

SLAYER DOOMSEEKERS

	M	WS	BS	S	T	W	I	A	Ld
Doomseeker	3	5	1	5	4	2	2	special	10

SPECIAL RULES

Single Model: Slayer Doomseekers are independent models, which move as single characters on foot and can only be targeted using the Shooting at Characters rules.

Note that they are not characters in any other sense.

Hate Greenskins: Like all Dwarfs, Doomseekers *bate* Orcs and Goblins, despite normally being Unbreakable and therefore Immune to Psychology.

Unbreakable: Having sworn the Slayer Oath, Doomseekers will never retreat from a fight. They are Unbreakable.

Whirlwind of Death: Doomseekers plough recklessly into the enemy, whirling their weapons madly around their heads. They do not attack normally in close combat. Instead, before any attacks are made (even if the enemy charged, and including chariot impact hits and other special attacks that always go first) every enemy model in base contact with one or more Doomseekers takes an automatic hit. Other enemy touching one or more models in base contact with a Doomseeker each take a hit on a roll of a 4+. Resolve rolls to wound and so on as usual. Survivors may attack the Doomseeker as normal, except that his whirling blades always mean the enemy are at -1 to hit.

Against units consisting of only a single model (including mounted monsters and chariots) the Doomseeker inflicts D3 automatic hits on each such unit in contact.

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MALAKAI MAKAISSON'S GOBLIN-HEWER

Malakai is a shaven-headed Dwarf, with the customary red-dyed crest and a short leather jerkin with a sheepskin collar, a leather cap with long ear flaps and a cut out for his crest to fit through. He wears a set of thick optical lenses engraved with a cross-hairs, though he claims it is simply to improve his already superb eyesight, rather than to make up for any deficiency he may be suffering from.

Thought to be the best engineer who ever lived, Malakai Makaiisson was drummed out of the Guild of Engineers after the first airship fiasco and became a Slayer. He built the *Spirit of Grungni* and is responsible for devising many other ingenious munitions and weapons also. He is originally from Dwimmerdim Vale, way up the north – an isolated place, which is thought to account for his somewhat odd accent.

His latest invention is the Goblin-hewer. A rapid-firing, axe-throwing extravaganza of destruction, the Goblin-hewer is capable of scything through even the most numerous opposition with a hail of blades.

MALAKAI MAKAISSON'S GOBLIN-HEWER

Malakai Makaiisson and his Goblin-hewer may be taken in a Slayer army as a Rare choice. It may also be used in a Dwarf army or an Empire army, in which case it counts as one Hero and one Rare choice.

	M	WS	BS	S	T	W	I	A	Ld
Malakai	3	5	5	4	4	2	3	3	10
Crewman	3	4	3	3	4	1	2	1	10

Unit: Consists of Malakai Makaiisson, two Slayer crew and a single Goblin-hewer.

Equipment: The crew are armed with hand weapons and great weapons. Malakai is armed with a great weapon, and a Repeating Dwarf handgun (same as a normal Dwarf handgun with Multiple Shots x3).

SPECIAL RULES

Slayers: Malakai and his companions are Slayers and follow all of the normal rules for Slayers. Note that in a Slayer army, the Goblin-hewer ignores the “Look Snorri, Trolls!” rule.

Engineer: Although seriously deranged and sworn to the Slayer oath, Malakai is still a formidable expert in black powder, mechanics and construction. He follows all of the rules for a normal Dwarf Engineer. However, he is part of the crew and must stay with the Goblin-hewer just like any other war machine crew member.

Goblin-hewer: This is a war machine for all purposes. When it fires, nominate a target unit within range and Line of Sight and roll to hit as normal (using Malakai's BS if he is still alive and not firing his repeating handgun). The spinning axe blades inflict a variable number of hits depending on the number of ranks in the target unit. Roll a D3 for every rank the target has, this is the total number of rolls to Wound you should make. If the Goblin-hewer is in the flank arc of a unit, then the number of models in the widest rank is counted as the number of ‘ranks’ for this purpose.

