

# CHAOS DWARF BALLISTICS

NIGEL STILLMAN and MIKE BRUNTON

*introduce crossbows and a fiendish new missile weapon for Chaos Dwarfs.*

'There. That's where we make our assault.' The Witchfinder General pointed to the corner of the Dwarven fortress. The wall had collapsed, leaving a ten foot wide gap.

'Captain Blaine, you have the assault. No prisoners, mind. These spawn of darkness are to be put to the sword. Their bodies will be burnt, their towers pulled down and their ashes scattered to the winds!'

'Aye, sir.' Blaine knew he could do it. A knighthood would be his due.

Now, under a steady rain of crossbow bolts, Blaine was having second thoughts. The breach was still open, but Quickfester Bodmin's Chaos Dwarfs had moved something into the gap. He couldn't quite see through the smoke, but Blaine had his suspicions: some sort of cannon, probably. He swallowed. Taking the breach would be hard enough against crossbow fire, but to walk down the barrel of a cannon!

There was a loud explosion, and a gout of flame filled the breach. Men fell, torn and shocked by a hail of metal and stones. There was a ringing blow on Blaine's helmet.

He had been right - a gun of some sort, another fiendish creation of these foul Chaos Dwarfs. Blaine reached up and pulled a gold coin, still warm from being fired from the gun, out of his helmet plume. He shook his head, partly out of sheer disbelief at his luck, partly to clear it. Then he realised that the gun had been fired too soon.

'Up and at them, my lads!' Blaine's eyes measured the distance to the breach. His company would be there before the Dwarfs could possibly reload and fire again. 'Attack! Attack! WITH ME!'

His men panted as they scrambled over the rubble in the breach. They were inside the walls.

The Chaos Dwarfs at the gun adjusted their aim slightly. Blaine frowned. They hadn't moved from the gun. They were ready to fire again!

'Oh sh-'

The Dwarf swivel gun roared once more. There would be no knighthood for Blaine.





## THE CHAOS DWARF ◀ SWIVEL GUN ▶

### Hand-to-Hand Combat

The Chaos Dwarf Swivel Gun is a light, portable cannon which only requires a crew of 2 Dwarfs to operate. Unlike heavier cannons which fire a solid ball, the swivel gun fires blasts of shrapnel. The secret of the swivel gun is its breech-loading mechanism; the gun has an ingenious breech block which can be detached from the rest of the barrel and loaded with a charge of gunpowder and a variety of shrapnel. Lead shot, pebbles, nails, rusty iron scrap, chains, broken bottles and even coins can be stuffed into the breech block. Each gun comes with two breech blocks so that a spare charge can be loaded while the first shot is aimed and discharged. The breech block is simply inserted into the rest of the barrel and wedged tight before firing.

The swivel gun's effect is devastating. The shrapnel inflicts hits on enemy troops within a broad arc of fire. This wide arc of fire, and the weapon's mobility in the hands of experienced operators, make the swivel gun an excellent weapon for providing close artillery support.

Unlike normal cannons which can discharge a ball through several ranks, the shrapnel firing swivel gun scatters shot among the nearest rank of a target unit.

### Movement

The swivel gun may be carried by its crew without movement penalty. One crew member carries the tripod, the other carries the gun. Both crew members are required to carry the weapon and its ammunition. If either crew member is killed the weapon cannot be fired. The remaining crew member is moved in the same way as an independent character.

Because the swivel gun needs to be loaded with a charged breech block, the crew may not move and fire. If the gun fires, the crew may not make a *reserve move*. If the firer needs to be turned to fire on his target this does not count as movement as long as the model is not moved further.

If charged the swivel gun crew may stand and fire or may halt. The crew may not run away unless they deliberately abandon the gun and its ammunition.

The crew may fight normally when engaged in hand-to-hand combat. However, if they're pushed back during the engagement the swivel gun and its ammunition are assumed to be left behind. Once the engagement is over, the crew may recover the gun. A swivel gun crew does not have to follow-up an enemy it pushes-back but may do so if the player wishes.

### Firing

The swivel gun may fire within a 180° arc drawn from the firing model. The discharge from the gun will be blocked by any intervening terrain.

To fire the swivel gun take a tape measure expanded to the weapon's range (12 inches). Place one end of the tape measure at the gun's mouth and position the tape over a target model in the nearest rank of the enemy unit. The target model and the unit must be within the gun's 180° arc of fire. The shrapnel fired from the swivel gun hits the target model and D6 models either side of it, causing 1 hit on each model. Thus between 3 and 13 models can be hit by a single shot. Only models in the rank nearest to the gun can be hit. Shrapnel does not penetrate into rear ranks, even if the nearest rank is mown down before all the hits are used up.

### Crew

The swivel gun requires a crew of 2 Chaos Dwarfs.

### Crew Loss

Swivel gun crews are expert gunners who cannot be replaced with other troops, but a spare crew member may join another gun and act as a reserve crew member. A single crew member may not operate or carry the weapon.

