



# The Black Dwarfs

Few scholars know how exactly these Dwarfs came to be the evil and twisted creatures of Chaos they are now. A long and slow warping process has changed them forever. Sundered from others of their kind, trapped in underground holds on the ash-choked Plain of Zharr, darkness swept over them. From a worship born out of desperation, the bull-shaped god Hashut became their saviour and the Dwarfs of Karak Vlag became a perverted mockery of their former selves. Through infernal pacts with their mysterious daemon deity this bitter race has endured and gained an unnatural mastery of foul magic. They practice bloodthirsty rites which involve throwing captives into burning cauldrons of molten metal.

The Black Dwarfs constantly trade armour, weapons and machines forged out of precious metals with their hammers and vile sorcery, for fresh supplies and victims. Those condemned souls are brought back to the Dark Lands. Deep beneath the the ziggurat shaped obsidian tower they are sentenced to toil in the labour pits of Mingol Zharr-Naggrund, the City of Fire and Desolation.

Fell Sorcerer Priests mastermind tactical raids harvesting prisoners on the Silver Road to expand their labour force. Scouting for rich mineral veins and metal ores while scouring the land for wyrdstone deposits, has led detachments of the Children of Darkness to Mordheim.

## Special rules

**Hard to Kill:** Like their uncorrupted brethren, Chaos Dwarfs are tough, resilient individuals who can only be taken *out of action* on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

**Hard Head:** Chaos Dwarfs ignore the special rules for clubs, maces, etc. They too are not easy to knock out!

**Armour:** Chaos Dwarfs never suffer movement penalties for wearing armour.

**Hired Swords:** A Chaos Dwarf warband may hire the following Hired Swords: Ogre Bodyguard, Pit Fighter, Warlock, Imperial Assassin, and Hobgoblin Scout. They may hire any Hired Sword described as *all may hire*, or allowed by Orc warbands and Chaos warbands. They may never hire Elves of any sort!

## Choice of warriors

A Chaos Dwarf warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

**Sorcerer:** Each Chaos Dwarf warband must have one Sorcerer – no more, no less!

**Bull Centaur:** Your warband may include one Bull Centaur.

**Gaolers:** Your warband may include up to two Gaolers.

**Chaos Dwarfs:** Your warband may include up to five Chaos Dwarfs.

**Informers:** Your warband may include any number of Informers.

## Starting experience

A **Sorcerer** starts with 20 Experience.

A **Bull Centaur** starts with 10 Experience.

**Gaolers** start with 8 Experience.

**Henchmen** start with 0 Experience.

## Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profiles. Informers are a mixture of races, half-breeds, and mutants. They use the maximum characteristics for humans from the Mordheim rulebook.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	7	6	4	5	3	5	4	10

Profile	M	WS	BS	S	T	W	I	A	Ld
Bull Centaur	8	7	6	5	5	4	6	5	10

## Chaos Dwarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Sorcerer	✓		✓	✓		✓
Bull Centaur	✓			✓		
Gaolers	✓	✓		✓		✓

## Chaos Dwarf equipment lists

The following lists are used by Chaos Dwarf warbands to pick their equipment:

### CHAOS DWARF EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	2 gc
Mace.....	3 gc
Hammer.....	3 gc
Axe .....	5 gc
Sword.....	10 gc
Steel whip*.....	10 gc
Double-handed weapon.....	15 gc
Man-catcher*.....	25 gc

\*Gaulers only

#### Missile Weapons

Pistol.....	15 gc (30 gc for a brace)
Blunderbuss.....	30 gc
Handgun.....	35 gc

#### Armour

Light armour.....	20 gc
Heavy armour.....	50 gc
Shield.....	5 gc
Helmet.....	10 gc
Mechanical suit**.....	175 gc

\*\*Sorcerer only

### Miscellaneous Equipment

Engine of Chaos.....	125 gc
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### INFORMER EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	2 gc
Mace.....	3 gc
Axe .....	5 gc
Spear.....	10 gc

#### Missile Weapons

Sling.....	2 gc
Bow.....	10 gc

#### Armour

Light armour.....	20 gc
Shield.....	5 gc
Helmet.....	10 gc



## Chaos Dwarf special skills

Chaos Dwarfs may choose to use the following skill list instead of the standard skill lists.

