

# CHAOS DWARF ALLIES ARMY

By Ian Roberts

## Introduction and Disclaimers

This is entirely unofficial. Some rules are very similar to the Allied Contingent rules for Kislev, but some are completely different. The rest of this is all my own work with some help and inspiration from others, the pictures were taken by me and are of my own models. You may freely distribute this in whole as you wish. Try it out and tell me what you think. Please read my comments before you reply.

## Comments

This is what I considered to be roughly what Chaos Dwarfs would be used as if they were to be turned into an allies force rather than a full army. It is **not** something I would want. However, anything is better than nothing and I think that this list is quite a reasonable representation of what would be acceptable if it were to happen. Entirely Chaos Dwarf lists would still be feasible and a lot of people would not have to significantly change their current army composition. Nearly all Hobgoblin units can be represented by a suitable Goblin unit. The other slave units are all in the Orc&Goblin book anyway so all they need to do is ally with them.

If you disagree with any of the decisions I have made or have a better suggestion then feel free to reply.

- 1) Friendly/Unfriendly Allies selection - just seemed to make most sense to me.
- 2) No Hellcannon - not officially tied to the Chaos Dwarf army, although you may use it if allied to a Chaos army with it chosen as part of the Chaos force as normal.
- 3) Chaos now has access to missile troops and war machines! They already do with Dogs of War and Regiments of Renown, not forgetting the Hellcannon, and this is far more restricting for them.
- 4) Blunderbuss rules change – It solves a huge number of problems and makes them easier to use without completely losing their individuality.
- 5) Centaur – Easy way of giving a barding-effect armour save to Bull Centaurs without the current models looking wrong. They may get a 2+ armour save in hand-to-hand combat but only if they use handweapon and shield. The save is 3+ against shooting and 4+ in combat when using a Great Axe.
- 6) Fighting Sorcerers - Runesmiths have a little extra fighting ability, plus Sorcerers live in such a cut-throat world that it makes sense that they would be able to defend themselves with something other than magic. Plus it encourages people to take Sorcerers, who are after all the rightful leaders of Chaos Dwarfs (in 4th/5th edition CDs were one of the few armies that could take Sorcerers as the general).
- 7) Chaos Armour – Chaos Dwarfs make it so they would use it also. Gromril armour, the equivalent, is default on normal Dwarf characters, and why would anyone not take it?
- 8) Few new magic items – so little time. The ones I've added haven't really been properly checked yet. I just wanted to get this list out rather than let it sit on my hard drive forever.

## Chaos Dwarf Allies Contingent Special Rules

The following special rules apply to the Allies Contingent:

The Allies Contingent must contain at least one character chosen to be the Contingent Commander.

Allies Contingent units may only be joined by Allies Contingent characters. Allies Contingent characters may only join Allies Contingent units.

Allied units do not benefit from the allied army's general's Leadership even if within 12". They also do not gain Break test re-rolls from the main army's Battle Banner.

Allies units may use the Contingent Commander's Leadership if within 12" and may re-roll a failed Break test if within 12" of the Contingent Standard.

For all other purposes (Panic tests, combat results, etc) Allies units and characters are considered part of the same side as the main army.

Any main army units within 6" of an Unfriendly Allies unit suffer a -1 modifier to its Ld, after all other modifiers have been applied. The same is true for Unfriendly Allies units within 6" of main army units.

### Friendly Allies:

Orcs & Goblins, Ogre Kingdoms, Chaos Mortal.

### Unfriendly Allies:

Skaven, Dark Elves, Chaos Beasts.

## SPECIAL RULES

### IGNORE ALLIES PANIC

Chaos Dwarfs and Bull Centaurs have disdain for all other creatures and actually enjoy watching them running away even if they are on their side. If any allied unit of any type breaks or flees then Chaos Dwarfs and Bull Centaurs do not have to take any associated Panic tests.

### RESOLUTE

Chaos Dwarfs have rather short legs and aren't too willing to give up any ground they have gained. They flee and pursue at 2D6-1".

### IMMORTALS

A Chaos Dwarf Immortal has the profile of a Chaos Dwarf Warrior but has +1WS, +1S and replaces their heavy armour with chaos armour. They are also immune to Panic. They may not be armed with Blunderbusses.

### IRON WILL

Chaos Dwarf Warriors know that if they fail their lord on the battlefield then they will have to face some serious consequences. This is made much more immediate to them when the lord is in the unit with them. A unit containing a Sorcerer Lord is Stubborn and immune to Fear. A Sorcerer Lord outside of a unit does not get any of these benefits.

