



The Children of Hashut

By Kaos Troll

The qualities of Wyrdstone are well known to all magic practicing races, and far and wide mages and sorcerer's hail the crystal's ability in fuelling sorcery. This knowledge has even reached as far east as the infamous desolate wasteland of Zharr-Naggrund. Here, the Chaos Dwarfs rule thousands upon thousands of slaves.

As yet, only one of these Sorcerer's, Hashutsep, has learned of the disaster that has befallen the city of Mordheim. Constantly seeking to out-do his rivals by obtaining powerful magical aids and acquiring even more slaves, Hashutsep knows the city of Mordheim is an ideal breeding ground for their desires. There is no law, no common foe, and no common defence against their raids. With an abundant supply of magical power and almost inexhaustible source of slave labour, Hashutsep has mounted an expedition to Mordheim.

Rather than totally invading the city, and gaining the attention of his rivals, Hashutsep has sent the most trusted of his apprentices in his stead to acquire more slaves, more bounty and above all, more Wyrdstone for his wicked purposes.

Special Rules

Hard Head: Chaos Dwarfs and Bull Centaurs ignore the special rules for maces, hammers, etc. They are not easy to knock out!

Armour: Chaos Dwarfs and Bull Centaurs never suffer movement penalties for wearing any combination of armour.

Hard to Kill: Chaos Dwarfs and Bull Centaurs are tough, hardy individuals who can only be taken *out of action* on a roll of 6. Treat a roll of 5 as *stunned*.



Slave Masters: One of the Chaos Dwarf's primary goals in Mordheim is to acquire yet more slaves for sacrifices and labour. As a result, Chaos Dwarfs will never ransom back anyone they capture, instead they may either sacrifice the poor individual and the Sorcerer Apprentice gains 1 experience, or they may force the individual to assist their efforts in searching for Wyrdstone. At the end of the next game, add 1 to the amount of Wyrdstone that the Chaos Dwarf warband find. Upon doing this, roll a d6. On a score of 2-6 the captive dies from overwork, disease, exposure to Wyrdstone, or some similar fate, and the Chaos Dwarf warband may retain their equipment. On a roll of 1, the captive escapes and returns to his warband, with his equipment intact, and gains a bonus d3 experience (members of henchmen groups simply add 1 to their total).

Rare: Chaos Dwarfs are quite rare in the settlements of the old world, so when rolling to acquire your experience pool when purchasing new henchmen for existing groups, you need to spend 1.5 (round up) times the amount you normally would. Note; this is not the case with hobgoblins, which are far more common. (Eg: a blunderbuss henchmen group with 4 experience each would require a pool of at least 6 to recruit a new member, 12 to recruit two, and so on)

Slave Labour: Chaos Dwarf warbands must include a minimum of 4 Hobgoblins at all times, should a warband include less then this due to deaths, only hobgoblins may be hired until the minimum is reached again.

Maximum Warband Size: 14.

Starting Experience:

A Sorcerer starts with 20 experience.

A Bull Centaur starts with 12 experience.

Champions start with 8 experience.



1 Chaos Dwarf Sorcerer Apprentice

75 gold crowns to hire

Having served one of the powerful Sorcerer Lords of Zharr-Naggrund, Apprentices are eager to prove their worth and mettle in the savage streets of Mordheim, to ultimately reach the level of lord themselves.

M	WS	BS	S	T	W	I	A	LD
3	4	3	3	4	1	3	1	9

Weapons/Armour: Chaos Dwarf sorcerers may be equipped with weapons and armour from the Chaos Dwarf list. Should the sorcerer wear armour however, he is unable to cast spells.

SPECIAL RULES:

Leader: Any member of the warband within 6" may use the sorcerer's leadership.

Chaos Ritualist: The Sorcerer is a mage, and randomly generates one spell from the Chaos Dwarf spell list.

01 Bull Centaur

100 gold crowns to hire

The chosen of Hashut, Bull Centaurs are renowned for being powerful and insanely dangerous opponents. It is considered a great honour to be gifted the services of such an ally.

