

INSIDE Avatars of War · Golden Hat VII · Interviews



THE WORD OF HASHUT

NO.3 — WINTER 2009



AVATARS OF WAR



BLOODBOWL



WARHAMMER



THE UNOFFICIAL FAN-MAGAZINE FOR CHAOS DWARF GENERALS

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THE WORD OF HASHUT

NO. 3— WINTER 2009

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DECREEES FROM THE SUPREME OVERLORD OF WOH

CountArach of the Herdstone forum wrote: *"I have to commend you guys for your work. You have no army and no institutional support from GW and yet you consistently prove to be one of the most active and dedicated forums out there".*

2 simple sentences packing in so much of what makes us unique. That, I believe sums up just who and what we are: quite simply one of the most dedicated sites on the web, and perhaps the most dedicated Warhammer site. And there it is, with no help from Games-Workshop, no support from White Dwarf, no support in the way of miniatures, fluff or any official support of any kind, barring the inclusion of the Hellcannon into the Chaos Mortals list we have managed to create a living, breathing community. Take a bow each and every one of you.



To me this refusal to give up, this conviction that our day will come, that we will surmount the obstacles in our way is what makes us truly unique in the larger context of Warhammer. Though the cause may be pointless, we refuse to give in. There is no other army that has to face this threat of extinction (barring the limbo that the Dogs of War are in as well), yet there is no other forum that is as dedicated and willing to do what it takes to keep their army going.

Now that I am done with my soapbox lets get to the task at hand. I am rightly proud of all the work that went into issue #2 of the Word of Hashut. Xander and I scoured the web looking for reactions and promoting it. It was definitely a success and a testament to the allure of chaos dwarfs that we saw

a great spike in traffic on the site. I'm also proud of the content; numerous times I have heard the same thing *"This is better than White Dwarf"*, which is high praise indeed.

Switching gears yet again, I trust that everyone had a wonderful holiday season. I hope you had a great one especially in light of all the travails of the later half of the year. At home, warm, a good cup of tea, cider, beer, etc, watching football (or your own favourite sport), getting in a game of Warhammer, what have you, enjoy it. Holidays are a great time of year to relax and gear up for the next one.

2008 was a great year for Chaos Dwarfs Online, many of us poured our heart and soul into it, and it showed. For 2009 I hope for another banner year, but with a catch: making 2008 look like it was nothing at all. And as we approach our 2nd anniversary take a moment to reflect, we've come a long way, and still have further to go.

As I write this I am proud to say we are one of the greatest websites around and one of the best communities that I could ever hope to be part of. Quite often it is the first website I check in the morning and the last I check at night. Quite simply, I start and end my day with Chaos Dwarfs. Not bad really; not bad at all.

Lastly, if you liked the last 3 issues... you haven't seen anything yet!

W. MARK

UPCOMING EVENTS

2008 COMMUNITY AWARDS

January 2009

GOLDEN HAT VIII

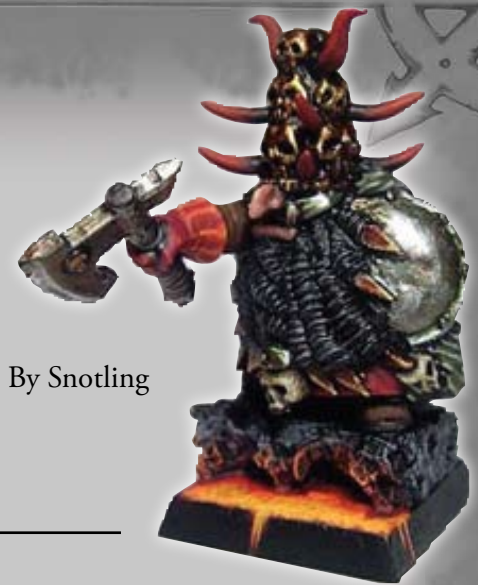
January-March 2009

THE WORD OF HASHUT ISSUE 4 SPRING 2009

Saturday, March 28, 2009

NOTE

As always all dates
subject to change.



By Snotling

THE SLAVE PEN



Dear Slave Pen,

My apartment, that is to say my dark evil lair of fire and doom, is filthy. It looks like it was a goblin lair stolen by an obese Ogre and then ransacked by a Bloodletter. Now, being faithful to Hashut, I've recently sacrificed my slaves to Hashut, a distraction on the battlefield, or fed to my dog. I'm tempted to enslave my friends to have them clean it for me, but they demand beer from the Empire, and some sort of food called Peet-za, what would be the best method of encouragement to get them to help clean before I feed them to the dog?

Signed, Captain of the Swiss Guard of the Gates of Zharr

Woz this wonky git talkin 'about in-couragement? Dis is howza I handa da ladz ina sucha way. When dey seeze da peet-za or grot rot from da hmie landz I'd yell "Backa too workz you maggots". Then I feed deem to the doggiez, dat way afta they do da workin youz a keep da peet-za and getz free on the labour, or somthin'.

Dear Slave Pen,

I have had some trouble recently the other players at my gaming club. They all seem to have started playing elf armies! How they can do such a thing is beyond my understanding. But the worst thing is that they have been running away and shooting, and generally being very sissy and elfy. What can I do to teach them the manly way of warfare, close combat?

Signed, ye old angry pin-cushion

Havin' a go at da weedy skinnies ana da shootin da ladz witz pointy stickz? Herez a waz we do witz deem to fix deem right goodz. Find da meanest of da stoney chaoz stunties and a begs to blatsz deem witz whata day callz magiks. Orzo better yet have za chaoz stunties send da orc boyz or grots so's we don't killezed...

Udder dem datz doze weedy tall onz arez a too clean, throw zum mudda or somezin at dem and seez da hizzy fitz da pretty boyz make, plus it makez da ladz a laugh but goodz.

Dear Slave Pen,

From what I understand Lord Willmark is truly a softie at-heart. Any truth to that rumour?

Signed, A concerned Dawi-Zharr

Hsssstt, ackkkkckck dat one a hard gitz boss he iz! Lasta weekz he crushada olde Throgro for doing nuffin'. O' courze da git wasz tryin' to stealz da bozz's shiney red sowrdz... All I heard waz somtink about "Apoligiez aceptae, or some suchz.." and da gitz fell 'a to da deck, weve a runnin... afta da...

GOLDEN HAT—VII

AN INTERVIEW WITH OUR OWN WARPLOCK MONKEY, WINNER OF GOLDEN HAT VII

BY WILLMARK



How long did it take to sculpt?

The model took me in total about 10 days to sculpt. Usually I spend 2 -3 hours a day after school sculpting, painting and doing other warhammery shenanigans, so in hours I would say about 20, including curing time.

I came up with the idea from watching the new Warhammer Age of Reckoning Trailer. After being mystified by the awesome computer generated graphics and seeing that wizard incinerate a couple of orcs... the first thing that went through my mind was 'Whoa....I GOTTA make him' I never really got round to it, until I read about GH7...and it gave me a marvelous thought...two wizards, both trained in the art of flame, pitting their magical prowess against each other, and the basic idea was born.

My first idea was to have both of them conjuring some sort of magical blast, with them both colliding in the middle of the piece. Having tinkered with the idea for a few days, and watching the trailer a couple more times, I came up with the idea of a firewall...with the CD sorcerer holding it back by some magical means, and prepar-

ing his own attack, so I did that!

Did you run into any potential setbacks or stumbling blocks?

The only set back was the fact I didn't have any sand to do the base! Luckily...during the time I was building it, I went on Holiday to Rhodes, Greece. I took a litre bottle and filled it with beach sand, so I've got enough to last me for a while! Cheers!

What part were you most proud of?

The bit that I'm most proud of...sculpting wise, I guess the sorcerer. He was my first CD sculpt in a while, so I think he went quite well! I also like the way I have combined all three of



the Chaos Dwarf genres...Big Hat, Helmet and Mask...I tried to please everybody on that one. Painting wise? I would say the purple flame and the glow around it...it was

so simple to do, yet so effective!

Any improvements for next time?

Criticisms...I would say I messed up the actual fire wall a bit...it just doesn't seem right. If I were to paint it again, I would have built up more layers, and used a brighter white at the bottom...but alas there's still a lot more for me to learn!

Will there be more chaos dwarfs to sculpt?

More Chaos Dwarfs? Maybe...you will just have to wait and see... But I'm afraid it might not be for a while yet, with the new Lizardmen rulebook coming out in Feb..most of my time is going to be used up in making an army..yes I've bitten the bullet, and I'm going to TRY to stick to a project, but knowing me I'll probably flutter off and sculpt something completely

different! Ahhh the curse of a 'butterfly artist'.. if your wondering what that is, its the term my Grandma uses to describe a person who doesn't



stay on one thing, but flits from project to project, loosing interest and being inspired in a flicker, just like a butterfly flits from leaf to leaf...quite poetic I think!

Influences?

Some of my main influences are off this site, other great sculptors like Ishkur and Baggronor really influence my style of Chaos Dwarfs. But I say my main artistic influence is my Grandma! She has been my artistic tutor since I could pick up a pencil, and is always ready with a tip or comment. I do all my art in her house, on her table, it's a nice quiet place, plus she feeds me! *(Sounds like a nice perk if you ask me. When do we all get the invite?- Willmark)*

How long have you been sculpting?

I've been sculpting for almost two years now. I started in February last year (around the time I joined the site), so I'm really a youngbeard! I've been doing the hobby for about 5 years, and it was looking at people on this site that finally inspired me to start trying out sculpting for myself!

Favorite tool or method?

My tools for sculpting are pretty primitive. I use only three things, a round headed pin, a hobby knife and a cocktail stick. I've tried all these fancy sculpting tools, but I've never really liked them myself...I like to stick to the tried and tested methods. And the materials I use to sculpt? I use two putties, Green Stuff and Milliput. People slag off miliput, but I think it's

a really good material! It's cheap, easily accessible, you get a good amount in a pack, plus it's great for smoothing work. Most of the time I use a mixture of the two, usually 50/50, which has the properties of both! A super putty!

(There you have it gang! Impressive stuff from Warplock Monkey, and a good behind the scenes of how he did it. Again a big congratulations to all who entered.

