

CHAOS DWARFS

LEGACY ARMY LIST

For Use With Warhammer: The Old World Rules

This document allows you to play a Chaos Dwarfs Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook and *Ravening Hordes*.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

CHAOS DWARFS

The Chaos Dwarfs – the Dawi Zharr or ‘Uzkul-Dhrath-Zharr’ as they refer to themselves in their corrupted tongue, are an ancient and evil race. Theirs is a saga of a great and hardy people whose nobility would become warped into utter malice, and whose stubborn refusal to fade from the world would lead them down a dark path, through the study of arcane engineering and daemonology and into damnation in the service of malign powers older than the world itself.

This document contains the following information:

Grand Army Composition List: The default army composition list for the Chaos Dwarfs.

Profiles: Every model available to the Chaos Dwarfs has a profile. Here, you will find that model’s characteristics, its equipment, its points value, details of any special rules unique to it and more.

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Chaos Dwarfs.

Special Rules: This section covers rules unique to the Chaos Dwarfs.

The Lore of...: Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook.

CONTENTS

Chaos Dwarfs Legacy Army List	2
Grand Army Composition List	2
Magic Items	17
Special Rules	20
Lore of Hashut	21
Weapons of Zharr-Naggrund	22

© Copyright Games Workshop Limited 2024. Warhammer: the Old World, Citadel, Forge World, Games Workshop, GW, Warhammer, the ‘winged-hammer’ Warhammer logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world.
All Rights Reserved.

Permission to download/print for personal use only.

This is a work of fiction. All the characters and events portrayed in this download are fictional,
and any resemblance to real people or incidents is purely coincidental.

www.warhammer.com

CHAOS DWARFS LEGACY ARMY LIST

This page details the Grand Army composition list for the Chaos Dwarfs. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find a profile and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Sorcerer-Prophet or Infernal Castellan per 1,000 points
- 0-1 Bull Centaur Taur'ruk per unit of Bull Centaur Renders taken
- Daemonsmith Sorcerers, Infernal Seneschals and Hobgoblin Khans
- 0-1 Black Orc Boss (see Orc & Goblin Tribes army list)

Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Infernal Guard
- Hobgoblin Cutthroats
- 0-1 Black Orc Mob (see Orc & Goblin Tribes army list)

Special

Up to 50% of your army's points value may be spent on:

- Infernal Ironsworn, Sneaky Gits, K'daai Fireborn and Bull Centaur Renders
- 0-1 Iron Daemon per 1,000 points
- 0-1 war machine chosen from the following list per 1,000 points:
 - Deathshrieker Rocket Launcher
 - Magma Cannon
- 0-2 Hobgoblin Bolt Throwers per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- 0-1 unit of Hobgoblin Wolf Riders per Hobgoblin Khan taken.
- 0-1 war machine chosen from the following list per 1,000 points:
 - Dreadquake Mortar
 - Hellcannon (see Warriors of Chaos army list)

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Warriors of Chaos

Battle Standard Bearer

A single Infernal Seneschal in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Sorcerers Of Hashut

	M	WS	BS	S	T	W	I	A	Ld	Points
Sorcerer-Prophet	3	5	4	4	5	3	2	3	10	195
Daemonsmith Sorcerer	3	4	4	4	4	2	2	2	9	85

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Magic: A Sorcerer-Prophet is a Level 3 Wizard. A Daemonsmith Sorcerer is a Level 1 Wizard. Every Sorcerer of Hashut knows spells from one of the following Lores of Magic:

- Daemonology
- Dark Magic
- Elementalism

Equipment: Hand weapon and heavy armour

Options:

- May take any of the following:
 - Darkforged weapon (see page 22).....+10 points
 - Naptha bombs (see page 22).....+15 points
 - Blood of Hashut (see page 22).....+20 points per vial
- A Sorcerer-Prophet may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
 - Be mounted on a Bale Taurus or Great Taurus See page 12
 - Be mounted on a Lammasu See page 13
- A Daemonsmith Sorcerer may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points
 - Be mounted on a Great Taurus See page 12
 - Be mounted on a Lammasu See page 13

Special Rules: Blackshard Armour, Ensorcelled Weapons, Infernal Engineer, Lore of Hashut, Resolute, Sorcerer's Curse, Stubborn

Infernal Engineer

Under the scornful gaze of their masters, the gun crews of Zharr-Naggrund are amongst the finest artillerists in all the known world.

Unless this model is fleeing or engaged in combat, once per turn a friendly war machine that is within its Command range may re-roll one Scatter dice or one Artillery dice.

Sorcerer's Curse

The flesh of a Sorcerer of Hashut hardens and blackens over time, eventually turning to stone.

If this model miscasts a spell, it must immediately make a Toughness test. If this test is failed, it loses a single Wound and gains a +1 modifier to its Toughness characteristic instead of rolling on the Miscast table. If this test is passed, it rolls on the Miscast table as normal.

Character

Sorcerers of Hashut

Chaos Dwarf Sorcerers rule over the desolate empire of Zharr-Naggrund with iron-fisted malice, both as lords and masters of all they survey and as priests of their dark god, Hashut. Their lore is terrible and ancient, involving the study of machines, the mastery of forge-craft, weapon making and the terrible Chaos magics gifted to them by Hashut. But the price these Sorcerer-priests pay for their power is a dark one indeed, for a great curse lays heavy upon them. As the magic they work seeps into their bodies, it evokes changes that are both unique and horrific. Even the most cautious and adept of Sorcerers is not immune and, painfully and inexorably, their bodies are petrified into immobile stone.

