



The Sons of Hasbut

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The qualities of the witchstone are well known to magical practitioners of all races. Most wizards and sorcerers praise the virtues of the crystal in the practice of sorcery. This knowledge has even reached the far east and the desolate and infamous lands of Zharr-Naggrund. In these lands, the Chaos Dwarves have ruled thousands of slaves for millennia.

In fact, only one of these Hasbutsep wizards has learned of the disaster that has loomed over the city of Mordheim. In his relentless search for rivals to defeat in order to keep his magical powers, Hasbutsep knows that the city of Mordheim is the ideal place for this purpose, as well as being an excellent location for acquiring more slaves.

For in Mordheim there is no law and no common defense against raids. With an abundant supply of magical powers and an almost inexhaustible source of slave labor, Hasbutsep has prepared an expedition to head for Mordheim. However, rather than invade the city in its entirety and draw the attention of his rivals, Hasbutsep has sent his best apprentices to procure more slaves, more loot and, above all, more sorcerer's stone with which to serve his diabolical purposes.

Special rules

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

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

Hard to Kill: Chaos Dwarfs and Centaurs 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.

Slavers: One of the main objectives of the Chaos Dwarves of Mordheim is to get more slaves for their sacrifices and for their tasks. Consequently, the Chaos Dwarves will never free any slave they capture.

Pick one: Sacrifice them or put them to work. If you sacrifice them, the apprentice sorcerer will get +1 to Experience for each slave sacrificed. If put to work, you force them to help them in their quest for the witchstone; at the end of the game, gain an additional +1 wyrdstone for each working slave; then make a 1D6 roll: On a result of 2 to 6, the captive dies due to overwork, disease, the effects of long exposure to the sorcerer's stone, or for any other similar reason, and the Chaos Dwarf band may keep the captive's equipment. On a result of 1, the captive manages to escape, returns to his band with his equipment intact and, in addition, gains an experience bonus of 1D3 (if he is a henchman, simply add 1 to his total).

Uncommon: Chaos Dwarves are quite rare in Old World settlements. For this reason, when they make rolls for the acquisition of new recruits in their bands, they have to spend 1.5 times (rounding up) the amount they normally spend. Remember that this is not the case for Hobgoblins, a race far more common

than that of Chaos Dwarves. For example, a group of Chaos Dwarf recruits armed with blunderbusses with 4 experience points would require at least 6 experience points to acquire one recruit, 12 to recruit two and so on.

Indentured Servants: A Chaos Dwarf warband must start with at least 4 Hobgoblins; if it drops below 4 hobgoblins, you cannot recruit other members until the number of hobgoblins is increased to four or more.

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 14.

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

Bull Centaur: Your warband may include one Bull Centaur.

Champions: Your warband may include up to two Champions.

Chaos Dwarf Warriors: Your warband may include up to six Chaos Dwarf Warriors.

Blunderbusses Chaos Dwarfs: Your warband may include up to three Chaos Dwarf Blunderbusses.

Hobgoblins: Your warband must include four or more Hobgoblins.

Starting experience

Warlocks start with 20 experience points.

Chaos Centaurs start with 12 experience points.

Champions start with 8 experience points.

Henchmen start with 0 experience.

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarfs	3	7	6	4	5	3	5	4	10
Centaur	7	7	3	5	5	4	4	5	9
Hobgoblins	4	5	5	4	4	3	5	3	8



Chaos Dwarf equipment lists

HAND-TO-HAND COMBAT WEAPONS

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

MISSILE WEAPONS

Pistol.....	15 gc (30 gc for a brace)
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ARMOUR

Light armour	20 gc
Heavy armour.....	50 gc
Shield	5 gc
Helmet.....	10 gc

Blunderbussier equipment lists

HAND-TO-HAND COMBAT WEAPONS

Dagger	1st free/2 gc
Hammer	3 gc
Axe.....	5 gc
Sword.....	10 gc

MISSILE WEAPONS

Blunderbuss	40 gc
Pistol.....	15 gc (30 gc for a brace)

ARMOUR

Light armour	20 gc
Heavy armour.....	50 gc
Helmet.....	10 gc

Hobgoblins equipment lists

HAND-TO-HAND COMBAT WEAPONS

Dagger	1st free/2 gc
Axe.....	5 gc
Sword	10 gc
Poisoned daggers	15 gc

MISSILE WEAPONS

Short bow.....	5 gc
Bow	10 gc

ARMOUR

Light armour	20 gc
Shield	5 gc

* For a band with no initial experience, this weapon can be acquired at half its cost (rounding up) to represent the relative ease with which a band can increase its armory.