### CARRIED

As a Chaos Dwarf Sorcerer uses magic more and more, he begins to turn to stone from his legs upwards, rendering him unable to walk. Some get round this by being carried around by slaves, others build mechanical machines equipped with extra arms and weapons. Chaos Dwarfs are very lazy so often those who are perfectly able to walk will forgo it if they can, so not only Sorcerers are carried into battle. Carriers have a profile like a normal mount. The model should be mounted on a 40mm square base.

## ARMY SELECTION

The army size in this table refers to the size of the whole army, including both the Chaos Dwarf Allies and the main army. The main army should also use the total army size in their unit selection table. The points may be divided between the two armies as you wish, within the selection restrictions below and in the relevant army book.

Army Size	Lords <sup>§</sup>	Heroes*	Core	Special*	Rare*
Less than 2,000	0	1-2	2+	0-2	0
2,000 to 2,999	0-1	1-3	3+	0-3	0-1
3,000 to 3,999	0-2	1-4	4+	0-4	0-2
Each +1,000	+1 maximum	+1 maximum	+1 minimum	+0-1	+0-1

\* Armies consisting solely of Chaos Dwarf Allies may add +1 to the maximum number of characters, special units and rare units.

§ Armies consisting solely of Chaos Dwarf Allies should use the values in the table above, else Lord choices come out of the main army selection.

## CONTINGENT STANDARD

One Chaos Dwarf Hero or Bull Centaur Hero may carry the Contingent Standard for +25pts and may not be the Contingent Commander.

The character carrying the Contingent Standard cannot choose any extra non-magical equipment except for light or heavy armour. He can choose a Magic Standard up to the value of 50pts but if he does then he may not carry any other magical equipment.

## CENTAUR

A Bull Centaur has unit strength 2. They use any weapon as if they are infantry. In all other aspects they count as cavalry and do not count as mounted.

Bull Centaurs have a naturally strong hide. This confers a 6+ armour save which may be combined with other armour as normal.

## TRAMPLE ATTACK

Having extra limbs can be handy in a fight. Bull Centaurs may make one attack at their base strength to represent their trampling hooves in addition to their normal attacks.

## OGRE CREW

While it may take Chaos Dwarfs several minutes to clean a war machine with brushes and scrapers after a misfire, an ogre can do the job with his bare hands in seconds. A war machine with an Ogre as crew will not miss the next turn in firing due to a Misfire result. An Ogre is treated in the same manner as a character who has joined the war machine for targeting purposes.

## BLUNDERBUSS

The Blunderbuss is fired like a normal missile weapon. Although it looks and operates somewhat like a hand gun the uses are different. The flared barrel doesn't spray out the shot like you would expect, it just makes it very quick and easy to reload, although it is more cumbersome to carry.

Treat as normal missile weapons. Range 16", strength 4, may move and fire. No penalties for long range, shooting at charging enemy, or moving and shooting, +1 to hit at short range.

## CHAOS ARMOUR

Gives a 4+ armour save. Sorcerers can still cast spells while wearing this type of armour. Chaos Dwarfs first created Chaos armour and would trade it with Chaos warbands in the north. Some marauders have since been able to create some but it is of far inferior quality.

## LORDS

**CHAOS DWARF LORD** 135 Points  
**TEMPLE OVERLORD** 180 Points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Lord	3	7	4	4	5	3	4	4	10
Temple Overlord	8	7	3	5	5	3	4	4	10

**Chaos Dwarf Lord Rules:** *Ignore Allies Panic, Resolute*  
**Bull Centaur Rules:** *Ignore Allies Panic, Trample Attack, Centaur*

**Equipment:** Hand weapon and chaos armour.

**Options:**

- May have a great weapon (+6pts).
- May have a shield (+3pts).
- May be carried into battle (+30pts) or ride a Bullbeast (+200pts)
- May choose magic items from the Common or Chaos Dwarf magic items list to a maximum total value of 100 pts.

**SORCERER OVERLORD** 190 Points

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer Overlord	3	5	4	4	4	3	1	2	10

**Magic:** A Sorcerer is a Level 3 Wizard. He may use the Fire, Metal, Shadow and Death lores of magic from the Warhammer rulebook

**Special Rules:** *Ignore Allies Panic, Resolute, Iron Will*

**Equipment:** Hand weapon and chaos armour.

**Options:**

- May be upgraded to a Level 4 Wizard (+35 points).
- May be carried into battle (+30pts) or ride a Bullbeast (+200pts)
- May choose magic items from the Common or Chaos Dwarf magic items list to a maximum total value of 100 pts.