Infernal Guard Commanders

	M	WS	BS	S	T	W	I	A	Ld	Points
Infernal Castellan	3	6	4	5	5	3	3	4	10	125
Infernal Seneschal	3	5	4	4	5	2	2	3	9	60

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Darkforged weapon (see page 22).....+10 points
 - Great weapon.....+4 points
- May take one of the following:
 - Fireglaive (see page 22).....+10 points
 - Hailshot blunderbuss (see page 22).....+10 points
- May take one of the following:
 - Pistol.....+5 points
 - Naptha bombs (see page 22).....+10 points
- May take a shield.....+2 points
- An Infernal Castellan may purchase magic items up to a total of.....100 points
- An Infernal Seneschal may purchase magic items up to a total of.....50 points

Special Rules: Blackshard Armour, Ensorcelled Weapons, Rallying Cry, Resolute, Stubborn

Bull Centaur Taur'ruk

	M	WS	BS	S	T	W	I	A	Ld	Points
Taur'ruk	7	5	2	5	5	4	4	4	9	145

Troop Type: Monstrous cavalry (character)

Base Size: 50 x 75 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Darkforged weapon (see page 22).....+10 points
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take a shield.....+3 points
- May purchase magic items up to a total of.....75 points

Special Rules: Armour Bane (1), Armoured Hide (1), Blackshard Armour, Ensorcelled Weapons, Fear, First Charge, Impact Hits (D3+1), Loner, Stampede, Stubborn, Swiftstride

Character

Infernal Guard Commanders

There are relatively few Chaos Dwarfs, and each and every one of them is a highly trained and disciplined warrior sworn to the service of one of the Chaos Dwarf Sorcerers body and soul, whose martial skill is matched only by their cruelty. Of these warriors, only those rare few who achieve great glory can hope to earn promotion to the rank of Seneschal or Castellan.

Bull Centaur Taur'ruk

Bull Centaur Taur'ruk are the most trusted vassals of the Sorcerer-priests of Hashut. They are hulking, savage creatures whose strength and endurance far exceeds that of a Chaos Dwarf and, thanks to their strange forms, they are far swifter in battle. As they age, their flesh hardens and distorts almost as if it becomes living metal, and rather than heal naturally from injuries, they must instead rely upon their Sorcerer-masters to repair their wounds with steel sutures and brazen splints.

Hobgoblin Khan

	M	WS	BS	S	T	W	I	A	Ld	Points
Hobgoblin Khan	4	5	4	4	4	2	5	3	7	45

- Troop Type:** Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand Weapon and throwing weapons

Options:

- May take one of the following:
 - Additional hand weapon..... +3 points
 - Great weapon..... +4 points
 - Cavalry spear (if appropriately mounted)
- May replace throwing weapons with shortbow
- May take any of the following:
 - Shield..... +2 points
 - Light armour..... +3 points
- May be mounted on a Giant Wolf..... +10 points
- May purchase magic items up to a total of50 points

Special Rules: Backstab, Evasive, Levies, Warband

Giant Wolf

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant Wolf	9	3	-	3	-	-	3	1	-	+10

- Troop Type:** Light cavalry
Base Size: 25 x 50 mm
Unit Size: 1
Equipment: Claws and fangs (counts as a hand weapon)
Special Rules: Fast Cavalry, Fire & Flee, Swiftstride

Character

Hobgoblin Khans

Occasionally, the infighting and backstabbing amongst Hobgoblin ranks produces a particularly successful and feared killer who will rise to prominence and style themselves 'Khan,' taking after the wilder nomadic Hobgoblin wolf clans of the Eastern Wastes. These skulking killers can prove useful for marshalling their kin in battle, but should they prove too successful and threaten the dominance of the Chaos Dwarfs, they will most likely end up impaled over their lord's gatepost as a reminder to others that Zharr-Naggrund is not a meritocracy.

Giant Wolves

Hobgoblins living in tribes across the great steppes of Kislev employ Giant Wolves as fast moving and ferocious mounts. Such beasts are highly prized for their ability to outrun most dangers.

Infernal Ironsworn

	M	WS	BS	S	T	W	I	A	Ld	Points
Infernal Ironsworn	3	5	3	4	4	1	2	2	9	19
Overseer	3	5	3	4	4	1	2	3	9	+7

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and full plate armour

Options:

- The entire unit may take one of the following:
 - Great weapons +2 points per model
 - Halberds +1 point per model
- The entire unit may take shields +1 point per model
- Any unit may:
 - Upgrade one model to an Overseer (champion) +7 points per unit
 - Upgrade one model to a standard bearer +7 points per unit
 - Upgrade one model to a musician +7 points per unit
 - Purchase a magic standard worth up to 100 points
- An Overseer may take one of the following:
 - Pistol +3 points
 - Naptha bombs (see page 22) +6 points
- An Overseer may purchase magic items up to a total of 25 points

Special Rules: Blackshard Armour, Close Order, Drilled, Ensorcelled Weapons, Quell Panic, Regimental Unit, Resolute, Shieldwall, Stubborn, Veteran

Quell Panic

Infernal Ironsworn are the black-armoured custodians of Zharr-Naggrund. The mere presence of these ruthless overseers is enough to bolster the nerve of cowardly conscripts.

Unless this unit is fleeing, any friendly unit that is within 6" of this unit and that has the Levies special rule may re-roll a failed Panic test.

Infantry

Infernal Ironsworn

The Infernal Guard are drilled ceaselessly by cruel Castellans and barracked in the burning deeps beneath Zharr-Naggrund. Their lot is to fight an unending battle against the horrors that abound in the desolate wastes nearby – a regime that only the strongest survive. The greatest amongst this warrior elite will be selected to join the Infernal Ironsworn – the personal bodyguard of the covenant of Sorcerer-prophets that rule over Zharr-Naggrund. Each Infernal Ironsworn is a highly trained and disciplined warrior, often with scores of years of battle experience to draw upon, who goes into battle with the fire and suffering of their dark realm forged into the very fabric of their blades and hammers, graven in smouldering runes of torment and death.