Now you know what it takes to win the Gold, so get out there and start converting or sculpting as the case may be. Who knows perhaps a Golden Hat win may be in your future, but you can never win unless you enter, so please Hashut and the Staff and give it all you got- Willmark)

RESULTS OF GOLDEN HAT VII VOTING

1ST— WARPLOCK MONKEY

2ND— GRNDL

3RD— GRIMSTONEFIRE (TIE)

3RD— PYRO STICK (TIE)



CHAOS DWARF RADIO

BEHIND THE SCENES OF CHAOS DWARF RADIO

BY WILLMARK

Hello everyone it's Willmark here and I thought I'd devote some time to discuss our podcast and how it all comes together.

Chaos Dwarf Radio appears around 4 times a year (we are looking to make it more regular). I often get questions regarding why it isn't more regular, what is involved in it, and how it comes together.

To start off with the basics: Usually the toughest part is simply scheduling everybody. As with games of Warhammer, the more people that are involved in a game... the less likely everyone is to actually make it at the set time. The podcast is no different in that regard. This is only more complicated when you factor in time difference for the hosts of the show: Xander being in Canada in the Eastern timezone, which is -5 hours behind GMT, which is where Hashut's Blessing is casting from. Add in my crazy schedule of working two jobs and not usually available till 7:30 PM and you get the idea.

A few weeks or days out from the cast the group then uses Google docs for a simple outline of topics and for which order they will be recorded in. Who is going to take the lead on each subject is also discussed and sorted out as well then.

When it finally comes to recording everyone fires up their microphones and gets on Skype. We use this as it is pretty universal, works across platforms and is generally quite reliable. Xander being the primary host and the editor of the cast will then start the recording and kick things off. Hashut's Blessing usually adds the "color commentary" and whoever is the guest adds a bit more to each section to round out the topic.

As noted it is generally a one shot affair where we



whistle through everything, and go from start to finish usually without a stop. Occasionally additional recordings are done as well. In my case sometimes due to scheduling constraints. In the future I may record my sections at home using GarageBand on my Mac, then send the file to Xander. If this is successful we can see how this might apply to others. This technique is also used when we record interviews with other folks outside the community such as in Podcast #3 where Werekin of Border Town Burning was interviewed for the Black Dwarfs supplement for the Mordheim list.

So there you have it in a nutshell, if this is something that interests you and you want to be on, contact Xander on the site and he will arrange for a time. Be prepared; you might not automatically make it onto the podcast.

Also if you cannot make it to record a podcast you can always send in your ideas to Xander, Hashut's Blessing or myself. Contacting us via PM is probably the best route to go. There is no guarantee that it will make it in, but we'll at least consider it.

Lastly should you appear on 4 podcasts you will be awarded the Chaos Dwarf Radio medal for your online persona, not too bad, so get cracking and working on those ideas.

Chaos Dwarf Radio can be found here through iTunes in the podcast section: *iTunes/Podcasts/Audio Podcasts/Games & Hobbies/Chaos Dwarf Radio- A Warhammer Podcast*, or alternatively, use the search iTunes Store function and search on Chaos Dwarfs.

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.



By Doogle



By Bassman



By Willmark



By Baggronor



By Tommy H



By Slim

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.



By Pyro Stick



By Sharkboy



By Abyss



By So Sad



By Tjubs



By The Flying Beaver

BATTLE REPORT

1000 POINT BATTLE CHAOS DWARFS VS WOOD ELVES

BY THOMMY H

Bright sunlight filtered through the foliage overhead, casting dappled light across the clearing. There was a wide, open glade between the towering trunks of the ancient trees, carpeted by a soft layer of grass. The Nobles, Highborns and Spellsingers of the Telemnar Kinband were gathered, some of them sitting cross-legged on the ground in a rough circle, others standing with their personal retinues on the edge of the clearing and still others watched from the trees, not willing to commit themselves to such an unusual gathering of leaders.

"You all know why we have come together here," a tall, blonde Elf began, assuming control over the council as he stepped forward, "our Scouts bring word that an army of invaders are sweeping down from the foothills."

"Dwarfs," a Noble spat from the other side of the clearing.

"Yes, Dwarfs. And, with them, Greenskins riding fierce wolves."

There was a low rumble of dissent from the council. Such a thing seemed bizarre – impossible, even.

"I have heard tell of such things," an elderly Spellsinger said. Grey hair hung below his waist. "In the east, far beyond the Empire of Men and the towering mountains is a great desert where many Goblins and Orcs roam. Their masters are Dwarfs, corrupted by the power of Chaos."

The contemptuous Noble shook his head. "Dwarfs... they are as weak as Men..."

"Where they come from is of no concern to us," the leader said with a raised hand, "what matters is only where they go – there can be no doubt

that they intend to enter the forest and attack the sacred glades with their vile axes."

"So what should we do?" The Noble asked.

"What can we do? Our numbers are too few to stand against a force of this size. We must retreat further into Athel Loren and await reinforcements. A messenger has already been dispatched to Orion's court."

There was another rumble of dissent, but already some of the council members were starting to slink away, apparently satisfied with the decision.

"No!"

A young Spellsinger stood up. She had not been sitting in the inner circle with the older leaders. Everyone looked at her, astonished that one so young and inexperienced would speak up.

"You have something to say, Gilraen?" The leader asked.

"These Dwarfs and Greenskins cannot be allowed to corrupt the forest with their presence – if they even enter, it will be a blasphemy against nature."

"But what choice do we have?"

"The Dryads already march against these invaders – they know the danger presented. Will we let them stand alone?"

"Gilraen, we do not have the strength to stop them...the Dryads will only delay them..."

She tossed her head to one side. "I do not need your permission to defend my own glades, uncle. I will take my own retinue to face these interlopers and join the Dryads."

No one said anything as she stalked away, her Glade Guard filing in behind her.

** * **

Karrthak Daemonbane cast a baleful eye across the meadow before them. It sloped gently down from the foothills before meeting the trees of the mighty forest that dominated the horizon. Already, strange shapes flitted through the silvery trunks. There was a low growl as a pale shape padded up beside him. Azhan Khan looked down from his mount at his commander.

"Any orderz, boss?"

Karrthak considered carefully. He was not an experienced general – he had been given command of this vanguard by Lord Zhurduz, but now he was starting to have doubts. "I bow to your superior

tactical acumen,” he told the Chieftain gracefully.

“I’ll take da ladz in first den,” he replied, frowning at the edge of the forest, “go up one ov da flankz so’z dey can’t bring dere full force ta bear. All right?”

“Fine. We’ll deploy in the foothills with the bolt throwers and pick off any that try to outflank us.” Azhan nodded and dug his knees into his wolf’s flanks, driving it forward. His bodyguard of wolf riders followed him, flowing seamlessly into formation around him as they rode down towards the meadow. Karrthak jerked his head at the mob of Sneaky Gitz that waited impatiently to his rear. “Skabgit – you follow him in.”

“Right yoo are, boss...”

Karrthak nodded with satisfaction as the vanguard took up positions. Shapes began to emerge from the tree line: strange grey creatures that seemed to be part of the forest itself. He snorted with derision as he hefted his helmet – such things were just Daemons by another name, and he had nothing to fear from creatures like that.

THE BATTLE

This battle pits a Chaos Dwarf army against a Wood Elf army in a pitched battle. The armies are about 1,000 points (slightly less, because the Wood Elf army is using all the models it has to make up points, and maxes out at 964 pts). There are no special rules – it’s just a straight fight. The Chaos Dwarfs are commanded by me, Thommy H, and the Wood Elves are commanded by my fiancée and erstwhile opponent, Emma. First, a disclaimer: Emma is a very inexperienced player. She’s only played a handful of battles. Also, her army is based on the models she has, with magic items and upgrades she liked the look of. Neither army is tailored for its enemy, and we don’t play competitively. This battle report will not provide you with any tactical advice, I’m afraid! But hopefully it will be a little bit entertaining.

THE WOOD ELF ARMY

Gilraen’s Woody Host

Heroes: - Gilraen Telemnar: Level 2 Spellsinger with longbow, A Pageant of Shrikes and Arcane Bodkins. She has the spells ‘Fury of the Forest’ and ‘Tree Singing’.

- Frachsinus: Branchwraith upgraded to a Level 1

wizard with a Murder of Spites and a Cluster of Radiants.

Core Units: - 10 Glade Guard with full command and the Banner of Springtide.

- 6 Scouts

- 8 Dryads with a Branch Nymph (x2)

Special Units: - 5 Wardancers with a musician and a Bladesinger.

Points: 964

THE CHAOS DWARF ARMY

Daemonbane’s Vanguard

Heroes: - Karrthak Daemonbane: Level 2 Sorcerer with Dispel Scroll. He uses the Lore of Fire, and his spells are ‘Fireball’ and ‘Conflagration of Doom’.

Azhan Khan: Hobgoblin Hero with heavy armour, Sword of Battle, Enchanted Shield and riding a wolf.

Core Units: - Immortals: 10 Chaos Dwarf Warriors with full command.

- Stormbringers: 19 Chaos Dwarf Blunderbusses with full command.

- Riderz: 10 Hobgoblin Wolf Riders with bows, light armour and shields and full command.

Special Units: - 2 Hobgoblin Bolt Throwers.

- Gitz: 20 Sneaky Gitz with full command.

Points: 974

Thommy H: This army was chosen because I wanted to use my new Hobgoblin Hero and my Sneaky Gitz (which I’d never tried before). I went



By Thommy H

Hobbo-heavy and then just filled up the rest of my points allocation with usual stuff. I wanted at least one wizard, of course. The Bolt Throwers are useless against a mostly-skirmisher army, but I had nothing better to spend 60 points on, so I went with them.



