatan the Black surveyed the battlefield from atop the Throne of Hashut. The Goblins of Mount Grimfang had defied him for the last time. Weeks ago, Zhatan had sent Slave Lord Braux into the Worlds Edge Mountains under orders to capture fresh Goblin prisoners for the Hell Foundries of Ghorth the Cruel. Lord Braux had not returned according to schedule and only days earlier had Zhatan received word that his subordinate had been slain by the despicable Goblins of Mount Grimfang.

Zhatan had personally conducted business with these particular Goblinoids in the past, and had warned them not to cross the dread Commander of the Tower of Zharr. The foolish greenskins made a fatal error to ignore the word of the exalted Chaos Dwarf Overlord, and now Zhatan would see retribution for their insolence.

With a mere flick of his fingers, Zhatan snapped his Hobgoblin throne bearers to attention, motioning for them to advance. As the bearers heaved their master forwards, Zhatan continued to assess the green horde. Thousands of Goblins squabbled about in a single massive mob. Ordinarily they would make a splendid labour force for the House of Ghorth, but that was not to be their fate. These Goblins were to be made an example of, every last one of the green-filth would be slain and any survivors would be sacrificed into the glorious Furnace of Hashut within the Tower of Zharr. With another snap of his fingers, Zhatan brought his throne bearers to a halt, just short of Goblin bow range.

“GROBI!” bellowed the enraged Overlord. “With your insolence you have sealed your own fate. You have defied the authority of the Hashut, the Lord of Fire, and now you shall embrace pain as you have never known it. The only allies you shall know are ruin and annihilation and you shall be acquainted with holocaust like no other living thing. For I am Zhatan the Black, Commander of the indomitable Tower of Zharr, Chosen of Hashut and Lord of Genocide. There shall be no mercy for you or your ilk, only slaughter and inferno awaits you. There is no escape, for I have spoken and with my word, only obliteration follows.” ☹️



Maggaz Shagga dropped his battle axe as it lodged in the skull of a particularly stupid orc; the death throes of a half-starved wretch tugged his halberd from his grasp, and now he fought through the mob with a choppa in each hand, his massive black form the centre of a blizzard of steel and blood.

The enemy was little more than a mob of panicked and terrified bodies, the front ranks pushing away from him as the back ranks were driven inexorably on. Maggaz opened his tusk-toothed jaws and bellowed with joy. He was drenched from tooth to clawed toes in gore, and hadn't enjoyed a fight so much since the day he had ripped Gromril Blue's beard from his stumpy chin, and stuffed it down the old dwarf's throat.

Something stung his cheek, but Maggaz barely felt it as he caught the next whip blow on his wrist, and dragged the wielder towards him. The hobgoblin was dispatched with a contemptuous flick of a choppa, and its stupidly grinning head flew to the crest of the hill, where the last of the enemy lingered in a small and cowering knot.

Maggaz wiped his eyes clear so he could focus on them. Behind him scuttled the tribes of cave goblins he had brutally united: the Yellow Skulls, Rats Teef and Night Stabbas. They were suddenly brave now that they outnumbered the enemy five to one.

Maggaz took three great strides forward. His nostrils snorted: Black Stunties. A hundred of them lined up in neat ranks. Maggaz strode forward as the disciplined ranks raised their fire-sticks towards him, and bellowed in contempt. Gromril Blue had peppered him with black-shot, but that had not stopped him from chopping his

hearth-guards into squig food.

With a great roar Maggaz Shagga led the goblin hide forward as the fire-sticks fired in a great gout of thunder....



...Huzziya used the end of the blunderbuss to prod the black orc awake. All about them were the shredded bodies of gobbos, and although the black orc had been hit more than fifty times and its tusks shorn off, the great black chest still heaved with effort.

Huzziya kicked the creature till it opened one bloodshot eye and peered up the tightly ringed beard to a dark and forbidding face.

From the depths of the beard the dwarf spoke in a low and hard voice, and to Maggaz's amazement he slowly realised that he could understand what was being said. He let out a great roar, but the dwarf made a sound like cracking stone that the black orc realised was laughter. The black orc was too weak to roar, too weak to even lift his fist and throttle the creatures.

Huzziya wadded the charge and scrap-shot down the barrel and put his foot on the black orc's lower jaw and pried it open wide enough to get his blunderbuss in.