Infernal Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Infernal Guard	3	4	3	4	4	1	2	1	9	11
Deathmask	3	4	3	4	4	1	2	2	9	+6

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and heavy armour

Options:

- The entire unit may take one of the following:
 - Great weapons +2 points per model
 - Fireglaves (see page 22) +4 points per model
 - Hailshot blunderbusses (see page 22) +5 points per model
- The entire unit may take shields +1 point per model
- Any unit may:
 - Upgrade one model to a Deathmask (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - Purchase a magic standard worth up to 50 points
- A Deathmask may take one of the following:
 - Pistol +3 points
 - Naptha bombs (see page 22) +6 points
- A Deathmask may purchase magic items up to a total of 25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule +1 point per model
 - Have the Blackshard Armour special rule +1 point per model

Special Rules: Close Order, Detachment, Regimental Unit, Resolute, Shieldwall, Stubborn

K'daai Fireborn

	M	WS	BS	S	T	W	I	A	Ld	Points
K'daai Fireborn	6	4	2	5	4	2	4	3	7	41
Manburner	6	4	2	5	4	2	4	4	8	+7

Troop Type: Monstrous infantry
Base Size: 40 x 40 mm
Unit Size: 3+
Equipment: Rage and hellfire (counts as hand weapons)

Options:

- Any unit may upgrade one model to a Manburner (champion) +7 points per unit
- A Manburner may purchase magic items up to a total of 25 points

Special Rules: Blazing Body, Close Order, Ensorcelled Weapons, Fear, Flaming Attacks, Immune to Psychology, Regeneration (5+), Unbreakable, Unstable, Warp-spawned

Infantry

Infernal Guard

Chaos Dwarfs are an unnerving sight in battle. They are brutish, grotesque figures plated in black or burnished armour of heavy plate and jagged scales, crowned with tall helms mounted with flame-tongue spiked coronas or sharpened horns. Their livery is bright and bloody, and their distorted faces, if they are seen at all, are bestial and filled with malice. Their presence is intended to inspire fear in their foes, and they have lost none of the toughness or skill-at-arms of their western Dwarf kin.

K'daai Fireborn

Created by the foul sorceries of the Sorcerer-priests of Zharr-Naggrund, the K'daai are almost mindless, elemental forces of destruction. Half Daemon-stuff and half raging fire drawn from the magma of the deep earth, the K'daai are birthed in the boiling blood of Hashut's burning sacrifices, given form by and contained within an armoured framework of articulated iron and rune-stamped bronze.

Hobgoblin Cutthroats

	M	WS	BS	S	T	W	I	A	Ld	Points
Cutthroat	4	3	3	3	3	1	3	1	4	3
Boss	4	3	3	3	3	1	3	2	5	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and shields

Options:

- The entire unit may replace shields with shortbows..... Free
- The entire unit may take light armour..... +1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion) +7 points per unit
 - Upgrade one model to a standard bearer +5 points per unit
 - Upgrade one model to a musician +5 points per unit

Special Rules: Backstab, Close Order, Horde, Levies, Warband

Sneaky Gits

	M	WS	BS	S	T	W	I	A	Ld	Points
Sneaky Git	4	4	4	3	3	1	4	1	5	6
Murder Boss	4	4	4	3	3	1	4	2	5	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Two hand weapons and throwing weapons

Options:

- The entire unit may take light armour..... +1 point per model
- Any unit may:
 - Upgrade one model to a Murder Boss (champion) +6 points per unit
 - Upgrade one model to a musician +6 points per unit

Special Rules: Ambushers, Backstab, Evasive, Levies, Move through Cover, Skirmishers

Infantry

Hobgoblin Cutthroats

Arguably the most treacherous of all the Goblin and Orc kin, Hobgoblins are taller and leaner than ordinary Goblins, yet nowhere near as burly and brutal as Orcs. The Chaos Dwarfs long ago realised the Hobgoblins were servile, craven and malevolent – all traits which made the Hobgoblins of the Dark Lands eminently suitable as lackeys and disposable minions.

Sneaky Gits

Sneaky Gits are rightly regarded as being devious and treacherous, and are utterly distrusted even by their own kind. These murderous backstabbers are habitually armed with many curved daggers, and for every knife they wear openly, it can be wagered there is at least one more concealed about their person, ready to be plunged into an unsuspecting foe's back.

Hobgoblin Wolf Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Hobgoblin Wolf Rider	-	3	3	3	3	1	3	1	6	12
Boss	-	3	4	3	3	1	3	2	6	+8
Giant Wolf	9	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 5+

Equipment:

- **Hobgoblin Wolf Riders:** Hand weapons, light armour and shields
- **Giant Wolves:** Claws and fangs (counts as hand weapons)

Options:

- The entire unit may take any of the following:
 - Cavalry spears.....Free
 - Shortbows.....+1 point per model
- Any unit may:
 - Upgrade one model to a Boss (champion)+8 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- 0-1 unit per 1,000 points may:
 - Have the Feigned Flight special rule+2 points per model
 - Have the Reserve Move special rule+1 points per model

Special Rules: Backstab, Evasive, Fast Cavalry, Fire & Flee, Levies, Open Order, Skirmishers, Swiftstride

Bull Centaur Renders

	M	WS	BS	S	T	W	I	A	Ld	Points
Bull Centaur Render	7	4	2	4	5	3	3	2	8	56
Bull Centaur Ba'hal	7	4	2	4	5	3	3	3	8	+6

Troop Type: Monstrous cavalry

Base Size: 50 x 75 mm

Unit Size: 3+

Equipment: Hand weapons and light armour

Options:

- The entire unit may take one of the following:
 - Great weapons.....+4 points per model
 - Shields.....+3 points per model
- Any unit may:
 - Upgrade one model to a Ba'hal (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Ba'hal may purchase magic items up to a total of25 points

Special Rules: Armoured Hide (1), Blackshard Armour, Close Order, Ensorcelled Weapons, Fear, First Charge, Impact Hits (D3), Loner, Stampede, Stubborn, Swiftstride

Cavalry

Hobgoblin Wolf Riders

Chaos Dwarfs employ bodies of Giant Wolf-mounted Hobgoblin raiders as scouts and light cavalry in battle. These are commonly drawn from the more nomadic Hobgoblin tribes which roam the fringes of the southern Dark Lands. They are lured into service with the Dawi Zharr as mercenaries, though the wages paid by Chaos Dwarfs are notoriously poor. These raiders, all bandits and robbers by disposition are, if anything, even less reliable than their footslogging kin – their mounts allowing them to flee with great speed when the need arises.