Yes, we're playing on the floor. At some point (in the vague future time period when I have a job) we're going to get a proper table and paint it up nicely, but for now the floor of the spare room is sufficient. We placed D3+2 pieces of terrain (getting four in this instance) and simply alternated placing it wherever we wanted. I put the hill down in the deployment zone nearest to where I was sitting. We don't give the Wood Elves their free forest because we almost always use two woods anyway. Emma won the roll off to pick sides and chose the one without the hill, almost certainly because it meant she didn't have to move to the other side of the room. The map should be fairly self-explanatory. The Branchwraith was in

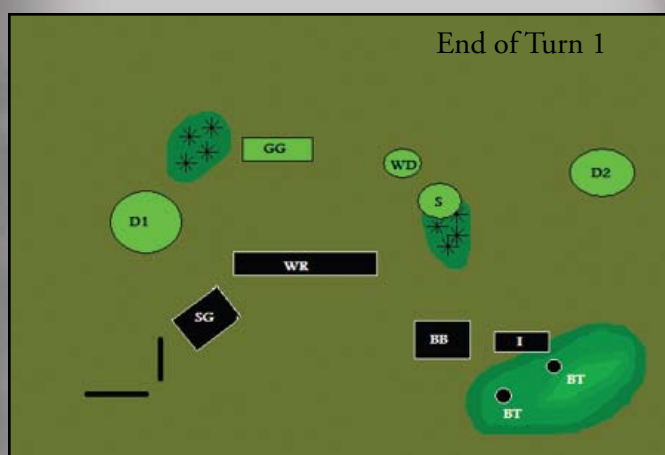
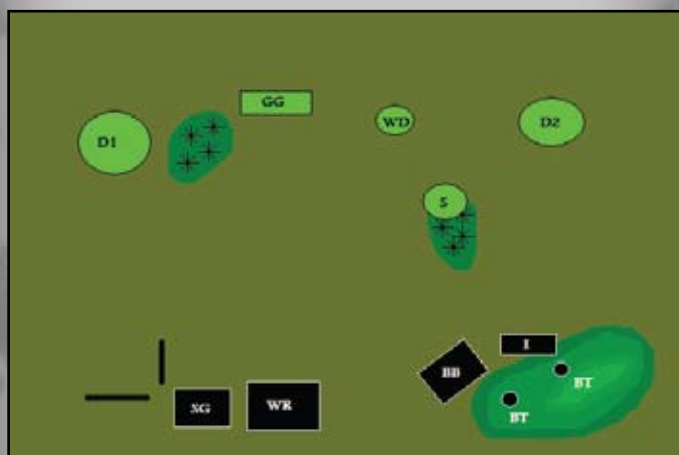
the first Dryad unit (on the left) and Gilraen was with the Glade Guard. I deployed Karrthak with the Blunderbusses and Azhan of course set up with his Wolf Riders. My plan was very simple: I would split up my army with the Wolf Riders and Sneaky Gitz on one side to distract the Wood Elves. If they didn't take the bait and came at my firebase in force, I could just swing the riders around and mess them up from the flank. If they went after the Hobgoblins, then I had nothing to worry about: my Dwarfs and bolt throwers would just sit there not being killed and wait for the Elves to come.

As it happened, Emma spread her army out across the board, esponding to my eployment. This was a mistake. Emma won the roll-off for turns, and elected to go first.

TURN 1

Wood Elf Turn 1-Everything moved forward, the Dryads racing down the flanks and the whole army covering no-man's land with astonishing speed. Gilraen considered casting one of her spells, but none of the foul enemy were close enough. Nonetheless, she and the Glade Guard let fly with their longbows and, while some made contact with the Wolf Riders, none scored any wounds. The Scouts in the wood attempted to thin out the ranks of the Blunderbusses, but only two of them were close enough to trace a line of sight, and their shooting had no effect. With no combat, the turn was over.

Chaos Dwarf Turn 1-Azhan raced his wolves forward and ordered them to change formation so as to bring to bear the maximum amount of firepower. The Sneaky Gitz marched in formation behind, wheeling slightly to face the advancing Dryads and their Branchwraith. On the other flank, the Blunderbusses took a few steps forward, ensuring that



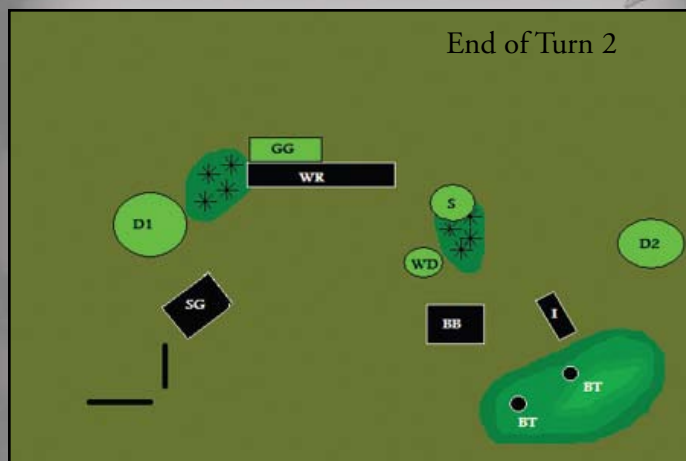
the Scouts in the forest would bear the full brunt of their blast. Karrthak waved his mailed hands, summoning up the dread power of Hashut and sent a bolt of incandescent fire at the Scouts. The wood erupted in flame and three of the Scouts fell from their perches, leaving broken corpses smouldering in the undergrowth. Intending to follow up on their general's display of power, the Blunderbusses levelled their weapons and let out a mighty blast. The trees were thoroughly defoliated, but only one more Scout fell. Through all this, the brave Scouts held their ground, refusing to flee from the onslaught, despite their sorry state afterwards:

Both bolt throwers missed their intended target, the distant Glade Guard, but one of their number was felled by a wolf rider..

TURN 2

Wood Elf Turn 2 -The Wardancers sprang and leapt forward, ignoring the Wolf Riders and instead heading straight into the teeth of the Blunderbusses. The Dryads on the right flank continued to head towards the Chaos Dwarf firebase. Gilraen drew deeply from the Winds of Magic, attempting to cast Fury of the Forest on the Wolf Riders, but couldn't control the magical energies and the spell fizzled into nothingness. Instead, she settled for awakening the spirits of the nearby trees, raising her voice in eldritch song. Responding to her call, the forest moved in front of her unit, threatening to block the Wolf Riders in future turns. Once again, the Glade Guard fired at the Wolf Riders and this time brought one squealing Hobgoblin down. Gilraen then sent her Pageant of Shrikes after Azhan Khan, but her aim was off and they missed him wildly. The two remaining Scouts shot at the Blunderbusses that had mauled them so badly in turn 1, but had no effect.

Chaos Dwarf Turn 2- With a snarling war cry, Azhan Khan drove his Wolf Riders forward, charging into the Glade Guard. The Wood Elves responded with bowfire, felling one of them on the charge, but it wasn't enough to prevent them crashing headlong into them. The Blunderbusses moved up, making sure the whirling Wardancers would be in range as the Sneaky Gitz edged closer to the Drayds, daring them into a charge and the Immortals did likewise on the other flank. Karrthak attempted to cast another fireball, but he lost control of the magical energy and it backfired, allowing the Wood Elves the opportunity to cast a spell of their own – alas, neither Gilraen or the Branchwraith were in position to do anything



useful, so they let the chance slide.

The Bolt Throwers fired, one killing a Wardancer and the other taking out a member of the closest unit of Dryads. The Blunderbusses unleashed their full fury again, blasting another Scout from his tree, but the wily Wardancers were somehow able to dodge, and none of them were hit!

Azhan Khan raised his sword, halting the Wolf Riders in their tracks. The Glade Guard held their breaths, wondering why the Hobgoblins had paused in their assault, but their question was answered by a bellowed challenge from the Hobgoblin Chieftain. The Lord's Bowman stepped forward ahead of Gilraen, prepared to meet the challenge, but he had barely reached his enemy before being cleaved in two by his enchanted blade. Such was



the ferocity of Azhan's attack the Glade Guard were momentarily taken aback, but they surged forward, prepared to avenge the death of their leader. The Wolf Riders were unable to follow up on Azhan's success, but the Glade Guard cut one of them down and Azhan himself was hit, but deflected the blow with his shield and magical wolf pelt. The Glade Guard, demoralised by the slaughter

of the Lord's Bowman wavered, but Gilraen's courageous leadership kept them in place and they held their ground.

TURN 3

Wood Elf Turn 3 -Both units of Dryads charged against their respective foes, but despite their terrifying aspect, both the Sneaky Gitz and the Immortals held their ground. The Wardancers pirouetted towards the Blunderbusses, having survived their last blast and adopted the Shadow Dance stance, creating a web of steel with their blades. The lone Scout, emboldened by the Wardancers' example, charged out of the forest to fight the Blunderbusses too. With everything in combat, the only magic was the Branchwraith attempting to cast Ariel's Blessing, but without success and there was no shooting.

On the left flank, the Drayds led by their Branchwraith lashed out with their clawed hands, carving apart the entire front rank of Sneaky Gitz! Unable to respond, the battered Gitz quailed, but their fellows surging from behind, their weight of numbers and their banner (which had been taken up after the original bearer had fallen) evened the score and a rousing blast from their musician's horn suddenly caused the Dryads to rethink their attack despite slaughtering so many Sneaky Gitz! They held their ground, however, and the combat would continue.

In the centre, the Glade Guard brought down a Wolf Rider, and the Wolf Riders responded by killing four of the brave Elves. Thoroughly beaten, the Glade Guard and Gilraen turned tail, but couldn't escape the swift wolves who ran off the battlefield after them.

The Wardancers easily sliced apart the Blunderbusses, repeating the performance of the Dryads by slaughtering the entire front rank but didn't elect to attack Karrthak. The Scout did nothing. Since Karrthak hadn't been targeted, he was able to fight back and somehow managed to kill one of the Wardancers! This was enough to swing the balance in the Chaos Dwarfs' favour and the three surviving Wardancers broke, stumbling only a short distance away. The Blunderbusses prepared to pursue, but the lone Scout bravely held his ground, holding up his foes and saving the Wardancers from an ignominious death.

On the right, the Drayds killed a single Immortal, but two of their number were killed in return, and the combat was strongly in favour of the Chaos Dwarfs. The Drayds kept fighting though, unwilling to give up the increasingly desperate-looking fight.