Chaos Dwarf skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Apprentice Sorcerer	✓		✓			✓
Chaos Centaur	✓			✓		✓
Chaos Dwarfs Champions	✓	✓		✓		✓



Chaos Dwarf special equipment



CHAOS DWARFS BLUNDERBUSS 40gc / Rare 9, Chaos Dwarfs only

Chaos Dwarves are known in battle for using a large number of these infamous blunderbusses on their infantry troops. They employ this same tactic in combat on the streets of Mordheim.

Range	Strength	Special Rules
16"	3	Superior Construction, Prepare Shot

Shot: When your model fires the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 3 hit.



Prepare shot: A superior blunderbuss may be fired more than once per game; it takes a complete turn to reload, so you may only fire it every other turn.

HOBGOBLIN POISONED DAGGERS 15gc / Rare 9, Hobgoblins only

Hobgoblins, also called "slippery fellows", poison the blades of their daggers. Cunning and crafty, Hobgoblins are often employed by their masters as assassins, although they are rather cullable and unreliable troops.

Range	Strength	Special Rules
CC	As user	Pair, Swift, Poisoned, +1 Enemy Armor Save

Pair: Poisoned Daggers are traditionally used in pairs, one in each hand. A warrior armed with Poisoned Daggers gets an additional attack (for the offhand weapon attack).

Swift: Hobgoblins armed with Poisoned Daggers count as having +1 Initiative when determining combat order.

Poisoned: The venom of Poisoned Daggers will enter the blood of the victim and ravage his organs and muscles. The weapons count as being permanently coated in black lotus (the poison; see Rulebook, Equipment section). No additional poison may be applied to Poisoned Daggers.



+1 Enemy Armor Save: Poisoned Daggers count as daggers, and thus an enemy wounded by a dagger gains a +1 bonus to his armor save, and a 6+ armor save if he has none normally.

OBSIDIAN WEAPON Availability: Rare 10

Obsidian weapons are very rare because it takes a long time to forge the weapon without causing fissures in the stone; however, once forged, they are prepared to withstand heavy impacts during use.

Range	Strength	Special Rules
CC	As user +1	Personal, heavy

Personal: The weapon keeps the bonuses for weapons of this type; only swords, axes and hammers can be made of obsidian (all three weapons cost the same: 60 crowns).

Heavy: A warrior equipped with an obsidian weapon subtracts 1 from his Initiative attribute in melee combat.



Heroes



1 Apprentice sorcerer

85 gold crowns to hire

The apprentices are avid to prove their worth and their knowledge in the wild streets of Mordheim. Their only desire is to reach the level of their masters.

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

Weapons/Armour: Apprentice sorcerers may be equipped with weapons chosen from the Chaos Dwarf equipment lists (if you equip a wizard with armor, he cannot cast spells).

SPECIAL RULES

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

Rituals of Chaos: Chaos Dwarf spellcasters are

wizards and can learn a random spell from the Chaos Dwarf spell list.

0-1 Chaos centaur

75 gold crowns to hire

Chaos Centaurs are Hashut's chosen ones and are famous for being powerful and very dangerous adversaries. It is considered a great honor to include these allies in a band of Chaos Dwarves.

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

Weapons/Armour: Chaos Centaur may be equipped with weapons chosen from the Chaos Dwarf equipment lists.

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 (instead of +5).

0:2 Chaos Dwarfs champions

50 gold crowns to hire

They are the warriors favored by the sorcerer's



0:6 Chaos Dwarfs warriors

40 gold crowns to hire

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 chosen from the Chaos Dwarf equipment lists.

0:3 Blunderbuss Chaos Dwarfs

40 gold crowns to hire

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

Armas/Armadura: Blunderbuss Chaos Dwarfs may be equipped with weapons chosen from the Blunderbuss Chaos Dwarf equipment lists.

4+ Hobgoblins

15 gold crowns to hire



Chaos Dwarfs special abilities



True grit

A result of 1-3 indicates that the miniature is knocked down, a result of 4-5 indicates that it is stunned and a result of 6 indicates that it is out of combat.

Extra tough

Allows re-rolls for wounds after the game is over. The

apprentices. They are excellent fighters and trustworthy sergeants.