Bull Centaurs

As their name suggests, Bull Centaurs are twisted amalgams of Chaos Dwarf and ferocious bull in aspect, the unnatural fusion creating hulking, monstrous beasts far larger than either and filled with cannibalistic appetites. Many centuries ago, when the Dwarfs of Zorn Uzkull first turned to the worship of Hashut, some amongst them became horrifically mutated, their bodies warped into forms pleasing to the Father of Darkness. Thus were the first Bull Centaurs born.

Iron Daemon

	M	WS	BS	S	T	W	I	A	Ld	Points
Iron Daemon	5	-	-	8	7	7	-	-	-	275
Chaos Dwarf Crew (x3)	-	4	4	3	-	-	2	1	9	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **Iron Daemon:** Steam Cannonade (see page 11)
- **Chaos Dwarf Crew:** Hand weapons

Options:

- May have the Hellbound special rule.....+35 points
- May replace its Steam Cannonade with a Skullcracker (see page 11).....+10 points

Special Rules: Carriage Hauler, Close Order, Fear, Grinding Wheels, Immune to Psychology, Impact Hits (D6+1), Large Target, Lumbering Destruction, Stomp Attacks (D3+1), Unbreakable

Carriage Hauler

An Iron Daemon is a steam-driven traction engine of truly incredible power, capable of hauling tremendous weights behind its armoured bulk.

During the Movement phase, up to two friendly war machines with the 'Steam Carriage' upgrade that are completely within this model's rear arc and within 8" of its base at the beginning of the phase can be moved when this model moves. These war machines must finish their movement completely within this model's rear arc and within 8" of its base. Unless this model moves using the Lumbering Destruction special rule or makes a charge move, these war machines are not considered to have moved this turn.

Grinding Wheels

An Iron Daemon weighs many tonnes and moves upon huge wheels of spiked brass and iron. Any enemy that falls before such an engine of destruction is quickly ground into the earth.

Stomp Attacks made by an Iron Daemon have an Armour Piercing characteristic of -2. However, this rule cannot be used against models whose troop type is 'behemoth' – they are simply too large to be caught beneath an Iron Daemon's wheels.

In addition, and unlike other chariots, this model treats low linear obstacles as open terrain rather than as impassable terrain.

Chariot

Iron Daemon

The Chaos Dwarfs are masters of steam technology. They build colossal steam-driven devices for working their great mines, and engines of great destruction for crushing their enemies. One design to see widespread service is the Iron Daemon, a compact, armoured, steam-driven traction engine. The steam boilers that provide these machines with motive power to haul heavy armaments and munitions to the battlefield are cunningly designed so that they can also be used to work pressure-fed weapons such as cannonades and wall-breakers. This means that every Iron Daemon is also a powerful war machine in its own right – a fully mobile artillery piece and murderous killing engine able to smash through fortifications and hack down ranks of living soldiers with equal ease.

Lumbering Destruction

The infernally-fuelled engines of the Chaos Dwarfs are mighty, smoke-belching powerhouses capable of considerable speed, but cursed with the temperament of an imprisoned Daemon.

An Iron Daemon cannot march. Instead, you may roll a D6 and add its result to the model's Movement characteristic. However, if a natural 1 is rolled when making this roll, something has gone wrong deep within the infernal machine, rendering it immobile. The Iron Daemon halts immediately and cannot move again for the remainder of this turn.

Steam Cannonade

Powered by the channelled pressure of the Iron Daemon's furnace, a steam cannonade is a twin barrelled organ gun used to blast a lethal storm of red-hot shrapnel and curse-laden shot into the ranks of the enemy.

	R	S	AP	Special Rules
Steam Cannonade	18"	5	-1	Armour Bane (1), Cannonade, Cumbersome

Notes: When shooting with a steam cannonade, follow the normal Shooting phase sequence.

Cannonade: When shooting with a steam cannonade, roll two Artillery dice before making any rolls To Hit. The number of shots fired is equal to the total of both Artillery dice:

- If a Misfire is rolled on one of the Artillery dice, all shots fired from the steam cannonade this turn suffer an additional -1 To Hit modifier (instead of rolling on a Misfire table).
- If a Misfire is rolled on both of the Artillery dice, no shots are fired and this model loses a single Wound (instead of rolling on a Misfire table).

After determining the number of shots, roll To Hit for each as normal, using the crew's Ballistic Skill and applying all appropriate modifiers.

Skullcracker

A Skullcracker is a hissing and grinding arcane-mechanical conglomeration of iron hammers, hacking blades and brutal picks designed to pulverise and shred anything unfortunate enough to be caught in front of the machine.

An Iron Daemon equipped with a Skullcracker replaces the Impact Hits (D6+1) special rule with the Impact Hits (2D6+2) special rule and gains the Armour Bane (1) special rule.

Chariot

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

Lord Astragoth Ironhand

The Great Tauruses

	M	WS	BS	S	T	W	I	A	Ld	Points
Bale Taurus	6	5	-	6	(+1)	(+4)	3	4	-	+160

Note: A character mounted on a Bale Taurus has +1 Toughness and +4 Wounds.

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Taurus	6	5	-	5	-	(+4)	3	3	-	+120

Note: A character mounted on a Great Taurus has +4 Wounds.

Troop Type: Behemoth

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Trampling hooves (see below) and goring horns (see below)

Special Rules:

- **Bale Taurus:** Blazing Body, Born of Fire, Close Order, Fly (9), Furious Charge, Large Target, Stomp Attacks (D3+1), Swiftstride, Terror
- **Great Taurus:** Blazing Body, Born of Fire, Close Order, Fly (9), Furious Charge, Large Target, Stomp Attacks (D3), Swiftstride, Terror

Born Of Fire

The Great Tauruses are the living embodiments of Hashut's fiery rage, creatures born of the intense heat and pressure found only within a volcano's heart.