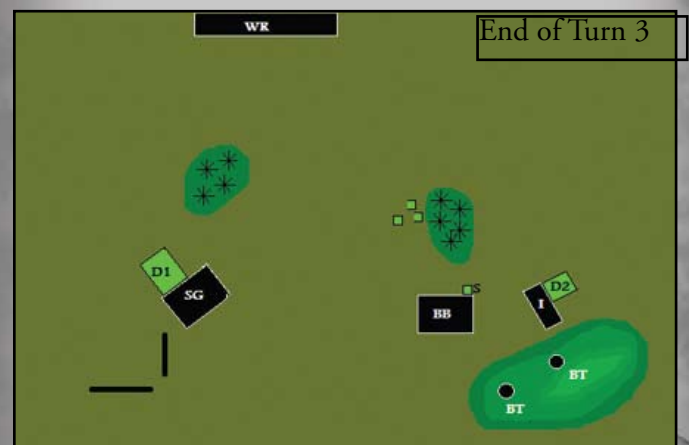
Chaos Dwarf Turn 3- Azhan led his Wolf Riders back onto the battlefield, but, for the first time, the petty squabbling of the Greenskin races reared its ugly head and they descended into an arguing mass, unable to make a difference to the battle until they composed themselves. Karrthak attempted to cast another fireball on the fleeing Wardancers but failed. In desperation, he tried the Conflagration of Doom, but again it fizzled out embarrassingly. The bolt throwers, determined to succeed where their general had failed aimed at the Wardancers too, but both missed.

The combats continued, with the Dryads killing two more Sneaky Gitz, sustaining no losses in return. Though the Sneaky Gitz had sustained more casualties, their ranks, banner and numbers overwhelmed their foes, but the Dryads didn't run.

There were no casualties in the fight between the single Scout and the Blunderbusses, but, being vastly outnumbered, he had no choice but to run. He escaped the Chaos Dwarfs' dogged pursuit, but they crashed into the fleeing Wardancers and forced them to flee even further.

The Immortals killed a Dryad and caused them to flee – the Dryads ran almost as far as possible and surely thought themselves out of reach of the Chaos Dwarfs, but the stunts let out a great war cry and somehow chased them down, cleaving the fleeing Dryads apart with their wicked axes.*

* Just to explain this: the Dryads rolled 11 for their flee distance and the Immortals, since they could

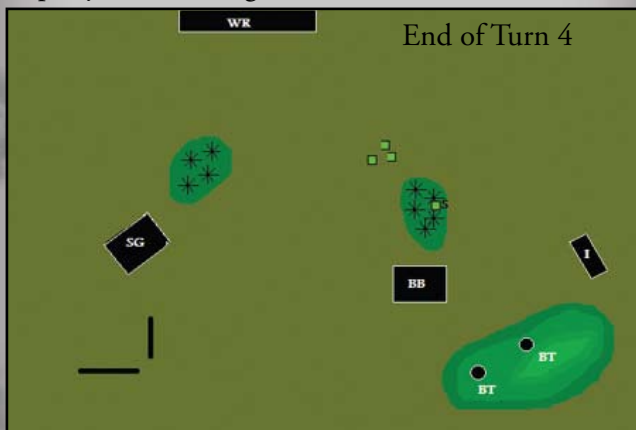


only catch them by rolling 12, I assumed had no chance. How wrong I was – double 6!

TURN 4

Wood Elf Turn 4 - The Wardancers attempted to rally, but they had no luck and continued to run headlong across the battlefield. Futilely, the lone Scout, back to sheltering in the smouldering wood, shot at the Blunderbusses but didn't wound. The Dryads on the left kept fighting the Sneaky Gitz, killing three for nothing in return, but it wasn't enough against the weight of Hobgoblins bearing down on them (and their musician) and they broke and fled. The Gitz pursued and killed them all.

With only a terrified Scout and the Wardancers rapidly diminishing into the distance left on the



table, Emma had little choice but to concede, handing the Chaos Dwarfs a Massacre.

Analysis

So what went right? Everything.

Firstly, the plan worked better than I thought. Emma showed her inexperience by spreading her highly fragile army across the whole board and coming at me one unit at a time. Her close combat units are quite formidable, but they just can't stand up to a fully ranked up unit with command – she hasn't yet learned to use them in concert to coordinate flank attacks and deal with rank bonuses. So even though her Dryads and Wardancers were incredibly effective each round (they slaughtered their way through the front ranks of two units in one close combat phase), the ranks, numbers, banners and, on two occasions, musicians, swung the balance in my favour. It was amazing how effective static

combat resolution was against skirmishers and this was the first time in any game of Warhammer that I've seen musicians have any effect whatsoever. 10 points well spent there.

The Sneaky Gitz were amazing against the Dryads but, truth be told, would have been just as effective if they were naked hobbos. They didn't kill a single model in return, and only survived because they had full command and ranks. I was amazingly lucky a couple of times, like when the Immortals ran down the Dryads and my first fireball which virtually wiped out the Scouts.

Emma, despite her mistakes, did at least one smart thing by charging the Scout in which saved the Wardancers' bacon, but this didn't affect the outcome of the battle really as they never rallied.

All in all, a battle I won almost solely because of my opponent's inexperience. No real tactical lessons, except that musicians might be worth it after all and always put your faith in solid units.

Karrthak surveyed the ruins of the battlefield. Broken Elven bodies lay across the meadow which was now rapidly turning to mud as rain sleeted down from the leaden sky. Azhan's wolves scavenged on some of the corpses and the Chieftain raised his notched blade in salute to the general from across the battlefield. Most of the Dryads had been able to spirit themselves away before they could be killed, escaping into the depths of the forest, and the she-Elf witch had also avoided capture or death in the fracas. No slaves would be taken today, but the way was clear for the rest of the Black Host to enter Athel Loren and wreak havoc amongst the ancient trees. Karrthak hoped that none of the survivors of the battle would carry word to the other Wood Elves, warning them of what was coming – surely they had left them too battered to mount a counter attack in the future...

THE RUNES OF HASHUT

MEMBER FICTION

DARK TESTAMENT— PART III THUNDER AND ICE BY THOMMY H

Thunder rolled far overhead, and dim bursts of lightning erupted in the stained clouds of the bleak, ruined sky. Rain fell to earth in fat, burning drops, each sluggishly hitting the obsidian steps and hissing slightly as they landed. A faint trace, an almost imperceptible groove, was left in the black stone as each drop slunk down to the step below. Heavy boots pounded rhythmically up the steps, ignoring the acid rain that didn't affect the heavy Gromril plates each of their owners were wearing. Gimlet eyes peered out behind ghoulish masks, watching the more common soldiery of the city as they stood at attention.

At the head of the column of heavily armoured warriors strode the mightiest of their number. His crimson cloak was specially treated to survive the pollution and it was shaken out by the unnatural breeze that came off the distant furnaces, hot and reeking of hellfire.

They reached the top of the staircase and stepped out onto the obsidian plaza, etched both by the rivulets of acid rain and by blasphemous runes that screamed their fury at the heavens. Ahead of them, a grim tower pierced the sky, reaching upwards like a twisted claw to drag the stained clouds into the ravenous maw of the greatest city in the world: Zharr-Naggrund.

The gatekeepers, attired in the same manner as the approaching warriors, for they belonged to the same formation, opened the yawning doors to admit them. There was a fiery glow from inside, contrasting sharply with the darkness from without. This was not the top level of the city – there was another step above them, a final towering obsidian wall, atop which was the mighty statue of Hashut Himself, but the peak of the tower almost attained the same height, and it was clear from the manner in which it was built against the wall that it was possible to enter the Temple from inside it. It was the Tower of Zharr, the second grandest structure in the city, and the lair of its mightiest denizen.

The leader of the group led them into the Tower and up its winding central stairway. The Tower of Zharr was traditionally the base of operations for the fearsome Immortals, but by necessity it had become occupied in recent years by the Immortals' patron and his own followers. Barracks became forges and laboratories, manned by robed Daemonsmiths, and the training yards were given over to black experiments. The Immortals cared little: they did as they were commanded. Anything else was unthinkable.

The warriors paused at the doorway into the inner-sanctum, the chamber at the very peak of the Tower. Their leader raised his mailed fist, indicating that they should wait here, and all of the Chaos Dwarfs halted instantly, standing to attention, shouldering their wide-bladed axes. The doors were opened by more attendants, and the leader walked in.

He beheld a grim scene within the mighty chamber. The walls, illuminated by guttering torches, were lined by great statues of ancient heroes. The former Lords of the Immortals, represented in stone relief, watched him with sightless eyes as he passed beneath their awesome gaze. At the end of the room was a throne carved from a single block of obsidian by the most talented slaves, scored by evil designs and foul runes that caused he who sat upon it to be protected by magical wards. No one could harm he who presided over this empty court.

The visitor dropped down to one knee before the occupant of the throne, bowing his head low.

"Rise, Rykarth," a hoarse voice bade him. Slowly, he stood, unperturbed by the massive weight of his Immortal plate. Watching him was a second figure standing beside the throne, dressed in the same manner, but far grander and with a massive hammer in place of Rykarth's less ornate axe. However, all his attention was occupied by the shrunken figure who watched him from the throne. He wore black robes, and no tall helm adorned his wrinkled brow. Long, snarling tusks protruded from his lower lip, framing his long, hooked nose. His eyes blazed fiery-red. His beard, curled into rings as was the fashion in Zharr-Naggrund, was entirely white. He caressed a

golden object in his lap. Rykarth tried not to look at his feet, which had been transformed into dark grey stone.

"It is long since you have graced my court," Ghorth said.

"I come only when I am bidden, Master."

"As it should be. You have kept a keen watch over the forges. Your reports have been prompt and concise."

"It could not be otherwise, Master."

"No indeed. You have proved yourself valuable to me many times, Rykarth the Unbreakable, not least in brokering such a favourable deal with the Everchosen."

"He paid handsomely in iron and slaves."

"He did. Our pens are full; our forges glow brightly, staining the heavens with their industry. It has pleased me to aid his endeavours."

"The soft lands of the West have suffered under his onslaught, Master."

Ghorth nodded. "And yet, it has not been enough. The great Empire of Men has withstood his assault. Their country still stands, and Archon has failed. Even with the help of our mighty Hellcannons, it has not been enough. This...disappoints me."

"His failure casts shame upon the name of the Dawi-Zharr."

"Yes. It does. So often the Everchosen overreach themselves. They burn brightly, but not for long." Ghorth picked up the object in his lap and held it before him. "Even those who seek the mantle are doomed to destroy themselves."

"Zhargon...was not Everchosen..." Rykarth was unsure whether or not he should correct his master.

"Those who know such things believe that the Everchosen is not 'chosen' at all. Rather, he chooses himself, by having the will to complete the tasks set before him. Zhargon, our illustrious forebear, may have achieved what he desired in time. But, like all of those who lust for such power with such intensity, he could never truly have succeeded." Contemptuously, the ancient Priest cast aside the object – a golden mask – dropping it to the floor with a clatter. It lay to

the side, forlorn and forgotten, on the flagstones.