You could bring some feral black orcs under control, but most of them were too wild and independent and there was but one thing for them, he thought as he refilled the spark pan with black powder and blew on the fuse till it glowed a hot and evil red. ☹



The room slowly filled with the aroma of stew as he stared at his father's broad back from his seat at the table. The table was longer than they needed now, his mother and brother both years gone. He sat at the head, opposite his father's place. Ben's mouth watered, his stomach growling for the cauldron of leaks, rabbit, sweet tater and onion, famished as he was after his day's toils on their Averland farm. Wilhelm's was a modest plot, but by the grace of Taal and Rhya, he and his sons brought up a profitable yield every year since he bought the land with every last copper he and his wife had managed to scrape together. Sons. Wilhelm had one son now.

Up since dawn, young Ben stretched wearily, and the sun sympathized, lazily leaking its last rays through their wavy old windows, spears of orange and deep red splaying along the edge of the room's furniture to one side. He pushed his chair back and walked to the fire. His father was stirring the stew methodically, round and round and up, taking a pinch of salt and pepper at intervals and giving the broth a taste from a large wooden ladle. Leaning past his father, he took a tinder from the firepit and carried it to the two candles on opposite sides of the house, then to the solitary one on the table, lighting all. The pale, wavering yellow soon mingled and danced at the edges of the orange and red. He then sat and waited, chin cupped in his work-weary hands.

With a haroomph his father lifted the cauldron from the fire and carried it to the table, placing it between the two bowls. Steam curled over its edge as the stew rocked tidally, then settled. The ladle dipped down, held for a moment, then rose in a plume of steaming stew, his father depositing the contents in one bowl, then the next. Ben inhaled deeply through his nose and smiled at his father, who replied with a wink and took a seat in his thick, oaken chair.

'Boy, you asked me something yesterday.' The humor from his father's face drained suddenly.

'Yes,' Ben frowned, 'I'm sorry again, father..'

'I've had a chance to think, boy. I'm not angry. I shouldn't have gotten angry.' Wilhelm leaned over the table, head down, staring at nothing.

'Yes, father?'

'Boy... Ben. I'm going to answer your question now.' He looked up at his son.

Ben met his father's eyes, one bright blue, like his own, the other milky white, resting like a pearl amidst oyster flesh, scar tissue mottling, aged, once-handsome features. His father's stare seemed to bore through him, to look beyond at something so far, and he wilted turning instead to the mantle above the fire. The tarnished axe looked so faded and dust-covered it blended with the wall. They never cleaned it. Never touched it, the stupid thing. Why did he even ask? He should have let it fade entirely, buried in dust and his father's past.

'It began twenty years ago. I was a wagonmaster under the Burgomaster of Nuln itself, and was to accompany a great trade caravan to far Cathay.' Ben's eyes widened, and thoughts of food vanished. His father was a farmer. Had always been a farmer. He was the son of a farmer.

'This was before I met your mother, of course. You see, rumors had it that the Cathayan alchemists had concocted

some marvelous enhancement in black powder, and the Burgomaster was directed by the Elector himself to learn their secrets. Nuln is the center of the Imperial Artillery School, so obviously this was of great importance to them. And that is what the Burgomaster told me, and why no sooner had I been told than a great host of forty wagons were assembled. We had a company of halberdiers and swordsmen with us, and huntsman rovers with great hounds, and a wing of Myrmidian Templars. There were even Tilean crossbows and demilancers, though I never got their numbers straight – they would inflate them for more pay.

‘Through the Blackfire Pass we would go. It’s the only route through the mountains, though as such it be deadly. That be where Sigmar once tread, lad, slaying orcs in their thousands. We had no such aspirations, and hoped to move swiftly and unsullied through the mountains to the Silver Road and then beyond into the wastes. And we did, and were greatly relieved. For a time.’



“Where are Kurt and the lads?” Fritz rested his hands on his sword belt and peered up into the black, craggy hills to either side of them, his eyes thinning to green slivers. His sergeant’s medallion swung lazily on its heavy chain of polished silver. “The man’s the most anal soldier I’ve ever met, ‘Fifteen minutes early is on time’. There must be trouble.”

“Sir, these crags are treacherous. It may just be slow going.”

“I ain’t buyin’ it, Peter. If you smell trouble in the Wastes there’s sure-as-shit trouble. Get to the top of that hill and see what’s to be seen.” Fritz looked down to the trundling caravan below them and the weary soldiers flanking it to either side. They pressed hard through the Blackfire and it had paid off, but an ambush now would be...