A Bale Taurus or Great Taurus has a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

R	S	AP	Special Rules
Trampling hooves	Combat	S	-1

R	S	AP	Special Rules
Goring horns	Combat	S+1	-3

Notes: In combat, this model may make one of its attacks each turn with this weapon.

Character Mount: A Bale Taurus or Great Taurus may only be included in your army as a character's mount. Its points are added to that of its rider.

Monster

The Great Tauruses

The Great Tauruses of the Dark Lands burn with a terrific intensity, so much so that their bodies are wreathed in fire and choking smoke. Indeed, so angrily and so hot do they burn that their flesh renders swords and axes molten and blunt. When a Great Taurus moves across the ground, sparks fly from its horns and red lightning plays about its hooves. As a Great Taurus swoops through the air, heat waves shimmer at its coming and choking black clouds swirl in contrails behind it. With each snorting exhale, flame erupts out of the beast's flared nostrils, and an oily smoke curls from its gaping maw. In its rage, even the monster's eyes seem to smoulder.

Lammasu

	M	WS	BS	S	T	W	I	A	Ld	Points
Lammasu	6	4	-	5	-	(+3)	2	2	-	+95

Note: A character mounted on a Lammasu has +3 Wounds.

Troop Type: Monstrous creature

Base Size: 50 x 75 mm

Unit Size: 1

Equipment: Claws and fangs (counts as a hand weapon)

Options:

- May have a mace tail (see below)+10 points
- May have Sorcerous Exhalation (see below)+15 points

Special Rules: Armour Bane (2), Close Order, Fly (9), Furious Charge, Large Target, Magic Resistance (-3), Sorcerous Miasma, Stomp Attacks (D3), Swiftstride, Terror

Sorcerous Miasma

Sorcerous black clouds curl about the Lammasu, protecting it from spells and befouling the magical weapons of its enemies, preventing them from striking the beast to full effect.

During the Combat phase, any enemy model that uses a magic weapon to attack a character mounted on a Lammasu counts as being armed with a simple hand weapon instead.

R S AP Special Rules

Mace tail Combat S+1 -2 -

Notes: A Lammasu may make one additional attack each turn with this weapon.

R S AP Special Rules

Sorcerous N/A 4 -2 Breath Weapon, Magical Attacks
Exhalation

Character Mount: A Lammasu may only be included in your army as a character's mount. Its points are added to that of its rider.

Monster

Lammasus

The Lammasu is a wise and crafty beast that makes its lair in the Dark Lands. The Chaos Dwarfs believe it to be a rare mutation of Great Taurus, one that is not only acclimated to magic, but that also lives and breathes the very stuff of sorcery. Indeed, the Lammasu possesses a minor, but potent spellcasting ability, the backwash of which manifests as sorcerous black clouds that curl about the beast every time it breathes. This magical exhalation protects the Lammasu from hostile spells. Furthermore, enemies fighting a Lammasu in melee often find the smoky threads of sorcery befouling their magic weapons, dampening their power and preventing them from striking the beast to full effect.

Deathshrieker Rocket Launcher

	M	WS	BS	S	T	W	I	A	Ld	Points
Deathshrieker	-	-	-	-	6	3	-	-	-	120
Rocket Launcher										
Chaos Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine

Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Demolition Rockets (see below), Infernal Incendiaries (see below), hand weapons and heavy armour

Options:

- May have the Hellbound special rule.....+30 points
- May have a Steam Carriage.....+10 points

Special Rules: Blackshard Armour, Skirmishers

Demolition Rockets & Infernal Incendiaries

Each turn, a Deathshrieker rocket launcher can fire one of the two different types of rocket described below.

R S AP Special Rules

Demolition rockets	12-48"	3 (6)	- (-3)	Armour Bane (1), Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D6)
--------------------	--------	-------	--------	---

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 3" blast template and the Black Powder Misfire table. The Multiple Wounds (D6) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

R S AP Special Rules

Infernal incendiaries	12-48"	3 (3)	- (-)	Bombardment, Cumbersome, Flaming Attacks, Move or Shoot
-----------------------	--------	-------	-------	---

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 5" blast template and the Black Powder Misfire table. Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.

War Machine

Deathshrieker Rockets

The Deathshrieker is one of the more diabolical weapons of the Chaos Dwarfs. Bound up within its munitions are howling, malevolent fire spirits harvested from the cinders of Hashut's sacrificial altars, and it is the hellish shrieking of these spirits when loosed that gives the weapon its name. The packed multiple warheads of the Deathshrieker detonate in the air above the battlefield in a storm of fire. Screaming, fanged tendrils of flame plunge downwards from the blast and expend their strength actively seeking out victims. The tormented spirits are far from discerning though as to whose flesh they burn, and the Dawi Zharr must be cautious lest their own suffer from the wrathful weapon.

Dreadquake Mortar

	M	WS	BS	S	T	W	I	A	Ld	Points
Dreadquake Mortar	-	-	-	-	7	4	-	-	-	165
Chaos Dwarf Crew	3	3	3	3	4	3	2	3	9	-
Ogre Loader	-	3	-	4	-	(+2)	2	(+2)	-	+20

Note: The crew of a Dreadquake Mortar with an Ogre Loader has +2 Wounds and +2 Attacks, the Weapon Skill, Strength and Initiative of which are shown above.