M	WS	BS	S	T	W	I	A	LD
7	4	3	4	4	1	3	2	9

Weapons/Armour: Bull Centaurs may be equipped with weapons and armour from the Chaos Dwarf equipment list.

02 Chaos Dwarf Champions

50 gold crowns to hire

The favoured warriors of the Sorcerer apprentices, Chaos Dwarf Champions are excellent fighters and trustworthy sergeants.

M	WS	BS	S	T	W	I	A	LD
3	5	3	3	4	1	2	1	9

Weapons/Armour: Chaos Dwarf Champions may be equipped with weapons and armour from the Chaos Dwarf equipment list.

04 Chaos Dwarf

40 gold crowns to hire

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 from the Chaos Dwarf equipment list.

03 Blunderbusses

40 gold crowns to hire

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

Weapons/Armour: Blunderbusses may be equipped with weapons and armour from the Blunderbusses list.

Hobgoblins

15 gold crowns to hire

M	WS	BS	S	T	W	I	A	LD
4	2	3	3	3	1	3	1	6

Weapons/Armour: Hobgoblins may be equipped with weapons and armour from the Hobgoblin equipment list.

SPECIAL RULES:

Weedy Gitz: Hobgoblins are cowardly, weak framed individuals who are forced to fight by their Chaos Dwarf masters. As a result, they damage quite easily and they'll also happily run off from their captors when given the chance. When rolling to determine serious injuries, a score of 1-3 indicates that they leave the warband.

No One Cares: Hobgoblins only count for half when calculating if a warband needs to take a rout test. Eg: 12 model warband, 2 hobgoblins out and 1 Chaos Dwarf out of action would equal a total of only 2 models out ($1/2 + 1/2 + 1 = 2$) Additionally, Hobgoblins may never become heroes - simply re-roll an increase roll of "The lads got talent".



Equipment Lists

Chaos Dwarf Equipment List

Dagger (1st free/2 gc), Mace (3 gc), Hammer (3 gc), Axe (5 gc), Sword (10 gc), Double Handed Weapon (15 gc), *Obsidian Weapon (30 gc/60 gc)

Pistol (15 gc/30 gc for a Brace)

Heavy Armour (50 gc), Shield (5 gc), Helmet (10 gc), Light Armour (20 gc)

Blunderbusses Equipment List

Dagger (1st free/2 gc), Axe (5 gc), Sword (10 gc), Hammer (3 gc)

*Blunderbuss (20 gc/40 gc), Pistol (15 gc/30 gc for a Brace)

Heavy Armour (50 gc), Helmet (10 gc), Light Armour (20 gc)

Hobgoblin Equipment List

Dagger (1st free/2 gc), Sword (10 gc),

*Poisoned Daggers (8 gc/15 gc), Axe (5 gc)

Short Bow (5 gc), Bow (10 gc)

Light Armour (20 gc), Shield (5 gc)

*For a starting warband, this item may be purchased at half price (rounding up) to represent the relative ease in which a warband can arm itself from armouries.

Chaos Dwarf Special Equipment

Chaos Dwarf Blunderbuss:

40 gold crowns

Availability: Rare 10, Chaos Dwarfs only
Chaos Dwarfs are infamous for utilising great numbers of their dreaded blunderbuss infantry in battle, and the tactic is also employed in the streets of Mordheim.

Range	Strength	Special Rules
16"	3	Superior Construction
Superior Construction: Their regular use of the weapon has led to obvious improvements in design, most obviously ease with which the weapon is reloaded and readied on the move. Chaos Dwarf Blunderbusses may fire multiple times during a game, though only once every other turn.		

Hobgoblin Poisoned Daggers:

15 gold crowns per pair

Availability: Rare 9, Hobgoblins only

Hobgoblins armed with such venomous blades are deemed 'Sneaky Gitz'. Often the most cunning and sly, these hobgoblins are employed by their masters as assassins, albeit expendable and unreliable ones.

Range	Strength	Special Rules
Combat	as user	Pair, Fast, Poisoned

Pair: Poisoned daggers must be used as a pair (bestowing a +1 attack bonus), and

no other weapon may be carried by the hobgoblin using them.