Fritz rubbed his irritated nose pink as Peter scrambled up the hill, a vain effort to rid himself of the sulfurous stench that pervaded the Black Lands. Peter paused slightly doubled, and he could see his chest heaving with effort. He looked at his hand and cradled it for a moment before grunting and continuing his upward trek. A good lad, Peter, if a little wide around the belly. Not as Veteran as Fritz, not nearly, but a hard man used to soldiering, and unquestioning. Ten feet. Fritz really hoped Peter saw them, but his stomach was churning and his hand gripping his sword hilt turned white. Damned.

Peter reached the top and rested his hands on his knees, his head swiveling about. “Fritz, I don’t- Wait a minute I see something. I think it’s them! Hurrah! Hurrah there Kurt!” He began to wave his hand above his head, and was glad he hadn’t climbed the hill for nothing.

Smiling now, Fritz cupped his ears for a better listen and watched Peter intently. He blinked away the irritating air for a moment, and had a sudden thought of his wife’s smiling, freckled face looking back at him, shimmering copper curls tumbling about her shoulders. She was running in the open field outside Nuln, where they talked of building a cottage, and she was madly happy. So strange to think of her now, here in this waste.

Then there was screaming, and Peter was falling towards him, a half-dozen arrows fletched the color of blood protruding from his chest. Over the crest of the hill they came, lanky frames in coal-black robes with snarling, frothing mouths filled with pointed teeth. And they were green-skinned.

Ambush! Fritz' mind screamed it, but no words escaped his lips. Why can't I warn the caravan? He looked down at the gnarled spear shaft protruding from his chest, blood streaming around its rusted head. Oh. He slumped down to his knees sleepily and died, unwittingly kneeling towards the Plain of Zhar.

The tide of hobgoblins surged downhill towards the caravan. Shouts of warning and cries of sheer panic erupted along its length like a shudder up a man's spine. Crossbow bolts began to leap out towards the hobgoblins in twos and threes, and here and there a goblin body would fall only to be trampled by the fifty behind it. With a crash and clamor they hit, and began hacking their way in between wagons. For every veteran stroke of the caravan guardians, there were five or six wild, hacking blades returned, and men who wavered under the onslaught were cut to pieces or bludgeoned.

The men began to form up into units, discipline instilled through years of drill under stern Imperial instruction forcing their bodies to react without thought. They put their back to the wagons and raised their shields in unison, stemming the tide. Hobgoblin began to pile. The Templars, at first thought to have been abandoning the caravan, appeared on the flank of the attack. Their destriers plowed through the green tide sending bodies and blood into the air, lances skewering droves, soon followed by hacking axes and swords and smashing mauls. Greenskins began to hack at each other to break away from the onslaught, and the humans let out a cheer.

Silhouettes appeared above the battle on the crest of the surrounding hills. Short, they were, with shadows of spikes and great helms barely visible in the smoky twilight. Cool, guttural orders could be heard, echoing down the slope off the rocks. A new panic flitted about the lines of men, and the crossbows took aim upwards at the shadows, sending feeble volleys of bolts over the crest of the hill, hitting nearly nothing. Then the distinct sound of hundreds of bone-crunching steel boots filled the valley, carumpling in perfect sync as the shadowy forms of the caravan's doom moved downwards toward them. Then they stopped.

It seemed all was quiet for an instant, and the air shifted as though every man and goblin sucked their last breath in unison. The entire hill exploded in fire and smoke, a massive volley of blunderbuss consuming the battle with metal teeth. Great rockets unseen hurtled downwards in sudden fiery blooms of red, throwing men and goblin into the air on fire. The earth shook and shuddered with impacts of weapons unseen beyond the crest, and those who remained alive were thrown on their backs or faces. The Dwarfs of Chaos plodded forward, the thump of their steps renewed and more vigorous. From amidst their ranks leapt black tendrils of dark magic, ripping the ground asunder in places, wagons swallowed whole or sunken into glowing magma.

There was little that remained when the Chaos Dwarfs reached the path. Whips cracked on the backs of the crawling wounded and even the dead, drawing blood and laughter. Hobgoblins were herded with barbed tongs and clubs, and those that moved too slowly were cloven in half by their own captains and stripped bare by their kin.



'I saw it lad. I saw it and then I remember a flash and blackness. I woke up half buried under ash and rock, the soil sticking to the length of me from all the blood.'

Ben swallowed and remembered to breath.