Troop Type: War machine

Base Size: N/A

Unit Size: 1

Equipment: Dreadquake Mortar (see below), hand weapons and heavy armour

Options:

- May have an Ogre Loader.....+20 points
- May have the Hellbound special rule.....+30 points
- May have a Steam Carriage.....+10 points

Special Rules: Blackshard Armour, Skirmishers

	R	S	AP	Special Rules
Dreadquake mortar	12-72"	3 (6)	- (-3)	Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D6), Quake, Slow Reload

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 5" blast template and the Black Powder Misfire table. The Multiple Wounds (D6) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

Dreadquake Mortar Special Rules

Quake: Until your next Start of Turn sub-phase, any unit (friend or foe) that was within 2D6" of the central hole of the blast template after scattering suffers a -1 modifier to its Movement characteristic and cannot use the Swiftstride special rule.

Slow Reload: If this weapon shot during your previous turn, it may be unable to shoot during this turn. Roll a D6 before shooting with this weapon. On a roll of 1-2, the slow and ponderous reload process has not yet been completed and the weapon does not shoot this turn. If the Dreadquake Mortar has an Ogre Loader, you may apply a +1 modifier to this roll.

War Machine

Dreadquake Mortars

Dreadquake Mortars are amongst the largest and most effective of all the mighty siege weapons deployed by the Dawi Zharr. The Dreadquake's deadly projectiles are fired by steam pressure that is generated by a boiler and contained within a pressure vessel – conventional gunpowder being far too dangerous given the volatility of the Dreadquake's unique and powerful shells. These shells are of a secret construction whose arcana is the sole preserve of the Chaos Dwarf Sorcerer Lords and prophets of Hashut. When fired from the Dreadquake they burst into a roaring, blood-red light, smashing into the ground like a hammer-blow from the gods, shattering buildings and bleeding crimson energy from the wounded earth.

Magma Cannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Magma Cannon	-	-	-	-	6	3	-	-	-	125
Chaos Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine
Base Size: 50 x 100 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Fire thrower, hand weapons and heavy armour

Options:

- May have the Hellbound special rule.....+30 points
- May have a Steam Carriage.....+10 points

Special Rules: Blackshard Armour, Skirmishers

Hobgoblin Bolt Thrower

	M	WS	BS	S	T	W	I	A	Ld	Points
Bolt Thrower	-	-	-	-	4	3	-	-	-	45
Hobgoblin Crew	4	3	3	3	3	2	3	2	6	-

Troop Type: War machine
Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Bolt thrower, hand weapons and light armour
Special Rules: Levies, Skirmishers

War Machine

Magma Cannon

A fiendish weapon first conceived of for use against the ravening Trolls and other unwholesome monsters that spawn and multiply in the Dark Lands, the Magma Cannon is something of a cross between a field artillery piece and a furnace. It is designed to spew molten metal and fire upon its victims, horrifically burning them to death.

Hobgoblin Bolt Throwers

Hobgoblins are not deemed capable of crewing complex war machines. Instead, Hobgoblins wheel to battle crude but effective bolt throwers. These lightweight war machines are fielded to great effect in support of the Dawi Zharr armies, though it is not unheard of for accidents to occur, leading to the skewering of many an unwary Chaos Dwarf!

CHAOS DWARFS

MAGIC ITEMS

The pages that follow detail magic items unique to Chaos Dwarf armies. These can be purchased by models within a Chaos Dwarf army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Black Hammer Of Hashut.....60 points

This burning, black-hafted hammer bears the horned rune of Hashut, Father of Darkness, and has been carried into battle for centuries by the champions of Zharr-Naggrund.

R	S	AP	Special Rules
Black Hammer	Combat	S+2	-1 (Killing Blow), Flaming Attacks, of Hashut Magical Attacks, Multiple Wounds (D3)

Notes: Against models with the Flammable special rule, this weapon also has the Killing Blow special rule.

Dark Maul.....50 points

This mysterious weapon of unknown origin smoulders with a dark power that seems to eat the light around it and devours the warmth of its victims, leaving them withered husks.

R	S	AP	Special Rules
Dark Maul	Combat	S	-2 Killing Blow, Magical Attacks

Notes: Any enemy model that suffers one or more unsaved wounds from the Dark Maul must immediately make a Strength test. If this test is failed, the enemy model loses an additional Wound.

Dagger Of Malice.....35 points

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

R	S	AP	Special Rules
Dagger of Malice	Combat	S	- Frenzy, Hatred (all enemies), Magical Attacks

Notes: Unlike other Frenzied models, the wielder of the Dagger of Malice cannot lose this special rule.

The Graven Sceptre.....30 points

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

R	S	AP	Special Rules
The Graven Sceptre	Combat	S+1	- Magical Attacks

Notes: When making a roll To Wound for a hit caused with the Graven Sceptre, a roll of 4+ is always a success, regardless of the target's Toughness.

Magic Items

Cursed Artefacts

The endlessly burning forge-fires of Zharr-Naggrund howl with the tortured souls of the sacrifices that fuel them. Within gargantuan workshops that teem with rank upon rank of indentured artificers, great steam hammers rise and drop in a perpetual rhythm, their deafening clamour an unwavering drum beat that sets an impossible pace for the unfortunate workers that toil until they drop, forging the hellish weapons of the Dawi Zharr. Upon the still glowing blades of the wicked axes, and the baroque armour plates that flow endlessly from these terrible workshops, the Sorcerer-Priests of Hashut inscribe evil runes and craft leering, daemonic faces, binding the evil spirits that gather about their fires to the spoils of their industry, before quenching the shrieking blades in great cauldrons of blood.

Magic Armour

Armour Of Bazherak The Cruel 50 points

Once worn by the Castellan of the Tower of Gorgoth, this armour was pulled from the Bitter Sea along with its owner's drowned corpse to stand as a warning to the arrogant of the price of hubris.

The Armour of Bazherak the Cruel is a suit of full plate armour. In addition, its wearer has the Immune to Psychology and Magic Resistance (-2) special rules.

The Mask Of The Furnace 40 points

This iron mask contains the essence and agonies of all who have perished before it in the fires of sacrifice.