### extra tough

A Chaos Dwarf with this skill is notorious for walking away from wounds that would kill a lesser warrior. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

### chaos engineer

The Hero has great technical skill and can use this to craft wicked armours. Whenever a Hero with this skill searches for Chaos armour (including Mechanical Suit), he gets +3 on the roll. This represents the Engineer's ability to craft these items himself. The Hero ignores the rarity and gift of chaos special rules and may never wear the chaos armours.

### tyrant

This skill is for the Chaos Dwarf *leader* only. This Priest of Hashut is renowned for his tyranny. His word is absolute so his own warband fears his cruelty more than the enemy. When making a Rout test, and if led by a leader with this skill, the leader may inspire his warband to stick around. This skill allows the leader to re-roll any failed Rout test, as long as the leader is not *knocked down* or *stunned*. If re-rolled, the new result will apply even if the new result is worse. If the leader is taken *out of action* the warband must make an immediate Rout test.

### resource hunter

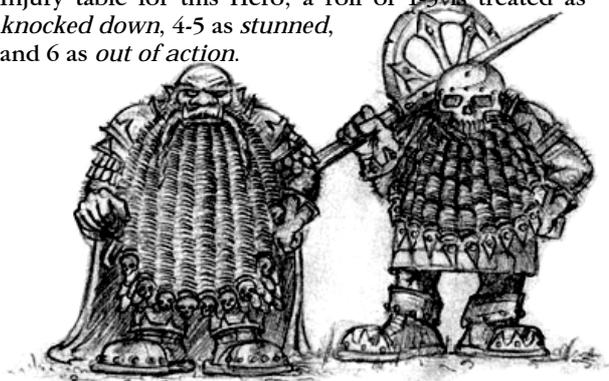
This Chaos Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the hero may modify one dice roll by +1/-1.

### thick skull

The Hero has a thick skull, even for a Chaos Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Chaos Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

### true grit

Chaos Dwarfs are hardy individuals and this Hero is resolute, even for a Chaos Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.



# Chaos Dwarfs special equipment

This equipment is only available to the Chaos Dwarfs, and no other warband may purchase it.

## man-catcher

25 gold crowns

**Availability:** Rare 10, Chaos Dwarfs only

Semi-circular prongs mounted on pole-arms are popular among the Gaolers of Zharr-Naggrund. This non-lethal spring loaded device can ensnare the most violent of prisoners.

**Range:** Close Combat; **Strength:** As user;  
**Special Rules:** Capture, Two-handed

### SPECIAL RULES

**Capture:** A model taken *out of action* by a Man-catcher becomes captured. Do not roll for Serious Injuries. The catch is locked up in the Engine of Chaos instead. If the warband does not include an Engine of Chaos, roll for Serious Injuries as normal. Large models, such as Ogres, Trolls and Minotaurs, cannot be captured this way, and neither can animals.

## mechanical suit

225 gold crowns

**Availability:** Rare 14, Chaos Dwarfs only

The Curse of Stone comes to all Chaos Dwarf Sorcerers, gradually transforming them to rock from the feet up. Engineers have crafted machines which can transport their Priests as they begin to pay the price for working dark rituals.

### SPECIAL RULES

**Chaos Armour:** A Mechanical suit counts as Chaos armour and rules that would affect Chaos armour affect the suit as well.

**Suited and Booted:** A Sorcerer equipped with a Mechanical suit receives +3 to Movement.

## engine of chaos

195 gold crowns

**Availability:** Rare 10, Chaos Dwarfs only

Gaolers lock up their victims in a twisted daemonic machine crafted by the industrial insanity of Chaos Engineers. The vehicle is a living prison on wheels. Armoured engines transport captives to the Dark Lands, to feed fuel to furnaces or to become sacrifices.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engine	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Daemon	6	-	-	-	6	3	-	-	-

### SPECIAL RULES

**Wagon:** The Engine of Chaos follows all rules for Wagons (see *Empire in Flames* Supplement, p. 30–33) unless specified otherwise here.

**Daemon:** The Engine of Chaos is powered by the binding of a daemon. All references to draft animals

pulling the Wagon should be treated as referring to its daemon. Daemon movement is unaffected by cargo.

**Passengers:** A Chaos Dwarf must function as the driver. No other models but captives may passage the Engine of Chaos. No more than six captives may be imprisoned in the Engine at a time – large creatures (Ogres, Minotaurs, etc.) count as two models.