"Those who truly know what power is, who are not seduced by its promise, but who see its real worth, are willing to wait. They are content to remain in the shadows, and are not discouraged by the failures of their agents. Archon's defeat was a failure for the Four Gods, but not for their forgotten brother. The routing of Khorne, Tzeentch, Nurgle and Slaanesh is the rallying cry of Hashut. The Hellcannons were but our first tendril."

"Master...?"

"The Empire of Men has trembled at the sound of our voice – at the bull-roar of mighty Hashut – and so they will again. Even now, more Hellcannons are being built in the forges and we will sell them to more Lords of Chaos in time. But this is only the beginning. Long have I prepared my machines and my armies for my greatest task; it has taken decades, but at last I have almost total control over Zharr-Naggrund. A thousand fold warriors swear fealty to me and me alone. The time of our coming approaches."

Rykarth shifted uncomfortably in his heavy armour. "You intend to march upon the West in force?"

"You object?"

"I do not see what the lands of the Manlings offer us. Their iron is soft and impure, their gold cut into useless discs and their people are so battered by war that they will be good for little more than fodder."

"Iron of any quality can be put to good use. Gold can be melted down. Their flesh will feed the many more slaves that we will take for though the Manlings have been hurt by Archon's war, there are those in their lands that thrive on battle. Greenskins in endless numbers still roam the wastes, followers and beasts of Chaos still haunt the forests. All will be taken as slaves."

"All?"

"Rykarth," Ghorth leant forward in his throne, moving slowly and carefully, "when we descend

upon the West, nothing will survive. My armies will make Archaon's storm look like a passing rain cloud. I will empty the slave pens, the warrior's barracks, the Taurus stables and the Tower of Zharr itself and we will march across the mountains. Already I have heard from emissaries I dispatched to the Hobgoblin Hegemony and they have promised ten thousand spears for our armies. My slaving bands scour the Dark Lands for more captives for our armies. The time is ripe."

Rykarth felt a surge of dark pride in his thick chest. He nodded beneath his mask and gripped the haft of his axe tighter. "When your armies march, Master, I will be at their head! Give me command of this force and all the West will tremble at my war cry!"

"I have another task for you, my favoured captain." Ghorth sat back in his throne and his weathered face contorted into a grim smile.

* * *

The snows of winter had turned to slush on the road that wound its way down the slope towards a small cluster of houses. They were rough and many were in the process of being rebuilt.

"Why do we keep to the roads, Manling?" Khazahrn asked. They had been travelling for several weeks now, and Gozzadini had dispensed with the bonds on the Dwarf's wrists fairly early on, once he had proved he wouldn't try to take advantage. He still tied him up at night, but while they made their way north, Khazahrn was essentially free. He refused to ride though, so Gozzadini had to look down even further from his horse when they made infrequent conversation. "We keep to the roads because the forests are too dangerous."

"Bandits?"

"And worse. Greenskins, Beastmen, Marauders. There are still a lot of Chaos Warrior warbands roaming around. Particularly here."

Khazahrn cast an inquisitive eye around the countryside. The vast expanse of Kislevite tundra stretched out before them, and towering snow-clad peaks reared up in the distance. Brooding evergreen forests broke up the monotony of the bleak landscape, though vast swathes had obviously been burnt to the ground during the Chaos invasion and were only just starting to grow back. A few local

people passed them on the road, hunkered down in heavy furs, staring at them with hollow eyes in grey, drawn faces. They wore fur-lined hats and the men almost all wore moustaches. Most of them were either very old or very young.

"You would think they would be distrustful of me..."

"They're distrustful of everyone," Gozzadini shrugged, "but they're in no position to defend themselves against anyone. Their homes were destroyed." He pointed down at the settlement. "They're only just starting to rebuild and, for now, they have other things on their minds." There was a gleam in Khazahrn's eye. "Seems we could take advantage of their misfortune..."

Gozzadini barked a laugh. "They have nothing worth taking anymore."

"Everyone has something worth taking, Manling, even if it is just their lives."

"Let them live...I didn't come this far to finish off Chaos's work. I did fight against them, if you recall..."

Khazahrn made a dismissive noise. "Some mercenary you are."

"Mercenaries are fighters, not thieves."

"In times such as these, the distinction often becomes blurred."

They made their way down into the rude village, but found nothing there worth stopping for. The people all had the same haunted expressions as the travellers on the road and stared at the comparatively well-fed duo with barely concealed hatred and envy. They passed straight through.

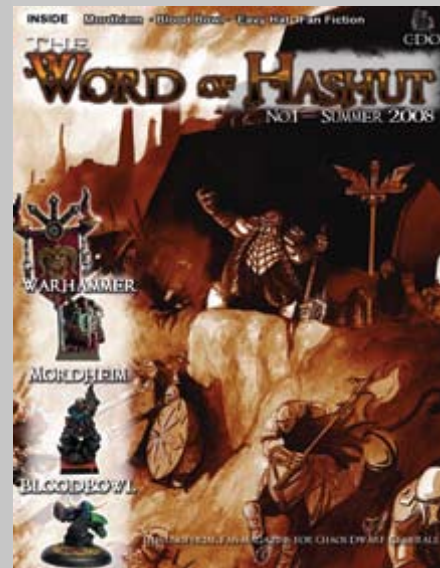
The tundra was unpleasant land to travel across. As they moved further north-east, the settlements became fewer and more ruinous. In many places, there were clearly visible remnants of what had once been quite considerable towns, but were now nothing more than blackened and crumbling walls. Each night they took shelter where they could – often in the remnants of houses but, when they entered parts of the country that were thoroughly deserted, they often had to make do with small thickets, rocky outcroppings or the sheltered side of hills. When this happened, Gozzadini was forced

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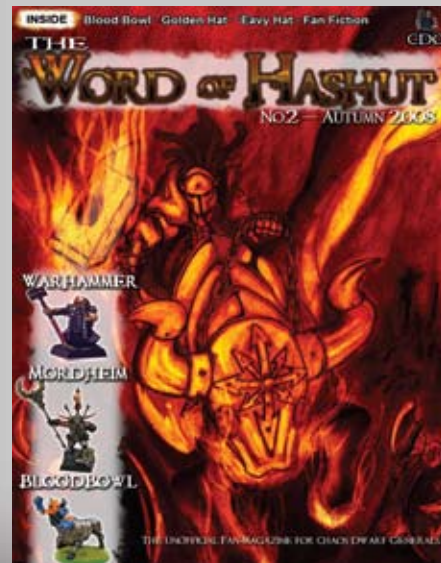
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to concede the necessity of allowing the Dwarf to take a watch. Soon, the ropes that had once bound Khazahrn remained permanently in the mercenary's pack.

They crept closer and closer to the jagged peaks of the World's Edge Mountains that dominated the horizon. The weather was bleak, and the tops of the mountains were often lost in dark clouds. As they reached the foothills of Farside, all signs of human habitation disappeared. These northern realms had borne the brunt of Archagon's invasion and what few nomadic peoples were found here – Ungol horsemen and Gospodar fur trappers – had been all but exterminated. The snow was heavy and the road hadn't been used in months; they mostly picked their way through deep drifts, the short Chaos Dwarf bearing the worst of it.

"Are you sure you wouldn't rather ride?"

"Do I look like a Hobgoblin to you, Manling?" Khazahrn snarled.

"A what?"

"Never mind."

They were climbing steadily now, making for High Pass, the only safe way through the mountains. Already, Khazahrn was leading the way and Gozzadini realised for the first time that this was probably the way the Chaos Dwarf had first entered the Old World. He looked back over his shoulder, taking in a spectacular view of the seemingly endless Kislevite tundra, dotted with black specks that each represented a place that had experienced absolute misery and destruction visited upon it by the rampaging hordes of Chaos, and wondered just how much of the devastation had been caused by his companion.

"Are you coming?"

He looked up and saw Khazahrn waiting for him in the middle of the narrow road that led up into the mountains. They were at the edge of Human civilisation now, as shattered as it was in this part of the world, and beyond where the Chaos Dwarf stood lay only lawless wilderness and the promise of death amongst the icy crags.

He glanced over his shoulder one last time. Thunder rolled far overhead.

"Yes, I'm coming."

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf
minis by members of the community.



By Ishkur Cinderhat



By Arashi



By Bassman



By Pyro Stick



By Wizzbang



By Kyte

THE BARRACKS OF ZHARR—NAGGRUND

ARMY COMPOSITION AND UNIT ANALYSIS HOBGOBLIN WOLFRIDERS

BY SERVIUS

Chaos Dwarfs are a very eclectic army, with differing unit types. Almost all agree that one of the best units in the Chaos Dwarf Army are the Hobgoblin Wolf Rider.

We begin with the entry itself. The Wolf Riders offer a great advantage to a Chaos Dwarf General, namely their speed and manoeuvrability. With a movement of 9" and march of 18" these guys are like lightning on the battlefield. They also include the Fast Cavalry ability, allowing them their free reform on normal movement. Being as they are Hobgoblins, they also have a better stat-line than Goblins.

The fact that they have the ability to gain a 4+ armour save and continue being fast cavalry is another reason to take them into your battles. They can turtle up and take most anything thrown at them in stride, making them an outstanding screening unit for your Blunderbuss and Warrior units; using their mobility to filter your units to open up lanes of fire on the enemy. This is especially effective if you play a lot of low strength shooting armies.

One of their major faults is their minimum unit size; 10 models in a fast cavalry unit is a definite drawback. It makes them much harder to manoeuvre on the table and stay out of harms way. This large starting size also makes them a bad candidate for a "bait & flee" unit as they are quite costly if

the unit is lost. 110 points is a pretty good chunk when you lose it in a single round.

Another fault is the lack of a spear option in their unit entry. Without it, their combat abilities should be left only to small scouting units and war machines and possibly other fast cavalry. Anything else and they are likely in a heap of trouble.