## Missile Fire

Missiles may only be directed against the crew.

## Swivel Gun Units

Team may be organised into formal units which may consist of up to 4 teams. These units obey all the normal rules for units and it is assumed that one of the Chaos Dwarfs is the unit's leader. A character model may be allotted to the unit as a champion, or an independent character may *associate* with the unit during the game if the player wishes. This will confer the usual *Leadership* bonus on the whole unit.

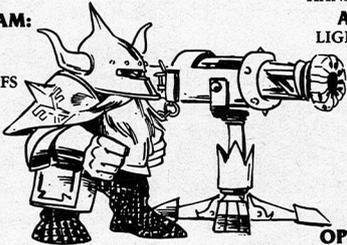
Alternatively, individual teams may operate in the same way as individual heroes. Each team is then treated separately, although its two members must remain in base contact with each other. The team members may turn without movement penalty, move over difficult ground, move over obstacles and turn to face a charge, exactly like character models. The team may associate with a friendly unit exactly the same way as a character, and is bound by the rules for *joining, leaving and associated characters* given in **Warhammer Fantasy Battle**. The team is also treated as a character for targetting purposes, as described under the heading *Character Models and Missile Fire* in **Warhammer Fantasy Battle**.

# ARMY LIST ADDITIONS

This is an optional addition to Armies of Khorne, Realm of Chaos: Slaves to Darkness.

This is an optional addition to the forces of Chaos detailed in **Warhammer Armies**.

### 0-8 CHAOS DWARF SWIVEL GUN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9
	RANGE		STRENGTH		SAVE MOD.		WOUNDS PER HIT					
SWIVEL GUN	12"		6		-2		1					
<b>TEAMS PER UNIT:</b> 1-4				<b>WEAPONS:</b> HAND WEAPONS								
<b>POINTS PER TEAM:</b> 55				<b>ARMOUR:</b> LIGHT ARMOUR								
<b>TEAM:</b> 2 CHAOS DWARFS												
<b>CHAOS ATTRIBUTES:</b> D4-3				<b>OPTIONS</b> CREW MAY HAVE: HEAVY ARMOUR.....1								
<b>BASE SIZE:</b> 20x20mm												

### 0-30 CHAOS DWARF CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5 HERO	3	5	4	4	4	1	3	2	9	7	9	9
												
<b>MODELS PER UNIT:</b>										10-20		
<b>POINTS PER MODEL:</b>										14		
<b>WEAPONS:</b>										CROSSBOW & HAND WEAPON		
<b>ARMOUR:</b>										HEAVY ARMOUR		
<b>BASE SIZE:</b>										20X20mm		
<b>CHAOS ATTRIBUTES:</b>										CHAMPION D6-4 UNIT D4-3		
<b>OPTIONS</b>										ANY UNIT MAY HAVE: CHAMPION ..... 53 DOUBLE HANDED WEAPON..... 2		
<i>Chaos Dwarf crossbowmen provide useful missile support for the shock troops which predominate in most Chaos borders.</i>												

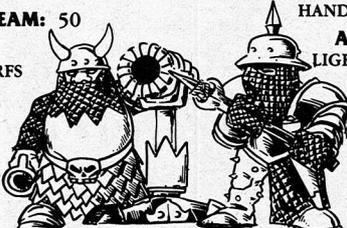
Chaos Dwarf crossbowmen may form a part of the *Armies of Khorne* in **Realm of Chaos: Slaves to Darkness**.

This is an optional addition to the forces of Chaos detailed in **Warhammer Armies**.

### 0-24 CHAOS DWARF CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	4	4	1	2	1	9	7	9	9
												
<b>MODELS PER UNIT:</b> 8												
<b>POINTS PER UNIT:</b> 125												
<b>WEAPONS:</b> CROSSBOW & HAND WEAPON												
<b>ARMOUR:</b> HEAVY ARMOUR												
<b>BASE SIZE:</b> 20x20mm												
<b>CHAOS ATTRIBUTES:</b> CHAMPION D6-4 UNIT D4-3												
<b>OPTIONS</b> COST PER 8 MODELS: DOUBLE HANDED WEAPONS... 16												
<i>Chaos Dwarf crossbowmen provide lethal missile troops for Khorne's armies.</i>												

### 0-8 CHAOS DWARF SWIVEL GUN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9
	RANGE		STRENGTH		SAVE MOD.		WOUNDS PER HIT					
SWIVEL GUN	12"		6		-2		1					
<b>TEAMS PER UNIT:</b> 1-4				<b>WEAPONS:</b> HAND WEAPONS								
<b>POINTS PER TEAM:</b> 50				<b>ARMOUR:</b> LIGHT ARMOUR								
<b>TEAM:</b> 2 CHAOS DWARFS												
<b>CHAOS ATTRIBUTES:</b> D4-3				<b>OPTIONS</b> CREW MAY HAVE: HEAVY ARMOUR.....1								
<b>BASE SIZE:</b> 20x20mm												