May be worn with other armour. The wearer of the Mask of the Furnace improves their armour value by 1 (to a maximum of 2+). In addition, they have a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Talismans

Mantle of Stone* 30 points

Stitched from the flayed flesh of failed sorcerer-apprentices, a Stone Mantle preserves the wearer and reminds them of failure's price.

The wearer of a Mantle of Stone has a +1 modifier to their Toughness characteristic, but a -1 modifier to their Initiative characteristic.

Hellshard 20 points

The malice of its wearer resides within the Hellshard's black depths, waiting to be unleashed on any who would dare spill their blood.

If the bearer of the Hellshard loses their last Wound to an enemy attack during the Combat phase, the unit that made the attack suffers D6 Strength 5 hits, each with an AP of -1.

Magic Standards

The Lammasu's Beard 65 points

This totem depicts the leering face of an old man, beneath which bristles a blood-stained beard torn from the chin of an ancient Lammasu.

A unit carrying the Lammasu's Beard has a 6+ Ward save against any wounds suffered and gains the Magic Resistance (-2) special rule. In addition, whilst within 6" of the model carrying this standard, friendly units have a 5+ Ward save against any wounds suffered during the Shooting phase and gain the Magic Resistance (-1) special rule.

Ashen Banner 30 points

Clouds of soot and ash billow from this smouldering pennant, concealing its bearers from their enemies.

Any enemy model that targets a unit carrying the Ashen Banner during the Shooting phase suffers an additional -1 To Hit modifier.

Overseer's Sigil 25 points

Beneath this hateful banner the workers of Zharr-Naggrund must swear devotion to their dark masters.

Whilst within 9" of the model carrying the Overseer's Sigil, friendly units lose the Levies special rule.

Shroud Of The Ancestor 10 points

Those that march beneath this black pennant, supposedly torn from the corpse of an unnamed Ancestor in ages past, seethe with rage towards their hated western kin.

A unit carrying the Shroud of the Ancestor gains the Hatred (Dwarfs) special rule.

Enchanted Items

Daemonic Familiar 30 points

The Chaos Dwarfs bind many daemonic creatures to their will. In battle, these entities cluster about their master's enemies, feeding hungrily upon the wards that protect them.

Enemy models engaged in combat with the owner of a Daemonic Familiar must reduce the armour value of any Ward or Regeneration save they have by 1, to a minimum of 6+.

Breath Of Hashut 25 points

Through the blackest of sorceries, the breath of Hashut can be sealed within an earthen jar and unleashed upon his foes.

Single use. The Breath of Hashut is a breath weapon with the following profile:

R	S	AP	Special Rules
N/A	4	-2	Breath Weapon, Flaming Attacks, Magical Attacks

Obsidian Vambraces 15 points

Carved of cold, hard obsidian, these powerful yet fragile artefacts ward against magic.

The wearer of the Obsidian Vambraces has a +1 modifier to their Strength characteristic and the Magic Resistance (-1) special rule. However, if they roll a natural 1 when making a roll To Hit during the Combat phase, the gauntlets shatter into pieces and can no longer be used.

Arcane Items

Daemon Flask 50 points

This rune-inscribed vessel holds a raging daemonic entity of phenomenal power. When unleashed its screams can shatter stone and cause the ground to split asunder as it flees into the æther.

Single use. During the Command sub-phase of their turn, the bearer of the Daemon Flask may open it. When they do so, all enemy units that are within this character's Command range must make a Panic test.

Vial Of Lammasu Blood 40 points

The blood of a Lammasu is a powerful ward against magic. Consuming it still warm allows a sorcerer to dispel the petty conjurations of their rivals with ease.

Single use. A Wizard may use this item instead of making a dispel attempt. If they do so, the spell is automatically dispelled with no Dispel roll required.

Note that a perfect invocation cannot be dispelled.

Scroll Of Binding* 30 points

Chaos Dwarf Sorcerers make many foul bargains with Daemons, hoping to increase their powers. These infernal contracts are etched in blood upon scrolls of binding.

Single use. A Wizard may use this scroll when attempting to cast a spell. If they do so, the Wizard rolls 3D6 when making their Casting roll (rather than the usual 2D6). However, if a double 1 is rolled on any two of the dice rolled, the spell is miscast.

CHAOS DWARFS SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On this page you will find a full description for each of the army special rules used by models drawn from the Chaos Dwarfs army list:

Backstab

Hobgoblins are treacherous and underhanded creatures that excel at stabbing their enemies (and often their friends) in the back.

If a unit with this special rule is engaged with an enemy unit's flank or rear arc, it may re-roll any failed rolls To Hit made against that enemy unit.

Blackshard Armour

Glowing eternally with the flame of its forging, Blackshard armour protects its wearer from fire and heat.

A model with this special rule has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule. In addition, a Wizard with this special rule may wear armour without penalty.

Blazing Body

This creature's flesh burns with the intensity of a furnace, wreathing its form in clouds of black smoke and burning embers.

At the start of every Combat phase, any model (friend or foe) that is in base contact with this model and that does not also have this special rule suffers a single Strength 3 hit with an AP of -. This hit has the Flaming Attacks special rule.

Note that any Wounds lost due to these hits do not count towards the combat result.

Ensorcelled Weapons

The blighted furnaces of Zharr-Naggrund endlessly churn out heavy, black-bladed weapons, each inscribed with dark runes that glow with an evil light.

A hand weapon carried by a model with this special rule has the Magical Attacks special rule and an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Hellbound

Although a touch of the daemonic enters into all the works of the Chaos Dwarfs, some war machines have hellish entities bound into their very frames, creating possessed engines of wrath and ruin.

A Hellbound model has a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack and gains both the Fear and Magical Attacks special rules. If the model already has the Fear special rule, it instead gains the Terror special rule. Additionally, once per game, a Hellbound model may re-roll one Scatter dice or one Artillery dice. However, should a Hellbound model ever have to make a roll on a Misfire table, it suffers a -1 modifier to the result.

Resolute

Chaos Dwarfs are grim and determined warriors that abandon a position with great reluctance.