‘The survivors able to walk were spared. Shackles were clamped around their ankles and necks and wrists and they were attached to great lengths of chain. I could see blood trickling from their bindings. Hobgoblins kept kicking them to the ground and they would fall on top of each other. To stay down was to die, and to die was to doom the men next to you to carry you.

‘They captured the burgomaster. I saw him bound to the others. He was comforting the men, telling them that the Elector would send an army and free them all. They cut his tongue out.

‘Then they just moved on with slaves in tow. They left the wreckage where it was, and the carrion birds came. Sigmar save me, one of the destriers returned to the body of its master, lad. It was my salvation, and carried me all the way back through the Blackfire to Nuln itself.

‘I remember it all like it were last week my Ben. All these years and I remember it still. And you. I...

Ben got up and felt light-headed. He walked over to his father and wrapped his arms around him and held him for minutes.

‘But no faces son, there were no faces. Not a one. Daemon masks of black steel they wore. There was only pain, smoke, metal and beards. Just metal and beards.’



ZUKKA UGZOD'S MOTHER CRUSHERS

"Mother Crushers? Yeah I've heard of 'em and I'll tell you this - I'd never hire them again, that's for sure! They eat too much, they drink too much, they're extremely unfriendly and worst of all - they stink! They reek of bad armpit, I tell ya! I'll never have anything to do with them again. Not ever!" —*Rolando Long-knife, Mercenary General*

One of the most infamous Black Orc tribes of the Mountains of Mourn is the Mother Crushers. An exceptionally brutal and bully-some band of Black Orcs much larger and ambitious compared to the average Black Orc. Led by their fearsome chieftain Zukka Ugzod, the Mother Crushers have caused great mayhem and devastation throughout the mountains, terrorizing tribes of lesser Goblinoids, ambushing Chaos Dwarf slave expeditions and warmongering with the various Ogre Kingdoms simply for the fun it!

According to Orcy legend, Zukka Ugzod and all his Mother Crushing Black Orcs are said to be direct descendents of the very first Black Orc born within the diabolical laboratories of the Chaos Dwarfs. This would certainly explain their greater stature and considerable hostile demeanor, though Zukka would claim that he and his boyz' massive size is due to a strict diet of raw Ogre flesh and fried Giant legs. Whatever the case may be, those that dwell in the Mountains of Mourn do well to beware of the Ugzod's Mother Crushers.

One day Zukka grew bored. He simply no longer fancied terrorizing the usual neighbours and even the taste of Ogre flesh was becoming a bit bland. By the end of the day, Zukka had decided that he and his boyz would leave their lair within the Mountains of Mourn to find new lands to conquer, new foes to fight and new enemies to eat. And so it was, with boisterous cheers from their neighbours, Zukka and his Mother Crushers left the mountains heading west into the Dark Lands.

In the Dark Lands the Mother Crushers encountered tribes of Hobgoblins meandering about often attempting to subject other bands of Orcs and Goblins. The very sight stirred emotions of deep resentment and disgust within Zukka and his Black Orcs, reminding them of the Hobgobish treachery against all Orc-kind from so long ago. As a result, for months the Mother Crushers waged a great war upon the Hobgoblin tribes of the Dark Lands. Joined by other mobs of Goblins and Orcs, the Mother Crushers were making a new name for themselves in the Dark Lands, becoming just as rightly feared and notorious as in the Mountains of Mourn. Such was their infamy that the vicious Black Orcs gained the attention of the Chaos Dwarf Slavemaster, Lord Baal. Realizing that the giant Orcs would never make for adequate slaves because of their extremely violent nature, Lord Baal wished to instead recruit the Mother Crushers into his army. A conclave was struck between Zukka and Baal, where the Slavemaster assured the Black Orc chieftain new lands to conquer, new foes to fight and new enemies to eat - just what Zukka had been looking for!

The alliance between the Chaos Dwarfs of Lord Baal and Zukka Ugzod's Mother Crushers caused great ruin and misery for the Dwarfs of Worlds Edge Mountains, with Zukka and his boyz discovering a fun new hobby in the form of 'stunty stomping' - the butchering and bashing of Dwarfs! Soon though the uneasy coalition of Baal and Zukka collapsed in an extremely bloody manner. The Black Orcs and Chaos Dwarfs came to blows with one another over a dispute about what to do with a multitude of Dwarf prisoners. Lord Baal demanded they be brought to toil in the Hell Pits of Zharr, while the Mother Crushers insisted that they all be eaten alive! After an exceptional violent conflict, the Mother Crushers emerged victorious. That night Zukka and his boyz feasted on the heart of Lord Baal and all of his Dwarfs (both his retinue and prisoners!).

