



CHAOS DWARFS

FOR HASHUT - 1 250 POINTS




295 pts (24.00 %) 472 pts (38.00 %) 483 pts (39.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Rare** **Mercenaries** **Allies**

(50 Max) (25 Least) (50 Max) (25 Max) (20 Max) (25 Max)


Characters



FORGERON-DEMONISTE #1

Daemonsmith Sorcerer - Standard - Infantry - 50x75


295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Daemonsmith Sorcerer	3	4	4	4	4	2	2	2	9	
Lammasu	6	4	-	5	-	+3	2	2	-	
Model Rules	Infernal Engineer • Heavy armour • Ensorcelled Weapons • Lore of Hashut • Stubborn • Sorcerer's Curse • Blackshard Armour • Resolute • Hand Weapon									
Model Rules (Lammasu)	Furious Charge • Swiftstride • Stomp Attacks(D3) • Sorcerous Miasma • Armour Bane(2) • Close Order • Fly(9) • Terror • Magic Resistance(-3) • Claws And Fangs • Large Target									
Model Rules (Lammasu)	Furious Charge • Swiftstride • Stomp Attacks(D3) • Sorcerous Miasma • Armour Bane(2) • Close Order • Fly(9) • Terror • Magic Resistance(-3) • Claws And Fangs • Large Target									

Options | Darkforged weapon • Lammasu • Wizard level 2 • General • Armour Of Bazherak The Cruel • Mace tail • Sorcerous Exhalation


Core



GARDE INFERNALE #2


Infernal Guard x15 - Standard - Infantry - 20x20

233 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Guard	3	4	3	4	4	1	2	1	9	
Deathmask	3	4	3	4	4	1	2	2	9	
Model Rules	Hand Weapon • Detachment • Resolute • Shieldwall • Close Order • Regimental Unit • Heavy armour • Stubborn									


Options | Deathmask • Standard Bearer • Musician • Shield • Drilled • Hellshard



GARDE INFERNALE #1

Infernal Guard x10 - Standard - Infantry - 20x20

239 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Infernal Guard	3	4	3	4	4	1	2	1	9	
Deathmask	3	4	3	4	4	1	2	2	9	
Model Rules	Hand Weapon • Detachment • Resolute • Shieldwall • Close Order • Regimental Unit • Heavy armour • Stubborn									

Options | Hailshot blunderbluss • Deathmask • Standard Bearer • Musician • Naptha bombs • Ashen Banner • Breath Of Hashut

Special



HACHEURS CENTAURES-TAUREAUX #1

Bull Centaur Renders **x5** - *Standard - Infantry - 20x20*

333 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bull Centaur Render	7	4	2	4	5	3	3	2	8	
Bull Centaur Ba'hal	7	4	2	4	5	3	3	3	8	
Model Rules	Stubborn • Loner • Ensorcelled Weapons • Stampede • Light armour • Hand Weapon • Blackshard Armour • Impact Hits(D3) • Fear • Close Order • First Charge • Armoured Hide(1) • Swiftstride									

Options	Ba'hal • Standard Bearer • Musician • Shield • Obsidian Lodestone
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LANCE-FUSEES HURLEMORT #1

Deathshrieker Rocket Launcher - *Standard - Infantry - 20x20*

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Deathshrieker	-	-	-	-	6	3	-	-	-	
Rocket Launcher	-	-	-	-	-	-	-	-	-	
Chaos Dwarf Crew	3	3	3	3	4	3	2	3	9	
Model Rules	Hand Weapon • Skirmishers • Demolition Rockets • Blackshard Armour • Heavy armour • Infernal Incendiaries									

Options	Hellbound
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Magics

Magic items

Armour Of Bazherak The Cruel: 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.

Obsidian Lodestone: An air of chill hangs about obsidian, stilling the Winds of Magic in its presence.

A model may purchase up to three Obsidian Lodestones.

A model that bears a single Obsidian Lodestone has Magic Resistance (-1), a model that bears two has Magic Resistance (-2), and a model that bears three has Magic Resistance (-3).

Hellshard: 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.

Breath Of Hashut: 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

Magic banners

Ashen Banner: 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.

Model Rules

Armoured Hide:

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.

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.

Close Order:

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.

Demolition Rockets: 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.

Detachment:

Drilled:

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.

Fear:

First Charge:

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.

Hand Weapon:

Heavy armour:

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.

Impact Hits:

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.

Infernal Incendiaries: 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.

Light armour:

Loner:

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.

Mace tail: R S AP Special Rules

Mace tail Combat S+1 -2 -

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

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 bombs 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.

Regimental Unit:

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.

Shield:

Shieldwall:

Skirmishers:

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.

Sorcerous Exhalation: R S AP Special Rules

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

Exhalation

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.

Stubborn:

Swiftstride:

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Forgeron-Démoniste #1	Hacheurs Centaures-Taureaux #1	Garde Infernale #2	Lance-Fusées Hurlemort #1	Garde Infernale #1
				