Fast: For the purposes of hand-to-hand combat, a hobgoblin armed with poisoned daggers receives a +1 bonus to his initiative.

Poisoned: The poison that covers the edge of the daggers is very similar to that of the black lotus, though its colour is different, and most people speculate a chaotic influence over the drug due to its extreme usage span. Firstly, the poison's effects never wear off. Additionally, when rolling to hit, a score of 6 indicates automatic wound, no roll required.

Obsidian Weapon:

60 gold crowns

Availability: Rare 10

Obsidian weapons are quite rare due to the length of time it takes to craft weapons without shattering the stone, although they are sort after for the heavier impact they deliver when used.

Range	Strength	Special Rules
Combat	as user +1	Particular, Heavy
Particular: The weapon still retains any bonuses for a weapon of that type, only Swords, Axes and Hammers can be made of Obsidian, and they all cost exactly the same (ie, 60 gold).		

Heavy: A warrior armed with any Obsidian weapon has his initiative lowered by -1 for hand to hand combat.



Chaos Dwarf Skills:

A **Chaos Dwarf Sorcerer** can choose from Combat, Academic, and Special skill tables.

Bull Centaurs can choose from Combat, Strength, Speed and Special skill tables.

Champions can choose from Combat, Strength, Shooting, and Special skill tables.

Maximum Stats

	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf	3	7	6	4	5	3	5	4	10
	M	WS	BS	S	T	W	I	A	LD
Bull Centaur	6	7	3	5	5	4	4	5	9
	M	WS	BS	S	T	W	I	A	LD
Hobgoblin	4	5	5	4	4	3	5	3	8

Chaos Dwarf Special Skills

Chaos Dwarf and Bull Centaur Heroes may choose to take one of the following skills when entitled, instead of the normal skills on offer.

True Grit : A 1-3 is *knocked down*, 4-5 *stunned* and a 6 is *out of action*.

Extra Tough : Allows you to re-roll serious injuries after the game, the second roll stands.

Boundless Hatred : Now suffers hatred against everyone.

Thick Skull : Has a special save of 3+ against being *stunned*.



Chaos Dwarf Magic

1 Ghost of Hashut **Difficulty 9**
A ghostly apparition of the god Hashut appears and strikes down the closest threat to his sorcerer servant.

Choose the closest enemy model within 10". It is automatically *stunned*.

2 Flesh to Stone **Difficulty 9**
Using illusionary magic, the Chaos Dwarf Sorcerer turns his target's skin to stone.

Choose an enemy model within 12", within line of sight. For the remainder of this turn and the next, the model can do nothing at all. If attacked in hand to hand, the model is struck automatically, if shot at, the shooter receives +1 to hit.

3 Fireball **Difficulty 7**
The sorcerer summons a fiery ball, and hurls it at his enemies.

This spell has a range 16", and line of sight is required. The target is hit automatically, and suffers a single S4 hit.

4 Molten Skin **Difficulty 7**
The Sorcerer melts in front of his opponent's eyes, only to reform elsewhere on the battlefield.

The Sorcerer may immediately make a 6" move in any direction, and may enter or

leave combat without penalty. If he enters combat, he counts as charging.

5 Eruption **Difficulty 8**
With a scream, the sorcerer burns bright red, as showers of rock and lava erupt from his skin and mouth.

All models within 4", friend and foe, are struck automatically for a single S4 hit. After resolving effects, the sorcerer may not cast spells until the turn after next, and is at -1 T.

6 Eye of Hashut **Difficulty 7**
With arms wide open, the Sorcerer calls upon the mighty Hashut to aid his children and lend them strength.

Choose a friendly model within 12", and roll a D6. Note that Hobgoblins always suffer a -1 to the roll.

1 Unworthy! : The model is immediately taken out of action, though he will not suffer a serious injury during the post-game sequence.

2-5 Worthy : The model may add +1 to any one of its characteristics for the remainder of the game.

6 Favoured! : The model may add +1 to all of its characteristics for the remainder of the game.