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

Weapons/Armour: Chaos Dwarfs champions may be equipped with weapons chosen from the Chaos Dwarf equipment lists.

Henchmen

Profile	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 chosen from the Hobgoblin equipment lists.

SPECIAL RULES

Skinny: Hobgoblins are naturally cowardly creatures that are forced to fight by their Chaos Dwarf masters. As a result, they take damage easily and at the slightest opportunity try to escape from their captors. When making wound rolls, a result of 1- 3 indicates that they abandon the band.

Nobody cares about them: Hobgoblins count as half the number of troops if the band has to make a retreat check. For example, in a band made of 12 miniatures, if 2 Hobgoblin miniatures and 1 Chaos Dwarf miniature are out of combat, the total would be two miniatures out of combat ($1/2 + 1/2 + 1 = 2$). Also, Hobgoblins cannot be heroes, just reroll the "boys have talent" roll.

second result is the prevailing result.

Unlimited hatred

The miniature suffers hatred against everyone.

Thick skull

Allows a special saving throw of 3+ when stunned.

Editor Notes

Styrofoam King - A few changes were made from the original for balance or clarification:

- *Added Hired Swords rules, based on the rules from Border Town Burning warband.*
- *Sorcerer: Cost Changed starting cost from 75gc to 85gc (to closer match Treasure Hunters).*
- *Bull Centaur: Changed starting cost from 50gc (yikes!) to 75 gc / Added Large / As BC has max BS3, editor removed access to shooting skills.*
- *Obsidian Weapon: Editor did not make any changes; however, we recommend your campaign use EITHER the obsidian rules contained, or from Border Town Burning; do not use both, unless you rename one of them for clarity (ex. Calling them Blackshard weapons.)*
- *Changes to Superior Blunderbuss: Changed for Balance: Added "Prepare Shot" allowing them to fire every OTHER turn (original versions says "fire once a turn," implying every turn.) / Balance: Removed reduced cost upon start up. (By my calculations, the weapon is already VERY good at 40gc; discounting it further felt like a break.)*
- *Changes to Poisoned Daggers: Missing info: Added rarity 9 / Balance: Added +1 Save like other daggers. / Balance: Removed reduced cost upon start up. (By my calculations, the weapon is already VERY good at 15gc; discounting it further felt like a break.)*

Chaos Dwarfs Magic

D6 Result

1 Spectre of Hashut

Difficulty: 9

A spectral apparition of the god Hashut hits the miniature closest to the sorcerer.

Designates the enemy miniature closest to the wizard's miniature within 10". That miniature is automatically stunned.

2 Stone Statue

Difficulty: 9

By using illusory magic, the sorcerer turns his closest enemy into a stone statue.

Choose an enemy miniature that is within 12" of you and is in your line of sight. For the rest of the turn and the following turn, the miniature will not be able to do anything. If attacked in melee, the miniature will suffer an automatic hit. If it is shot, the miniature that shoots at it will get a +1 bonus on hit.

3 Fireball

Difficulty: 7

The wizard summons a ball of flames that he casts on his enemies.

This spell has a range of 16" and requires line of sight. The target receives an automatic hit of strength 4.

4 Vanish

Difficulty: 7

The sorcerer vanishes in front of the enemy's eyes only to reappear elsewhere on the battlefield.

The wizard may immediately make a move of up to 6" in any direction and may enter or leave combat without penalty. If he enters combat, he is considered to be making a charge move.

5 Eruption

Difficulty: 8

After emitting a scream, the sorcerer turns into a red incandescent ball while a torrent of lava and stones gushes from his mouth and skin.

All miniatures within a distance of up to 4" (friend or foe) suffer an automatic hit of Strength 4. After resolving the effects of this hit, the sorcerer will not be able to cast any more spells until the next turn and will suffer a -1 to his Resistance attribute.

6 Eye of Hashut

Difficulty: 6

The wizard opens his arms while summoning the mighty Hashut to help his children and give them strength.

Choose a friendly miniature within 12" and roll 1D6. Hobgoblins always subtract 1 from the result.

You may use the Eye of Hashut successfully only once per battle.

1D6 Result

1 Hashut does not trust you. The miniature is immediately out of combat, although it will not roll on the serious wound table during the post-battle sequence.

2-5 Hashut trusts you. The miniature adds +1 to one of its attributes for the rest of the game.

6 Hashut favors you. The miniature adds +1 to all attributes for the rest of the game.