## HEROES

**COMMANDER** 60 Points  
**BULL CENTAUR HERO** 100 Points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf Hero	3	6	4	4	4	2	3	3	9
Bull Centaur Hero	8	6	3	5	4	2	3	3	9

**Chaos Dwarf Rules:** *Ignore Allies Panic, Resolute*  
**Bull Centaur Rules:** *Ignore Allies Panic, Trample Attack, Centaur*

**Equipment:** Hand weapon and chaos armour.

**Options:**

- May have a great weapon (+4pts).
- May have a shield (+2pts).
- May choose magic items from the Common, or Chaos Dwarf magic items list to a maximum total value of 50 pts.

**CHAOS DWARF SORCERER** 75 Points

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

**Magic:** A Sorcerer is a Level 1 Wizard. He may use the Fire, Metal, Shadow and Death lores of magic from the Warhammer rulebook

**Special Rules:** *Ignore Allies Panic, Resolute*

**Equipment:** Hand weapon and chaos armour.

**Options:**

- May be upgraded to a Level 2 Wizard (+35 points).
- May choose magic items from the Common or Chaos Dwarf magic items list to a maximum total value of 50 pts.

## MOUNTS

	M	WS	BS	S	T	W	I	A	Ld
Bullbeast	6	5	3	5	5	4	3	4	9
Carrier	6	4	-	4	-	-	2	2	-

**Bullbeast Rules:** *Fly, Causes Terror, Large Target, breathes Fire (S3)*  
**Carrier Rules:** *Carried*

Bullbeast is the name given to many of the larger creatures of Hashut, including Great Taurus and Lammasu. These were once Dwarfs so their appearance and temperament can be anything from almost Dwarven right through to huge flaming angry bulls.



## CORE UNITS

### CHAOS DWARF WARRIORS Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Warrior	3	4	3	3	4	1	2	1	9
Dark Marshal	3	4	3	3	4	1	2	2	9

**Unit Size:** 10+

**Equipment:** Hand weapon and heavy armour.

One unit of Warriors may be upgraded to Immortals (+5pts/model).

**Special Rules:** *Ignore Allies Panic, Resolute, Immortals*

#### Options:

- Unit may be equipped with great axes (+2pts/model) or Blunderbusses (+4pts/model).
- Unit may be equipped with shields (+1 pts/model).
- Upgrade one Warrior to a Musician (+6 pts).
- Upgrade one Warrior to a Standard Bearer (+12 pts)
- One unit of Warriors may carry a Magic Standard worth up to 50 pts.
- Upgrade one Warrior to a Dark Marshal (+12 pts).

## SPECIAL UNITS

### BULL CENTAURS Points/model: 24

	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	4	3	4	4	1	2	1	9
Tauraq	8	4	3	4	4	1	2	2	9

**Unit Size:** 5+

**Equipment:** Hand weapon, great axe, and heavy armour.

**Special Rules:** *Ignore Allies Panic, Trample Attack, Centaur*

#### Options:

- Unit may be equipped with shields (+1 pts/model).
- Upgrade one Bull Centaur to a Musician (+7 pts).
- Upgrade one Bull Centaur to a Standard Bearer (+14 pts).
- Unit may carry a Magic Standard worth up to 50 pts.
- Upgrade one Bull Centaur to a Tauraq (+14 pts).

### DEATH ROCKET Points/model: 80

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

**Unit Size:** One war machine with two Chaos Dwarf crew.

**Equipment:** Hand weapon and heavy armour.

**Chaos Dwarf Crew Special Rules:** *Ignore Allies Panic, Resolute*

#### Options:

- Any unit may have an Ogre (+40 pts).

#### DEATH ROCKET

The Chaos Dwarf Death Rocket operates like a Bolt Thrower with the following exceptions: Does not penetrate ranks but causes an additional D6 S4 fire based hits on the unit. On a roll of 1 to hit, roll on the cannon misfire chart.

## RARE UNITS

### EARTHSHAKER Points/model: 150

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

**Unit Size:** One war machine with three Chaos Dwarf crew.

**Equipment:** Hand weapon and heavy armour.

**Chaos Dwarf Crew Special Rules:** *Ignore Allies Panic, Resolute*

#### Options:

- Any unit may have an Ogre (+40 pts).