Models with this special rule suffer a -1 modifier to the result of any Flee roll or Pursuit roll they make (to a minimum of 1).

Note that this modifier does not apply to mounted characters.

Stampede

When Bull Centaurs charge, the ground itself trembles and the enemy is crushed beneath their brazen hooves.

Impact Hits caused by a model with this special rule have an Armour Piercing characteristic of -2.

LORE OF HASHUT

 The Chaos Dwarfs study forge-craft, weapon making and the dark magics of Hashut himself in equal measure. Using this forbidden lore, they forge their terrible weapons and craft their arcane devices.

A Wizard with the 'Lore of Hashut' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Curse Of Hashut

Channelling the malediction that inflicts their own twisted body, the sorcerer turns the dark curse of Hashut upon their enemies, causing their bones to petrify and their flesh to grow grey and brittle, before crumbling to dust.

Type: Magic Missile

Casting Value: 9+

Range: 18"

Effect: This spell can only target enemy characters.

However, it may target any enemy character that is within range and that the caster can draw a line of sight to, regardless of the usual rules for targeting characters, and may even target an enemy character that has joined a unit or that is engaged in combat.

The target enemy character must immediately make a Toughness test. If this test is passed, it suffers D3 Strength 2 hits, each with an AP of -1. If, however, this test is failed, it suffers D3+2 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Storm Of Ash

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

Type: Hex

Casting Value: 10+

Range: Self

Effect: Until your next Start of Turn sub-phase, all enemy units suffer a -1 modifier to any rolls To Hit made whilst within 9" of the caster's model (rolls of a natural 6 are unaffected).

Flames Of Hashut

The fiery breath of Hashut erupts around the sorcerer, engulfing their body and scorching their foes.

Type: Assailment

Casting Value: 9+

Range: Combat

Effect: A single enemy unit the caster is engaged in combat with suffers D3+1 Strength 4 hits, each with an AP of -1. These hits have the Flaming Attacks special rule.

WEAPONS OF ZHARR-NAGGRUND

Rightly are the Chaos Dwarfs known as the armourers of the Ruinous Powers, and their creations are made not simply from iron and fire, but blood, souls and the raw stuff of chaos itself.

Many such accursed weapons are bartered and traded with the Champions of the north in return for captives, gold and stranger treasures, but not all. The finest weapons of the Dawi Zharr are jealously hoarded.

Blood Of Hashut

This powerful alchemical substance is saturated with daemonic magic that bursts into molten flame upon contact with metal.

Single use. Instead of attacking normally during the Combat phase, a model equipped with one or more vials of the Blood of Hashut can make a single attack to expend one vial. Make a single roll To Hit. If successful, the enemy suffers D6 hits. These hits can be directed against a unit or against a single enemy model.

When rolling To Wound, the target number is the same as the armour value of the model(s) hit. For example, if the model(s) hit wear heavy armour, the target number for the rolls To Wound would be 5+, the same as the armour value of heavy armour. No armour save is permitted against wounds caused by the Blood of Hashut (Ward and Regeneration saves can be attempted as normal). Hits caused by the Blood of Hashut have the Flaming Attacks and Magical Attacks special rules.

Darkforged Weapon

These weapons vary in style and shape, as do the abilities granted them by the twisted runes inscribed upon them.

A Darkforged weapon is a hand weapon, and can be used in conjunction with the Ensorcelled Weapons special rule. In addition, after deployment but before the first turn begins, roll on the table below to determine an attribute for the weapon. The weapon has this attribute for the duration of the battle:

Darkforged Weapon Table

D6 Result

- | | |
|---|---|
| 1 | Infernal Blade: This weapon gains the Flaming Attacks special rule. |
| 2 | Malignant: The bearer of this weapon gains the Hatred (all enemies) special rule. |
| 3 | Life Bane: This weapon gains the Multiple Wounds (D3) special rule. |
| 4 | Dweomer Leach: The bearer of this weapon gains the Magic Resistance (-1) special rule. |
| 5 | Hell-forged: This weapon has a Strength characteristic of S+1. |
| 6 | Spell-wrought: If the bearer of this weapon is a Wizard, they may apply a +1 modifier to any Casting roll they make. If the bearer of this weapon is not a Wizard, improve the Armour Piercing characteristic of this weapon by 1. |

Fireglaive

A Fireglaive is a compact, heavily constructed repeating handgun that incorporates a single-edged chopping blade, allowing a skilled fighter to wield it in combat much like a halberd.

Fireglaive	R	S	AP	Special Rules
Ranged	18"	4	-1	Armour Bane (1)
Combat	Combat	S+1	-1	Armour Bane (1), Requires Two Hands

Notes: A Fireglaive has two profiles, representing its duality of purpose as both a ranged and combat weapon.

Hailshot Blunderbuss

A Hailshot blunderbuss is a broad-barrelled weapon that fires a concentrated but short-ranged burst of shot. When fired in massed ranks, these weapons produce a deadly storm, capable of obliterating enemy formations.

R	S	AP	Special Rules
Hailshot blunderbuss	12"	3	-1 Multiple Shots (D3), Volley Fire

Notes: A model armed with a Hailshot blunderbuss suffers no negative modifiers for firing at long range, for using the Multiple Shots (D3) special rule, or whilst making a Stand & Shoot charge reaction. In addition, if 20 or more models belonging to the same unit shoot at the same target with Hailshot blunderbusses, they may re-roll any rolls of a natural 1 when rolling To Wound.

Naptha Bombs

Containing sorcerous concoctions of sulphurous chemicals and the distilled essence of sundered fire-Daemons, Naptha bombs are unstable explosive flasks which shatter when thrown, unleashing a mass of seething flame.

R	S	AP	Special Rules
Naptha bomb	6"	3	- Flaming Attacks, Ponderous, Quick Shot

Notes: If the roll To Hit is successful, a naptha bomb causes D3+1 hits to the target enemy unit, rather than the usual one.