As far as the Bow, some say it's the best, others think it's useless. I am personally in the middle. The bow is quite expensive at 3 points, raising their cost to 14-16 points per model. Also I don't believe that a paying 30 points for a Strength 3 shot is well worth it, as normally, the unit at 10-strong will only be able to fire 6 shots at a target in a 5-wide formation. This is because they can't see through their own unit, leaving most of the back rank out of the shots. But if you play against a lot of large targets, or with many hills on the table, then bows are worth the points since you will be getting all your shots for most of the time. They can also be very good as a fast shooting platform if using the 10-wide formation. They can lay down respectable fire upon weakened enemies or those with little armour.

Animosity is often pointed out as the worst part of the slave units. Well, I see this more of an advantage since the printing of the new Orcs & Goblins book. Especially, for the Wolf Riders, the ability to surge on a "6" for an extra D6" far out weighs the no movement on a "1". That point is debatable though.

In the army as a whole, I find that the bonuses they give to the army far out weigh their faults. With the high leadership in the Chaos Dwarf army, the Hobgoblins if kept in range will be holding in combats they have no chance of winning, long enough to get your slower Dwarf units into combat.

Personally, I recommend trying them out in various equipped states. I like mine without bows, and with light armour and shields. I use them as blockade runners and usually run 2 units of 12. I move them along the flanks, blocking march moves and drawing charges which expose my opponents flanks and rear, or block off routes to my army while maximising my machine and blunderbuss fire lanes.

Remember, have fun playing and I definitely recommended you try the Wolf Riders if you haven't already.

Thanks for reading, Servius

Minis of Wolfriders on pg 50-51- Willmark



Minis By Ishkur Cinderhat

THE BARRACKS OF ZHARR—NAGGRUND

UNIT ANALYSIS

ANCHORING THE BATTLE LINE—

A TACTICAL LOOK AT CHAOS DWARF INFANTRY

BY WILLMARK

Although not a glamorous troop type there is but one troop type you have to field in your Chaos Dwarf army: Chaos Dwarfs Warriors. Some prefer to field only blunderbusses and I feel this is a shame, as to me, aside from being quite chaos dwarfy the warrior units of chaos dwarfs are quite good units. I mean have you looked at the Army Blog section of the website? What does **EVERYONE** start with for their armies?

This article will look at their tactical uses and the best way to get the most out of them as infantry. Again some think of them as not to flashy, in that case, you are aren't looking hard enough.

Strengths

The best place to start off is with their strengths. Chaos Dwarfs are tough and can absorb a good deal of punishment. With a Toughness of 4, Chaos Dwarf Warrior units can absorb a large amount of punishment and still remain effective. This is the single biggest thing they have going for them.

Hand in hand with their high Toughness is their armor save. In most cases you are going to have a 4+, which is darn good for most infantry in the wide world of Warhammer. While not elite infantry like Chaos Warriors (who is?) they can stand up to a withering amount of attacks. In my games I am often very proud and my opponents is absolutely astonished when my warriors emerge from a veritable hailstorm of attacks with very casualties.

When it comes to missile fire choose what attacks you will absorb carefully. Almost no troop type wants to be shot at by handguns; there is no

way around that. But against bows don't flinch. In a recent game against Wood Elves the pointy eared one's arrows were pelting my warriors good. I think in the entire game I may have lost 2 warriors due to bow fire! Of course this will be far from every case in battle, but look at it from the perspective on bows: Strength of 3 going against a Toughness of 4 requires 5's to wound. Couple this with the fact that the dwarfs are going to save on a 4+ on the ones that do get through and the odds are on your side. Repeater crossbows from the Dark Elves are in the same boat, but weight of fire will allow for more wounds getting through. Still not as much of a worry as opposed to guns.

To round out all of this is the fact that Chaos Dwarfs have such great Leadership values. One of the anomalies of our list is that you can use a Chaos Dwarf hero with his leadership of 10 as your army general, which frees up your Lord to ride his Taurus. With this you can save a few points and have a base leadership of 10 right in the middle of your army. Couple this with the fact that your army



Minis By Ishkur Cinderhat

standard is right by, if not in the same unit and you have a rock solid anchor in the middle of your battle line. Usually, whenever I can, I place my two warrior units side-by-side in the center. Let's face it most battlefields you'll play on always seem to have a center region oddly devoid of terrain... So in other words LD 10 troops

with the army standard right by are hard to shift.

It's a shame that Weapon Skill is not as important as it once was. Still, WS4 is nothing to sneeze at for the base troops. Many armies base troops have a 3 as their baseline. Not a earth shattering fact, but with the Chaos Dwarf army list such as it is you have to find the positives at every turn!

With all of this in mind I would place them at the mid point of infantry in the Warhammer world, not elite, but far from the worse.

Numbers

I personally would field units of chaos warriors in units of 25-30, after that they get unwieldy and have long flanks that can be exposed to counter charges. Obviously 5 ranks wide is the most appropriate, although I have had some success with 6 wide. So Rank bonus of +3, banner(s), combat resolution is going to be at least even in many fights, better for a lot and worse for a few.

Tactical uses

Chaos Dwarfs are not masters of maneuverability, with a Movement of 3 and no Relentless rule like regular old dwarfs, Chaos Dwarfs are very susceptible to march blockers. And even if you do march towards an objective you'll maybe get there by turn 6.

Charges? What are those? How often do you get to charge with these bad boys? You might get a charge against a group of Halflings that have gorged themselves at last nights banquet and can't move, and then maybe. All kidding aside you absorb charges with these guys not make them.

Chaos Dwarf Infantry's primary use is to absorb punishment and dish it out, holding a unit in combat so other support units can pile into the flanks or rear. Which raises a good point: As the list is right now chaos dwarfs are a "combined forces" type of army; Chaos Dwarf Infantry does not function all by itself. So take a page off the Empire playbook and do one of two things in terms of "detachments". While there are no rules for them you can use units to guard the flanks of the warriors. I typically with have Black Orcs (never leave Zharr Naggrund without them) and Big-Un's armed with additional hand weapons on the flank of the opposite. The other tactic is to use hobgoblin sacrificial units (no armor or shield) in groups of ten, I tend not to favor such small units

of hobos for such a duty.

In terms of weaponry, obviously using the HW+shield route gives you the best option for saves. Having a unit equipped with great weapons makes no sense to some however. Here is my thought on the matter. Great Weapons are slow; fine you go last when using them, but with an Initiative of 2 how much slower can you get? Its not like you would be going before elves in a combat anyways, point is: almost everyone else is faster then us... Absorb those hits, makes some saves and then its Strength 5 return attacks anyone? Against most targets this going to be significant advantage for not much of a trade off (Remember? You weren't attacking first anyways!) If this is against lightly armored elves then its crunch time, most troops outside of Lizardmen and Chaos aren't going to be to happy taking these attacks.

Another way to look at it is the example above of having to mutually supporting units above. Have the double-handed weapon unit counter charge! Hey, it could happen.

Lastly Chaos Dwarf Infantry is very good at holding onto objectives even on their own with no support. Their high leadership means that once in place they are very hard to shift.

Weaknesses

As with any unit there are also weaknesses, the trick is to minimize your weaknesses and maximizing your opponents. Chaos Dwarf Infantry is in the middle of the pack in terms of effectiveness. They are not elite and can't stand toe to toe with elite infantry and last as long. There are ways around this however. If fighting against say Chaos Warriors, more likely then not you will outnumber them. Get supporting units into the flank; Black Orcs are perfect for this.

Lack of special rules is a problem. Because the rules for Chaos Dwarfs are so old they lack the special rules which are the hallmark of armies today in Warhammer. They are not elite and their stat line reflects it. To counter this the best bet is to deploy in a smart manner as described above.

Think about it: there are is no rules for Stubborn or Unbreakable with the Chaos Dwarf Infantry, so that means any psychology or break test can affect them. Granted with a base LD of 9 this is lessened (Continued on page 25)

EARTHSHAKING CANON

A CANONICAL LOOK AT CHAOS DWARFS BY XANDER

Some of the most common questions about Chaos Dwarfs are in regards to their lore: their background, what people in the Warhammer community refer to as fluff. Because official resources pertaining to Chaos Dwarfs are so scarce these days, I felt it would be a good idea to have a section of the magazine dedicated to Chaos Dwarf canon. I hope to be able to use this platform to clear up some common misconceptions about Chaos Dwarfs. My goal is not to convince you of any particular opinion about Chaos Dwarfs, but rather to offer up straight facts!

This issue, I set my sights on Chaos Dwarf iconography. Little is known about any Chaos Dwarf specific language. Whether it is a modified form of Khazalid is unclear, and no depiction of any such language can be seen in Chaos Dwarf artwork or on any Chaos Dwarf models. Some people use the names of various places in the Chaos Dwarf empire as evidence that they use the same language, but this is never explicitly stated anywhere. Runes are extensively used by Dwarfs, but there is no mention of Chaos Dwarfs using them. Since Chaos Dwarfs use magic, runes seem to be of less importance. However, new lore in the Warriors of Chaos book suggests that Chaos Dwarfs were the artificers of the Chaos Rune Shields. However, that still leaves us with the problem of what the runes look like.

The symbology of the Chaos Dwarfs seems to mainly focus on the chaos star (and their arrows), lightning, bulls, and skulls.

This makes the following icon of some interest, as it appears to be the only unique symbol associated with the Chaos Dwarfs.

A while back, I referred to this icon as The Rune of Hashut. I wish to stress here that this name is not canonical, and I use it out of convenience.

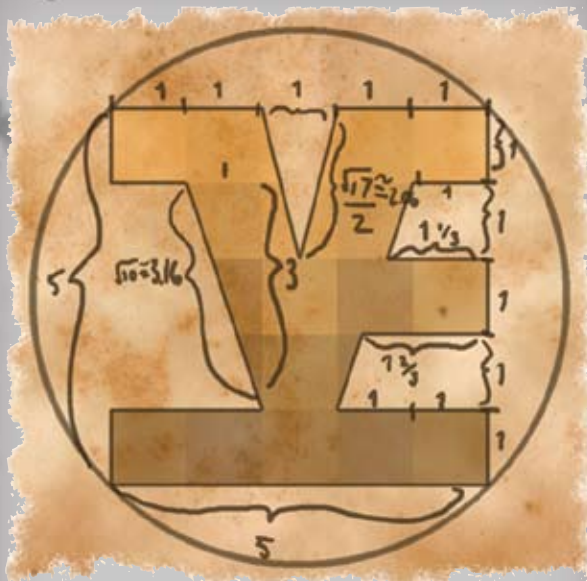
So let's go straight to the source and examine the facts we know about this icon. It appears on a total of four Chaos Dwarf models pictured here.