Ever there after, Zukka Ugzod and his Mother Crushers have trekked throughout the Old World from the Worlds Edge Mountains, to the Bad Lands and beyond, causing havoc and dissolution wherever they go. Occasionally they sell their services for hire, though most generals are well aware of their vile reputation and want nothing to do with the Mother Crushers...and who can blame them?

Captain: Zukka Ugzod

Battle-cry: "Stomp the stunties - stomp the stunties - stunty stomplings fun!"

For Hire: Any army of Ogre Kingdoms, Warriors of Chaos or Dogs of War may hire Zukka Ugzod's Mother Crushers as a single Rare unit choice. Dwarfs of Chaos and Orcs & Goblins armies may include the Mother Crushers as a Special unit choice.

Points: Zukka Ugzod and nine Mother Crushers (including a standard bearer and musician) cost a total of 235 points. This is the minimum size regiment you may hire. The size of the regiment may be increased at the cost of 13 points per additional Mother Crusher.

Equipment: Great axes, two choppas (counts as two hand weapons and grants the bearer +1S in the first round of each combat) and heavy armour.

SPECIAL RULES

Immune to Panic; Hate Hobgoblins

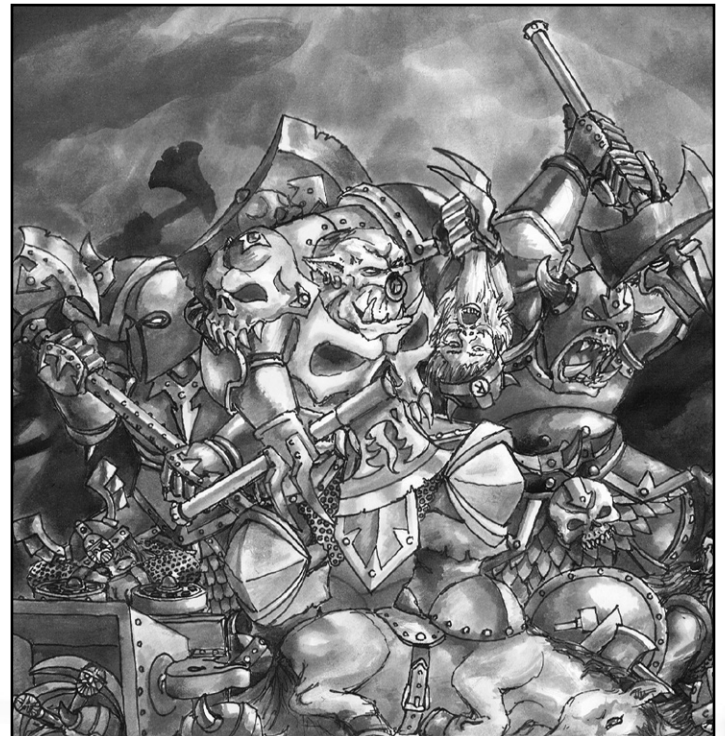
The Mother Crushers share a deep loathing and utter disgust for all Hobgoblins. As such the Mother Crushers follow the rules for Hatred when fighting against any unit of Hobgoblins.

MAGIC ITEM

Zukka's Mad Bad Banner (Magic Standard)

The menacing demeanor and notorious reputation of the Mother Crushers means that the mere sight of the Mother Crushers prevents other Goblinoids from messing around... Once per game, the banner allows any one friendly unit within 6" of the Mother Crushers unit to re-roll the result of an Animosity test.

	M	WS	BS	S	T	W	I	A	Ld
Zukka Ugzod	4	6	3	4	5	2	3	3	8
Mother Crusher	4	4	3	4	4	1	2	1	8