For example, a unit four ranks deep that is hit by the Goblin-hewer takes 4D3 hits. If it were six models wide and hit in the flank, it would suffer 6D3 hits. Casualties are allocated just like normal shooting hits. If firing at a single model or skirmishers, or other target that does not use ranks, it inflicts D3 hits.

The Goblin-hewer is affected by loss of crew in the same way as a Bolt Thrower.

Goblin-hewer: Range: 48", Strength: 4, Save modifier: -2
Move: As crew Toughness: 7 Wounds: 3

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THE SLAYER ARMY OF KARAK KADRIN

SLAYER ARMY SPECIAL RULES

“Look Snorri, Trolls!”: When surrounded by their fellows, Slayers find it hard to resist the urge to close with the enemy as soon as they can.

After all deployment, before the first player’s turn, the Slayer army surges forward. Each unit and character moves directly ahead 2D6". Units may only make a single wheel during this movement, and only if it is necessary to avoid terrain or another unit. This special move ignores terrain modifiers (except impassable terrain).

In addition, the Slayer player may roll an additional D6 when determining who gets the first turn, discarding the lowest roll.

A Glorious Death: The Slayer army is set on a course of self-destruction, determined to fight the largest, toughest enemies it can face. There is no dishonour in falling against such a foe, and in fact such deaths actually hearten the rest of the army.

Keep a note of the number of models slain in close combat by enemies with a Strength and/or Toughness of 5 or more (before modifications). Each Slayer killed by such a worthy enemy adds 10 Victory Points to the Slayer army’s total.

This includes impact hits from chariots or monsters with similar attacks, but not to the crew or riders of chariots or monsters unless they themselves are Strength or Toughness 5 or more.

Dispel Dice: Even more so than other Dwarfs, Slayers resolutely refuse to concede to the airy-fairy magic used by other races, and their sheer force of will is often enough to thwart the spells cast at them.

Like all Dwarf armies, the Slayer army generates four Dispel dice in the opponent’s Magic phase. In addition, they generate an extra Dispel dice for each 1,000 points being played (so +1 dice at 1,000 points, +2 dice at 2,000 points, and so on).

First Amongst Slayers: One character in the army must be nominated as the general, though Slayer characters cannot be a general in a normal Dwarf army. This must be a Daemonslayer if the army has one. This has very little effect in the game since Slayers are all the same Leadership, but sometimes it’s just good to know who’s in charge (and the enemy will score additional VPs for killing this character).

SLAYER SKILLS

A Slayer Hero may be given one of the following Slayer skills, while a Slayer Lord may be given up to two Slayer skills. These are in addition to the points allowance for Rune weapons.

WARDS OF GRIMNIR

Some Slayers are covered in protective tattoos that ward away enemy magic. They have Magic Resistance (1), which can also be used on any spell cast by a wizard within 6" or targetted within 6" of the model.

A Slayer character may be given Wards of Grimnir for +30 pts (this comes out of their allowance for Runes).

MASTER RUNE OF GRIMNIR

Runic Standard 50 points

Forged only by the Runesmiths of Karak Kadrin, the Rune of Grimnir projects an aura of Dwarfishness that is so strong it can deflect arrows and even cannonballs! Any friendly unit within 12" of the standard gains a 5+ Ward save against any ranged attack.

Deathblow 20 points

If the Slayer is killed in close combat, he immediately makes all his attacks before being removed as a casualty (even if he has already attacked that round).

Killing Blow 25 points

The Slayer has the Killing Blow ability.

Beastslayer 25 points

Each wound inflicted by the Slayer counts double towards that round’s Combat Resolution (excluding Wounds from Overkill in a challenge).

Vampireslayer 45 points

Against enemies with Toughness 5 or higher, any unsaved wound inflicted by the Slayer becomes D6 wounds.

Skavenslayer: Dragonslayer 60 points

Daemonslayer 80 points

The number of Attacks the Slayer has is multiplied by the number of enemy models in base contact, up to a maximum of 10 (this may not be further increased with an additional hand weapon, Runes, etc). There is no effect if the Slayer is involved in a challenge.

LORDS

DAEMON SLAYER 130 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Daemon Slayer	3	7	3	4	5	3	5	4	10

Equipment: Hand weapon.