Additionally, it appears once on the cover art for White Dwarf Presents: Chaos Dwarfs, which of course was first featured in a White Dwarf magazine. So what can we infer about this sample of only 5 icons? Here's what we know: the icon has only ever appeared on axes and always in the same, and specific, orientation.

Painted icons have been blue, red, and yellow, which were all in keeping with the theme chosen by the 'Eavy Metal painting team. Let's examine that a little closer.

I've drawn out what I believe to be the correct proportions of this icon. Which side is up, and which side is down is unclear, but it is fairly clear that the icon never appears in a reversed or mirrored state. It is interesting to note the icon appears only on Heroes and Bull Centaurs. Those are the canon facts. Now, this isn't to say you can't adjust the icon for your own personal use!



I am not a purist in the sense that I think people should restrict themselves to the canon, but, it's best to know the facts before you proceed. Hopefully I have helped to inform you of those facts.

Have I been mistaken? Want to write in a correction? This section is about canon truth! If I have included something incorrect, let me know! We are in search of the truth here! Send me your comments and questions and I will address them in the next issue!



(Continued from page 25)
but still a possibility.

Cavalry

Cavalry can really mess up your day, if you let it. Say you do everything right and the horse-men still get their charge off on you, what to do? Take it like a dwarf and slug back. If the cavalry doesn't cause you to break that first round they are going to be in trouble. Cavalry does not like (generally) protracted combats and the more you can throw into the mix, even if its hobgoblins the better off you will be. Get those hobbos in on the flanks and rear if possible.

Point cost

At 9 points this is a bit higher then most other base line infantry out there, this is offset somewhat by the fact that you're unlikely to have more then 2 units of infantry on the board, the rest being blunderbusses.

This is doubly true when one considers just how many times do battle get above 2,000 points? It happens, but not enough to worry about it.

Flanks

Protect those flanks at all costs. If you get engaged in the side or rear your unit is going to be in big trouble as the lack of special rules mentioned above, means that the chaos dwarfs need to have rank bonuses to survive. See above as to who should cover these.

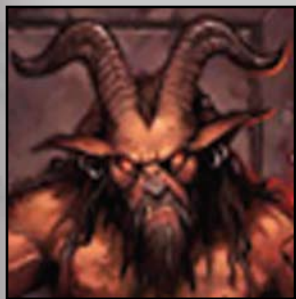
Summation

Chaos Dwarfs Warriors are very underrated in my opinion. They are not game-winners in and of themselves, but they are not terrible either, use them as is: good, solid medium infantry and you will generally do just fine with them. Others have thoughts on how to use them and these are my observations.



TESTAMENT OF A DAWI—ZHARR

— MEMBER SPOTLIGHT
—GHRASK DRAGH—



Who are you?

Outside of Chaos Dwarfs Online and various other sites I go by the name Jonathan, just turned 24 in the October of '08 and am living in Wales. I have always been a total Art freak, I don't think there is any aspect of it I haven't had a

go at. I studied Art at College where though I did a bit of everything to this day still enjoy fine art, photography and (some) modern art too. Obviously though this has all taken a backseat and most of my creativity is channelled into the painting and sculpting of mainly fantasy miniatures.

I have recently started a new job at a well-known electrical retail outlet and whilst still adjusting to a completely different schedule I am really enjoying the new job and the new people. Outside of work I like to stay fit and do a lot of running and play football for both my local pub team and regular 5-a-side games. I'm a Liverpool supporter.

Most of my spare time that isn't dedicated to painting or football is spent in front of the TV somehow, gaming or just watching some DVD's. I like to play the Playstation 3 and Xbox 360, my username on both is jharman84, feel free to drop me a message, I play most of the best multiplayer games. As far as the DVD's go

I enjoy comedies and rarely watch anything else, everything from Futurama and Family Guy to Black Books and Spaced makes me laugh.

How long have you been wargaming?

Well, as most of are well aware of I'm sure, this hobby can be split amongst gamers, painters and those irritating people who are good at both! I am a painter, I enjoy the odd game and hope to get better at it but when it comes down to it it's the painting, sculpting and creating that I enjoy most. My first purchases were made back in around 1993/4 when I stumbled across a hidden away hobby and crafts store whilst on holiday, there had been mentions of Warhammer in school so I was somewhat aware of the hobby, There were some boxed sets at the back at the store that caught my eye and I decided to take them back and try and paint them with not a thought of gaming, most evident in the fact I ended up going home with a box of 40k Space Orks and Fantasy Chaos Dwarf Warriors.

Through friends I discovered White Dwarf which did nothing but heighten my want to get better and better at this painting so I spent years buying my favourite miniatures and trying new techniques and practicing the old ones. Eventually though I ended up taking the seemingly mandatory break from the hobby for a couple of years whilst a teenager with just a few glances at White Dwarf every now and again to stay up to date at what's going on. It wasn't until Ogre Kingdoms appeared that I decided to start up an army of my own, amongst the pages of my new army book I spotted a few references to Chaos Dwarfs which of course got me thinking along those lines again. I eventually started gaming with my Ogres but decided to move on soon after and got me an entire army of more fun than my

Night Goblins, a lot the Ogres, I still use Night Goblins every now and again just to see the fanatics fly around



the place.

Why Chaos Dwarfs?

I had always wanted to collect Chaos Dwarfs but in the early days I didn't have the money to buy an army and they stopped selling the evil stunties soon after I started the hobby. It wasn't until the 300th anniversary issue of White Dwarf competition at my local Games Workshop that my interest was properly renewed. The aim was to create a diorama based on any cover of the magazine from all 300 issues, whilst looking at all the covers of White Dwarf through the years I stumbled across a few pictures of Chaos Dwarfs which got me wondering if I could get the miniatures anywhere.

Luckily there was a Chaos Dwarf collector at my local store, Uzkul Werit, who pointed me towards the forums which eventually lead to me signing up and posting and collecting my own Chaos Dwarfs.

Since then my interest in Chaos Dwarfs has grown and grown spurred on by a fantastic community of people who are always encouraging.



I was initially interested in collecting the old big hats but have since sold and traded them to collect the even older 3rd Edition Chaos Dwarfs. As my collection stands now I have 50 Chaos Dwarf Marauder Warriors, 4 Marauder Mages, 40 infantry with blunderbuss, bazookas, mortars and cross-

bows, 2 Whirlwinds, a Tenderiser, a Hellcannon, an Earthshaker, 75 Hobgoblins, a Lammasu, Siege Cannon, Great Taurus and (my favourite) a Chaos Dwarf Juggernaut as well as Renegades and even the old Blood bowl team. While being very proud of that collection, it shames me to say that about 10% of it is painted so...

The Future?

...painting them!

So you can expect my army to have lots of armoured warriors, crossbows and blunderbussers, as many others will do, but for something a little different you can also expect Dragons and Demons!

Cheers,
Jonathan (Ghrask Dragh) Harman



*Sorry Ghrask, this thing is too cool to leave out!
Even if he has a stove-pipe ;) -Willmark*

THE RUNES OF HASHUT

MEMBER FICTION

THE WAGES OF WAR

BY SLAVELORD

Rotgut Goresplasha looked glumly into the rain softened ground, his mind suddenly gripped by the patterns made by the falling rain. Boredom overtook him again as he stared dimly at the boys waiting around him, all sharing the same slack expression on their faces. Apparently, the Goblin scouts had seen some of the 'stunties wot wiv da spikes' heading this way, and reckoned that a good fight could be had; now they just had to wait. Impatience has gripped the lads, and it was only a matter of time before a fight broke out, ruining the trap the Warboss had set up. On either side of the valley were the boys, and as soon as the enemy were in the middle, the Orcs would swarm down and surround them.

That's the plan anyway...

The Chaos Dwarfs soon rumbled into view, a smallish group compared to the vast horde on either side. All they needed was the signal...

"Waaaaaaaagh!" They cry was loud, awakening something deep within Rotgut, calling for blood. Mimicking they cry, Rotgut leapt down with the other, eager for 'stuntie' flesh. Drawing his choppas, he cleared a fallen tree and continued onward to the waiting Chaos Dwarfs. A loud roar sounded in front of him, and he looked just in time to see the large group of Orcs ahead of him become shredded and unrecognizable.

Unable to stop, Rotgut continued into the group, desperately trying to reload. Mad with blood lust, Rotgut hacked left and right, his choppa either glancing off scale mail, or missing entirely. Occasionally an axe would appear from the melee, but would bounce harmlessly off his shield. Soon there were none left. Rotgut felt a pang of disappointment as he looked around for a new foe. He glanced upon a group of enemy soldiers, much more heavily armoured, and with a few more Orc corpses littered around it. He charged in with his mob, and felt like he ran into an iron wall. An axe swept out, cutting his leg. Purple liquid seeped out, but clotted quickly. Pushing



Minis By Mikkel Nyboe @

<http://www.gurer.dk/>

slammed into the milling Orcs at the flank and rear. That was the final straw. Terror (or what could pass for terror) gripped his tiny mind, and Rotgut started to run for his life.

Suddenly, he stopped. Not of his own accord, but due to the rather heavy net dragging him down. The last thing Rotgut remembers is his head slamming onto a rather large rock.

His mind jolting into alertness, Rotgut opened his bleary eyes. Darkness. Nothing but darkness. His arms and legs were shackled together, but it didn't stop Rotgut from trying to escape. The straining must have alerted something in the dark, for a whip appeared and cracked, stinging Rotgut's face. Angered, he roared out his frustration into the blackness. It only brought him another whipping. Slowly, he slipped back into darkness.

A loud noise dragged Rotgut's mind back into alertness. Light flooded the cavern, appearing to burn his eyes. The stunties that Rotgut remembered fighting marched into the room, barking orders at each other. Some of the stunties dragged absent-minded captives to their feet, others standing back and watching.