REFERENCE

LORDS	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Zhatan the Black	3	8	4	4	5	4	4	4	10	Slave Lords, Slave Tyrant, Unyielding, Hatred, Bulwaark
Gorduz	4	6	3	4	4	3	5	4	8	Treacherous Gits, Third Time's a Charm, Mean and Green!, Hobgoblin Hordes
Redfang	9	3	0	4	3	1	3	2	3	
Astragoth	3	5	3	5	5	3	2	3	10	Slave Lords, More Machine Now Than Dwarf...
Molocharoar	6	4	0	6	5	5	4	4	9	Terror, Large Target, Fly, MR (2), Demi-God, Ancient Sorcerer, Magma Roar
High Priest of Hashut	3	4	3	4	5	3	1	2	9	Slave Lords, Unyielding
Chaos Dwarf Overlord	3	7	3	4	5	3	4	4	10	Slave Lords, Unyielding
Great Bull Centaur	8	6	2	5	5	3	5	5	9	Slave Lords
Hobgoblin Chieftain	4	6	3	4	4	3	4	4	7	Treacherous Gits, Hobgoblin Hordes

HEROES	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Rykarth	3	7	4	4	5	2	2	3	9	Slave Lords, Unyielding, Killing Blow, Fear, Unbreakable, Captain
Morgok	4	4	3	4	4	2	3	2	7	Treacherous Gits, 5+ Ward Save, Fear, Magical Attacks, Hobgoblin Hordes
Slavemaster	3	6	4	4	5	2	3	3	9	Slave Lords, Unyielding
Daemonsmith	3	5	4	4	4	2	2	2	9	Slave Lords, Unyielding, Diabolic Manipulator
Great Horn	8	5	2	4	5	2	4	4	8	Slave Lords
Hobgoblin Overseer	4	5	3	4	4	2	3	3	6	Treacherous Gits, Hobgoblin Hordes

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Giant Wolf	9	3	0	3	3	1	3	1	2	Fast Cavalry
Warg	9	4	0	4	3	1	3	2	3	Fast Cavalry
Lammasu	6	4	0	5	5	4	3	3	8	Terror; Large Target; Fly; Magic Resistance (2); Sorcerous Exhalation
Great Taurus	6	5	0	6	5	5	3	4	6	Terror; Large Target; Fly; Breath Weapon, Fiery Hide

CORE	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Chaos Dwarf	3	4	3	3	4	1	2	1	9	Slave Lords, Unyielding
Slaver	3	4	3	3	4	1	2	2	9	Slave Lords, Unyielding
Eruption Gun	3	4	3	3	5	2	2	2	9	US3, Monster, Fear, Daemonic War Engine
Hobgoblin	4	3	3	3	3	1	2	1	5	Animosity, Treacherous Gits
Hobgoblin Taskmaster	4	3	3	3	3	1	2	2	5	Animosity, Treacherous Gits
Rabble	4	2	3	3	3	1	2	1	4	Animosity, Worthless Maggots, Where There's a Whip There's a Way

SPECIAL	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Death Rocket	6	4	3	4	5	3	1	3	4	US3, Monsters and Handlers, Fear, Daemonic War Engine
Bolt Thrower	-	-	-	-	7	3	-	-	-	
Bull Centaur	8	4	2	4	4	1	3	2	8	Slave Lords
Great Hoof	8	4	2	4	4	1	3	3	8	Slave Lords
Obsidian Guard	3	5	3	4	4	1	2	1	9	Slave Lords, Unyielding, Killing Blow, Fear
Darklon	3	5	3	4	4	1	2	2	9	Slave Lords, Unyielding, Killing Blow, Fear
Daemoneater	7	4	2	5	5	3	2	-	9	US4, Fear, Chariot, Whirlwind of Death
Sneaky Gits	4	3	2	3	3	1	2	1	6	Animosity, Treacherous Gits, Poison, Dirty, Rotten, Sneaky..., Scouts
Dirty Git	4	3	2	3	3	1	2	2	6	Animosity, Treacherous Gits, Poison, Dirty, Rotten, Sneaky..., Scouts

RARE	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Earth Shaker	6	4	3	4	5	3	1	3	4	US3, Monsters and Handlers, Fear, Daemonic War Engine
Inferno Golems	5	4	3	5	5	3	2	3	9	Immune to Psychology, Fear, Flaming Attacks, Magical Attacks
Kollossus	6	4	3	5	7	5	1	0	9	US5, Ridden Monster, Terror, Immune to Psychology, Large Target, Daemon Tower

REGIMENT OF RENOWN	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Zukka Ugzod	4	6	3	4	5	2	3	3	8	Immune to Panic, Hate Hobgoblins
Mother Crusher	4	4	3	4	4	1	2	1	8	Immune to Panic, Hate Hobgoblins

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*“Raze their cities and loot their gold,
bleed them dry and burn their souls.”*

—Zhatan the Black,
Commander of the Tower of Zharr

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