

# RAVENING HORDES: CHAOS DWARFS

## CDO Update (August 2010)

Although GW strives to ensure that their army books are perfect, often mistakes do creep in. In addition, they occasionally print new versions of rules that require amendments to be made in older versions of the army books. Because the Chaos Dwarfs do not have a current Armies book, the members of Chaos Dwarfs Online have come up with these unofficial changes to bring the army up to date and into the 8<sup>th</sup> edition of Warhammer.

This update is split into two sections: 'Amendments' and 'Frequently Asked Questions'. The Amendments section describes any omissions from the Ravening Hordes list, clarifies issues, and brings the army list up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in the army list, this is by no means necessary – just keep a copy of the update with it.

All page references relate to the 8<sup>th</sup> edition Warhammer rulebook.

### AMENDMENTS

- Chaos Dwarfs use the "Choosing Your Army" rules in the Warhammer rulebook.
- Chaos Dwarf characters may choose common magic items from the Rulebook in addition to the ones in the Ravening Hordes list. A Lord choice may take up to 100 pts of magic items, and a Hero choice may take up to 50 points.
- Chaos Dwarfs are a Force of Destruction.
- Blunderbuss: The Blunderbuss is an 'unusual shooting attack' (p. 99) that continues to follow its own unique shooting rules. For the purposes of the fire zone, ranks count if at least four models wide.
- Hobgoblins, Orcs and Goblins follow the Animosity rules given in *Warhammer Armies: Orcs and Goblins*.
- See *Warhammer Armies: Orcs & Goblins* for rules for Orcs, Goblins, and Black Orc units.

- Replace the Great Taurus and Lammasu special rules with the following: "The Great Taurus is immune to Flaming Attacks, has a 4+ Scaly Skin save, has a Flaming Breath Weapon (Strength 3), is a Large Target, causes Terror, and can Fly. The Lammasu has Magic Resistance (2), is a Large Target, causes Terror, and can Fly."
- Hobgoblins do not count towards the 25% minimum Core required.
- Ignore the special rules for Sneaky Gits lapping around.
- All Chaos Dwarf war machines follow the war machine rules given in the main Rulebook and therefore have a number of wounds equal to their number of remaining crew members. Accordingly, adjust the profiles of the Death Rocket and the Hobgoblin Bolt Thrower to have 2 wounds instead of 3.
- The Death Rocket uses the black powder war machine misfire chart.
- The Earthshaker uses the black powder war machine misfire chart. Units in the Earthshaker's special area effect halve all of their movement (rounding fractions up) including random movement such as charging, pursuit, fleeing, etc.
- Bull Centaurs count as cavalry in all respects, including the +1 armour save bonus. The only exception is that they can use two hand weapons as if they were infantry. Ignore the reference to unit strength.
- Black Hammer of Hashut: replace "flammable targets" with "units with the Flammable special rule".
- The Obsidian Blade is renamed the Obsidian Axe. It is a different item from the Obsidian Blade described in the Rulebook. A Chaos Dwarf army may include both items if you wish.
- Armour of the Furnace: replace "Wearer (and his mount) is immune to fire based attacks and spells" with "Wearer (and his mount) have a 2+ ward save against Flaming Attacks".

- Banner of Slavery: replace “may re-roll any failed Psychology tests” with “may re-roll any failed Panic, Fear, Terror or Stupidity test”.

- **Troop Type**

Use the following table to determine the troop type of units in the army.

Unit	Troop Type
Black Orcs	Infantry
Bull Centaur	Cavalry
Bull Centaur Hero	Cavalry
Bull Centaur Lord	Cavalry
Chaos Dwarf Hero	Infantry
Chaos Dwarf Lord	Infantry
Chaos Dwarf Sorcerer Lord	Infantry
Chaos Dwarf Warriors	Infantry
Death Rocket	War Machine
- Crew	-
Earthshaker	War Machine
- Crew	-
Goblins	Infantry
Great Taurus	Monster
Hobgoblins	Infantry
Hobgoblin Bolt Thrower	War Machine
- Crew	-
Hobgoblin Hero	Infantry
Hobgoblin Wolf Riders	Cavalry
- Wolf	-
Lammasu	Monster
Orcs	Infantry
Sneaky Gits	Infantry
Wolf	War Beast

## FAQs

*Q. Can you fire Chaos Dwarf blunderbusses if there is a friendly unit in combat with an enemy in the zone of fire?*

A. No, they cannot fire if there are any friendly units in the fire zone. Also, they cannot shoot at units in combat, even if only enemy units are in the fire zone.

*Q. How do Chaos Dwarf blunderbusses perform a stand & shoot charge reaction?*

A. The rules are applied exactly as with any other unit. If the chargers start within the fire zone, then any models within the fire zone may be hit. If the chargers start outside the fire zone, shooting is resolved just within maximum range as normal – so in this case only the front rank of the charging unit will count as being in the fire zone.

*Q. Do Chaos Dwarf armies receive +2 to dispel?*

A. No. Chaos Dwarfs do not count as a Dwarf army so they do not get +2 to dispel attempts (p.37).

*Q. What size bases do models in the army use?*

A. Great Taurus and Lammasu are mounted on 50x50mm bases. All cavalry and war beast models are mounted on 25x50mm bases. All infantry models are mounted on 20x20mm bases except for Orcs and Black Orcs, which are mounted on 25x25mm bases.

Last updated 5<sup>th</sup> August 2010.