#### EARTHSHAKER

The Chaos Dwarf Earthshaker cannon operates like a stone thrower with the following exceptions: Range 12-48", units within any models within 2D6" of the hit point may not shoot and movement is reduced by half in their next turn. Does not affect flyers or compulsory movement.

## COMMON MAGIC ITEMS

### MAGIC WEAPONS

<b>Sword of Striking</b> +1 To Hit.	<b>30pts</b>
<b>Axe of Battle</b> +1 Attack.	<b>25pts</b>
<b>Hammer of Might</b> +1 Strength.	<b>20pts</b>
<b>Biting Blade</b> -1 armour save.	<b>10pts</b>

### MAGIC ARMOUR

<b>Enchanted Shield</b> 5+ armour save.	<b>10pts</b>
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### TALISMANS

<b>Talisman of Protection</b> 6+ Ward save.	<b>15pts</b>
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### ARCANE ITEMS

<b>Dispel Scroll</b> Dispels a single spell. One use only	<b>25pts</b>
<b>Power Stone</b> +2 power dice for casting. One use only.	<b>25pts</b>

### MAGIC BANNERS

<b>War Banner</b> +1 to Combat Resolution.	<b>25pts</b>
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## CHAOS DWARF MAGIC ITEMS

### MAGIC WEAPONS

<b>Obsidian Blade</b> No armour save allowed. If target takes an unsaved wound his armour and shield (including magic armour and shield) are destroyed.	<b>70pts</b>
<b>Iron Fist</b> Killing Blow. Opponents have a -1 modifier to hit.	<b>50pts</b>
<b>Black Hammer of Hashut</b> +2 Strength. Flammable targets are automatically killed if they take a single wound.	<b>45pts</b>
<b>Flaming Axe</b> As it moves through the air it picks up a mysterious energy which discharges on the first blow. +1 to hit, first successful hit in each combat is Strength 8 with no armour save allowed.	<b>50pts</b>

### MAGIC ARMOUR

<b>Armour of Gazrakh</b> Gives wearer a 1+ armour save that cannot be improved.	<b>30pts</b>
<b>Armour of the Furnace</b> Counts as wearing armour (4+ armour save). 5+ Ward save. Wearer (and his mount) is immune to fire based attacks.	<b>45pts</b>
<b>Obsidian Shield</b> Gives a 5+ save and also gives a 5+ ward save against shooting attacks, including magic missiles.	<b>30pts</b>
<b>Crackling Shield</b> Imbued with a strange energy that shocks all who touch it with their hands or metal. For each successful armour save made by the bearer in close combat, the opponent takes a Strength 2 hit.	<b>15pts</b>

### TALISMANS

<b>Talisman of Obsidian</b> Wearer cannot be affected by spells, not even friendly ones, and cannot cast any himself. Wizards in base contact cannot cast spells.	<b>100pts</b>
<b>Crown of Frozen Iron</b> Wearer counts as General of the whole army. Units with 18" may use his leadership.	<b>30pts</b>
<b>Inscribed Jewel</b> Ancient Dwarf artefact inscribed with many runes. Bearer has Magic Resistance (1). Any Wizards in contact with the bearer's unit is at -1 to cast any spells.	<b>30pts</b>

### ENCHANTED ITEMS

<b>Gauntlets of Bazhrakk</b> +1 Strength. If the wearer rolls a 1 to hit, this blow strikes a random friendly model in base contact. This could be his mount.	<b>20pts</b>
<b>Stone Gauntlets</b> -3 to enemy armour save.	<b>20pts</b>
<b>Boots of the Possessed</b> Wearer has movement 8. In each round of combat, the boots inflict a single S3 hit on a random model in base contact which may be a friendly model.	<b>20pts</b>

### ARCANE ITEMS

<b>Chalice of Darkness</b> At the beginning of the enemy player's magic phase, remove one power dice from the enemy's pool and add it to your dispel pool.	<b>50pts</b>
<b>Book of Power</b> The bearer can have spells from two different lores. Declare how many you want to pick from each lore, then generate them as normal.	<b>20pts</b>

### MAGIC BANNERS

<b>Banner of the Plains</b> The enemy units cannot claim combat bonuses from outnumbering or attacking in the flank and rear.	<b>50pts</b>
<b>Command Banner</b> Units within 18" may reroll failed psychology tests.	<b>50pts</b>