**Pedal to the Metal:** The driver may apply the effects of the lash. If an Engine of Chaos goes *out of control* for then refer to the Out of Control table. In the event of rolling the result 'Loss of Control', replace a result of 5 (The wagon yoke pole snaps...) with;

*The Daemon has released itself from the sorcery which bound it to the Engine of Chaos. The Engine moves 6" straight ahead and then comes to a halt. The vehicle may no longer move for the remainder of this battle.*

**Prisoners:** Models always become captives when fighting a battle against a Chaos Dwarf warband that has an Engine of Chaos by rolling the Captured result on the Serious Injuries table or by being taken *out of action* by a Man-catcher. Note that in both cases their equipment is lost to the Chaos Dwarf warband. Some results on the Mordheim Exploration chart let Chaos Dwarfs acquire captives: *Straggler* (one) and *Prisoners* (D3). From the *Empire in Flames* Exploration chart: *Raving Lunatic* (one), *Lost Children* (two), *Mordheim Refugees* (D3), *The Hanging Tree* (one), *Small Farm* and *Large Farm* (two).

Models held as captives can be set free by destroying the Engine of Chaos or by using the prison keys. If a model puts one of the Chaos Dwarf warband's Gaolers *out of action* they take the keys. A model that takes the keys may free the captives by moving into base contact with the engine. If the Chaos Dwarfs rout before this happens or if the model with the keys is taken *out of action* (losing the keys to a new keeper), the captives remain captured. Freed captives must always move towards the closest table edge. Captives not from participating warbands use the basic profile for human warriors (see Mercenary warband). Rescued captives return to their former warbands.

**Hashut's Reward:** The Chaos Dwarfs may choose to send captives back to the Dark Lands after a battle. If they do this, any number of captives must be sacrificed to Hashut. The Engine of Chaos plus one Hero must miss the next battle. Unless there is another engine, no models may be captured until they return. Captives must be removed from their warbands rosters permanently. After the Hero rejoins the warband consult the following table.

### Captives Hashut's Reward

1-3	+1 Experience points for the leader.
4-5	+D3 Experience points which can be distributed among the Heroes.
6	+2D3 Experience points which can be distributed among the Heroes plus D6x5 gold crowns.



# Heroes

## 1 Sorcerer

### 85 gold crowns to hire

It is the Priests of Hashut who administrate insidious edicts on behalf of the Chaos Dwarf race. This includes orchestrating trade agreements with the savage Northmen and Ogre tribes. From out of the Dark Lands they frequently lead warbands to plunder the Silk Road.

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

**Weapons/Armour:** The Sorcerer may be equipped with weapons chosen from the Chaos Dwarf Equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Sorcerer may use his Leadership when taking Ld tests.

**Wizard:** The Sorcerer is a wizard and follows the rules for wizards in the magic section. Sorcerers may cast Rituals of Hashut.

**Priest:** The Sorcerer starts with two rituals. One of them is the Sacrificial Ritual. The other spell is determined as usual from the Rituals of Hashut.

## 0·1 Bull Centaur

### 100 gold crowns to hire

Bull Centaurs are keen witted creatures with the upper torso of a Chaos Dwarf and the body of a bull. They are the most favoured disciples to the Father of Darkness. In his divine image these mutated centauroids are fewer in number than Chaos Dwarfs, more powerful and swifter in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	3	4	4	1	3	2	9

**Weapons/Armour:** A Bull Centaur may be equipped with weapons and armour chosen from the Chaos Dwarf Equipment list, but may never use any missile weapons.

#### SPECIAL RULES

**Large target:** Bull centaurs are large creatures and therefore make tempting targets for archers. Anyone shooting at the Bull Centaur gains a +1 'to hit' and may shoot at it even if it is not the closest target. As large targets a Bull Centaur adds an extra +20 to the warband's rating.



## 0·2 Gaolers

### 50 gold crowns to hire

Of all the Black Dwarfs it is the wicked Gaolers who are the most infamous. The minds of these merciless fiends are bent on inflicting pain and their repulsive methods strike fear into the hearts of men. Gaolers delight in the torture of their prisoners for whom death never comes quick enough.

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

**Weapons/Armour:** Gaolers may be equipped with weapons chosen from the Chaos Dwarf Equipment list.

#### SPECIAL RULES

**Nasty Reputation:** Gaolers are known for their brutality. The dreaded sight of them and the very thought of being captured causes *fear* in Humans.

# Genchmen

## Informers

### 15 gold crowns to hire

For those imprisoned in the foundries of Zharr-Naggrund, the fires of industry burn night and day. There is little reward for a spy, only deceitful promises of freedom. Lies are enough to motivate these treacherous informants into betraying their own kind for small dispensations.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

**Weapons/Armour:** Informers may be equipped with weapons and armour chosen from the Informer Equipment list.

#### SPECIAL RULES

**Drudgery:** Informers have had their will broken by their masters. Informers may never become Heroes. Re-roll all results of 'The lad's got talent' for them.