Options

- May choose either a great weapon (+6 pts), or an additional hand weapon (+6 pts).
- May choose runic items from the Weapons lists (see Warhammer Armies: Dwarfs, pages 20-23), with a maximum total value of 100 pts.

SPECIAL RULES

Slayer: See Warhammer Armies: Dwarfs, page 7.

Loner: See Warhammer Armies: Dwarfs, page 7.

Unbreakable: See the Warhammer rulebook, page 112.

CORE UNITS

TROLL SLAYERS 11 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

Unit Size: 10-30

Equipment: Armed with two hand weapons, which may be exchanged for great weapons for free.

Options

- Upgrade one Slayer to a Musician for +6 pts.
- Upgrade one Slayer to a Standard Bearer for +12 pts.
- Promote any number of Troll Slayers to Giant Slayers for +15 pts/model.

SPECIAL RULES

Slayers: See Warhammer Armies: Dwarfs, page 7.

Unbreakable: See the Warhammer rulebook, page 112.

HEROES

A Slayer Army may include one more Hero than normally allowed.

DRAGON SLAYER 65 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Slayer	3	6	3	4	4	2	4	3	10

One Dragon Slayer may be upgraded to a Battle Standard Bearer for free (since Slayers are Unbreakable).

The Battle Standard Bearer may have a runic standard worth up to any amount (see Warhammer Armies: Dwarfs, pages 21-22), but if he does so, he may not carry a rune weapon. He may be given a Slayer skill as normal.

Equipment: Hand weapon.

Options

- May choose either a great weapon (+4 pts), or an additional hand weapon (+4 pts).
- May choose runic items from the Weapons lists (see Warhammer Armies: Dwarfs, pages 20-23), with a maximum total value of 50 pts.

SPECIAL RULES

Slayer: See Warhammer Armies: Dwarfs, page 7.

Loner: See Warhammer Armies: Dwarfs, page 7.

Unbreakable: See the Warhammer rulebook, page 112.

DOOMSEEKERS 65 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Doomseeker	3	5	1	5	4	2	2	*	10

No more than half of your Core choices may be Doomseekers. Each choice allows you to field between 1 and 3 Doomseekers. All Doomseekers in the army are deployed at the same time, like war machines.

Unit Size: 1

Equipment: Whirling blades of death.

SPECIAL RULES

Single Model; Hate Greenskins; Wards of Grimnir; Whirlwind of Death. (See page 64).

Unbreakable: See the Warhammer rulebook, page 112.

SPECIAL UNITS

BROTHERHOOD OF GRIMNIR . . . 14 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Brother of Grimnir	3	4	3	4	4	1	3	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

Unit Size: 10-30.

Equipment: Armed with two hand weapons, which may be exchanged for great weapons for free.

Options

- Upgrade one Slayer to a Musician for +6 pts
- Upgrade one Slayer to a Standard Bearer for +12 pts
- Upgrade any number of Slayers to Giant Slayers for +13 pts/model.
- A Standard Bearer may carry a runic standard worth up to 50 pts.

SPECIAL RULES

Slayers: See Warhammer Armies: Dwarfs, page 7.

Wards of Grimnir: See page 67.

0-1 LONG DRONG'S SLAYER PIRATES

Long Drong's Slayer Pirates are a Regiment of Renown. Long Drong plus nine Slayer Pirates, including a Standard Bearer and Musician, cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 pts per additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Slayer Pirate	3	4	3	3	4	1	3	1	10

Unit Size: 10-30, including Drong.

Equipment: Lots of pistols. Lots and lots of pistols...

SPECIAL RULES

Slayers: See Warhammer Armies: Dwarfs, page 7.

Festooned with Pistols: All the Pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand.

Since they are festooned with pistols that they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4, with Armour Piercing.

The Pirates carry so many pistols that they never need to reload and therefore always count the pistol bonuses in every round of combat.

RARE UNITS

0-1 GOBLIN-HEWER 130 pts

The Goblin-bewer is a Regiment of Renown. It may also be taken in a normal Dwarf army or in an Empire army, counting in each as one Hero and one Rare choice.

See page 66 for full rules.