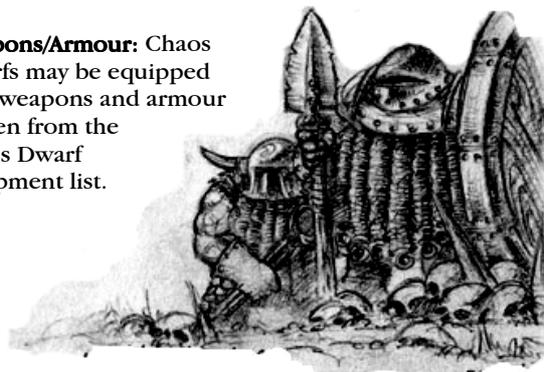
## 0·5 Chaos Dwarfs

### 40 gold crowns to hire

These resentful creatures toil in the forges of their city stronghold. To boost the production of weapons and Chaos armour in the foundries they set out on expeditions armed with blunderbusses to bolster the labour force kept shackled in pits beneath the earth.

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

**Weapons/Armour:** Chaos Dwarfs may be equipped with weapons and armour chosen from the Chaos Dwarf Equipment list.



## Rituals of Hashut

This is dark sorcery of fire and ash used by wicked Sorcerers among the Chaos Dwarfs. They are Priests and magicians who have carefully mastered the teachings of a daemonic god known as the Father of Darkness.

### D6 Result

- 0 Sacrificial Ritual** **Difficulty 10**  
*The Chaos Dwarf Sorcerer sacrifices the captives in a bloody ritual, thus carrying out his assignments as a High Priest of Hashut.*
- The Chaos Dwarf Sorcerer must be in contact with an Engine of Chaos in order to successfully cast this spell. As the ritual requires the sacrifice of a mortal, remove one captive model from the Engine of Chaos and its starting warband's roster. The Sorcerer may sacrifice additional captives to lower the spell's difficulty by -1 per sacrifice. These models must be sacrificed before rolling for Difficulty. The Chaos Dwarf Sorcerer gains +D3 Experience.
- 1 Spirit of Hashut** **Difficulty 9**  
*The air around the Sorcerer thickens to form a billowing avatar of the great Bull-God. In defiance this unholy likeness to the Father of Darkness rolls forward, trampling all before it.*
- The player draws a line 18" from the Sorcerer. All models crossed by the line, suffer one S4 hit.
- 2 Bellow of Doom** **Difficulty 8**  
*Crackling with arcane energy, the Sorcerer's features contort into the horned visage of the mighty Hashut. Smoke and flame spills from his maw, as he lets loose a deafening sound that none may escape.*
- All models engaged in base contact with the sorcerer must make an immediate I4 test or break from combat and run.
- 3 Fumes of Azgorh** **Difficulty 7**  
*The Sorcerer's mouth glows. Clouds of black gas are slowly emitted until with an almighty belch, a wave of corrosive smoke erupts from his gaping jaws.*
- The spell has a range of 8", hitting all models in its path on a D6 score of 4+. Any model hit suffers a S4 hit, roll to wound as normal. No armour saves allowed.
- 4 Flickering Hide** **Difficulty 10**  
*With eldritch power the target begins to burn from within. His skin spits and sparks wherever a blow is struck as if like molten iron.*
- The Sorcerer may cast this spell upon himself or any one model within 6". The flaming hide will negate any one wound suffered on a D6 roll of 4+. In hand-to-hand combat, any model which hits the flaming hide will suffer one S3 hit for each hit scored. The Flaming Hide lasts until the beginning of the Sorcerer's next shooting phase.
- 5 Lava Flow** **Difficulty 7**  
*The Sorcerer melts into molten magma, burning itself into the earth. The Sorcerer then reappears after seeping unnaturally through the ground.*
- The Sorcerer may move 12" in any direction, even into combat, counting as a charge. However, due to the nature of this spell the Sorcerer may only reappear on or below the ground.
- 6 Earthquake** **Difficulty 9**  
*Arms raised, the Sorcerer brings his staff crashing to the ground. The earth ripples outwards from the blow, and splits asunder.*
- All models within 3" of the Sorcerer, friend or foe alike, must roll equal to or under their Initiative or suffer D3 S4 hits.