They soon made their way around to Rotgut. Dragging him to his feet, Rotgut was surprised to find he had no control of his limbs. He'd been drugged, but

forward, he jabbed downwards with his choppa, hoping to slip in-between a neck joint. As more Orcs joined in, Rotgut felt his body ache with effort, just to keep breath-

Nothing was happening. A complete stalemate. Then suddenly, there was a thundering of hooves as something charged down the Orc flank. Orcs were tossed into the air as half-bull,

half-Dwarf creatures

Rotgut had no concept of this, so he tried and tried to move, but to no avail. Thrown into a cart, Rotgut continued to struggle, with nothing happening. Giving up, Rotgut watched as the cart lurched down the tunnel, reminding him of his tribe's camp in Mt. Bloodhorn. It soon ended and expanded into a vast cavern, covered in stuntie runes, only different from the other ones Rotgut had seen. Much redder, glowing, evil. Heat emanated from every direction. Lava poured from rents in the wall, spilling into troughs wrought from stone and iron. Flowing onwards into forges, where stunties toiled on weapons and armour, and poured out into a river of lava.

The cart headed into a second tunnel, sloping further down into the earth. Shackled together were creatures of every race, toiling to mine what minerals they can. Humans worked next to Orcs, Elves next to dwarfs, all united in suffering. The cart rumbled to a stop, next to the last miner in the line. Stunties dragged their drugged captives and added them to the line. Rotgut was last, his head thumping on the hard floor, and was shackled to a Goblin. Unable to move, Rotgut gazed at the roof of his prison, frustration filling his mind at the fact that he might not get a good fight for a while...

LORE OF HASHUT



LORE OF HASHUT

Lore of Hashut- 7th edition Spells for Chaos Dwarf Sorcerors as well as Spell Cards!

Next Issue...March 2009, stay tuned!

HOME IN THE WASTES.

A CAMP SONG

BY SWISSDICTATOR

Oh, give me a lair, where the daemonettes snare
Where the spawn and the bestigors play
Where often is heard, a summoning word
And the gors are not bored all day

Home, home in the wastes
Where the spawn and the bestigors play
Where often is heard, a summoning word
And the gors are not bored all day

How often at night when the skies do fright
With the moans from the great unclean ones
Have I stood there insane, and laughed as I
campaign
For the glory exceeding that of yours

Home, home in the wastes
Where the spawn and the bestigors play
Where often is heard a summoning word
And the gors are not bored all day

Where the air is so tainted, the nurglings so vile
The hordes so crazed and evil
That I would only embrace my home in the
waste
For all of the cities in upheaval

Home, home in the wastes
Where the spawn and the bestigors play
Where often is heard a summoning word
And the gors are not bored all day

Oh, I love those wild rites in this dark land of
spites
Those lacking, I love to hear scream
And I love this dark region and the daemonic
legion
That march to the mountaintops to scheme

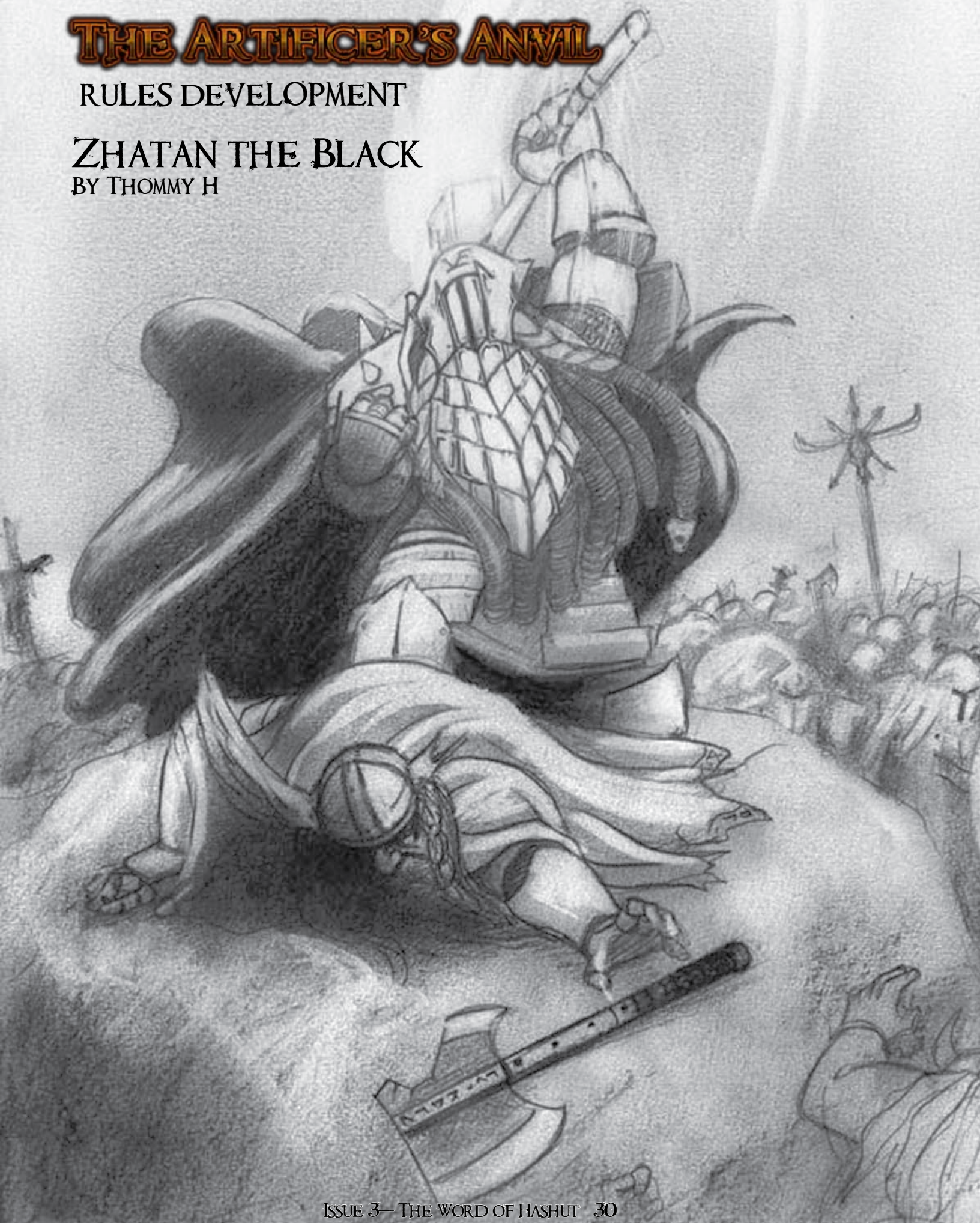
Home, home in the wastes
Where the spawn and the bestigors play
Where often is heard a summoning word
And the gors are not bored all day

THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

ZHATAN THE BLACK

BY THOMMY H



ZHATAN THE BLACK

COMMANDER OF THE TOWER OF ZHARR

Zhatan is the mightiest Chaos Dwarf Lord in existence, and holds the rank of Commander of the Tower of Zharr, making him the captain of the Immortals and the foremost servant of the Chaos Dwarf Sorcerers.

Zhatan began his career in much the same manner as any of Zharr-Naggrund's warrior caste, serving in one of the slaving parties that scoured the Dark Lands for captives to sacrifice to Hashut or put to work in the mines and workshops of the Plain of Zharr. However, Zhatan soon came to the attention of his masters for his bloodthirsty deeds and savagery in battle. Unlike most Chaos Dwarfs, Zhatan was not a stoic, disciplined warrior, but a ruthless and cruel fighter, who took pleasure in inflicting torment on those who fell beneath the blade of his mighty axe. It wasn't long until Zhatan's exploits earned him a place in the elite Immortal Guard, bringing him into contact with the denizens of the Temple of Hashut. Here, he drew the eye of Ghorth the Cruel, who saw in Zhatan a protégé not one who could follow him down the path of the Sorcerer, for Zhatan had no skill with magic, but rather one who could emulate the dark and terrible acts that had brought Ghorth his standing amongst the Dawi-Zharr.

From that time on, Zhatan became Ghorth's unofficial bodyguard, following behind him and protecting him from the political machinations of his fellow Sorcerers. As Zhatan's reputation grew and he rose to become commander of the Immortals, so too did Ghorth's power, until the entire warrior elite of Zharr-Naggrund served at the Sorcerer Lord's beck and call. Ghorth reached heights undreamed of, his influence becoming greater even than the High Priest Astragoth himself. Thanks largely to Zhatan, the balance of power in the Temple of Hashut was changed forever.

Zhatan the Black is the greatest living Chaos Dwarf Lord and the commander of the elite Immortals. He may be taken as a Lord choice in a Chaos Dwarf army and, if used, he must be your general. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

Points: 325

Weapons: The Hammer of Zharr

Armour: Chaos Armour (4+ Armour save)

M	WS	BS	S	T	W	I	A	LD
3	8	4	4	5	4	4	4	10

SPECIAL RULES

Commander of the Tower of Zharr: Zhatan is the Lord of the Immortals and can muster a mighty force of the elite warriors. A Chaos Dwarf army led by Zhatan may include Immortals as Core units (*Rules for this unit will be featured in a forthcoming issue of Word of Hashut- Willmark*).

Infinite Cruelty: Zhatan is renowned for his horrific acts of brutality and cruelty even amongst his own evil race. He fights with rare ferocity for a Chaos Dwarf and gloats with delight as he inflicts pain and suffering on any creature foolish enough to cross his path. Zhatan hates all enemy models.

MAGIC ITEMS

The Hammer of Zharr

This huge two-handed warhammer is a mighty relic of ancient times, dating back to the founding of the Chaos Dwarf empire and the building of Zharr-Naggrund. It is said that the Hammer of Zharr was the tool used to break the earth when the first foundations of the ziggurat were laid.

Great weapon. No armour saves of any kind are allowed against wounds inflicted by the Hammer of Zharr.

The Ring of Unmaking

The jealous Chaos Dwarfs despise the artefacts of all other races, holding their crude machineries and magical weapons in contempt. Amongst their most powerful creations is a ring of smooth obsidian, which has the power to resist the effects of enchanted weapons made by other race, reducing them to ordinary steel when contact is made between blade and the black stone.

The Ring of Unmaking negates the power of any magic or runic weapons carried by models in base contact ñ treat them as non-magical weapons of their type.

The Black Mantle

Across Zhatan's shoulders sits a cloak woven from the hair of slaves tortured in the Temple of Hashut. Blackened by the fires of the Father of Darkness, this terrible object radiates an aura of dread and horror, unnerving his foes and inspiring feelings of hopelessness and despair as they contemplate their potential fate.

Zhatan causes fear.

REWARDS FOR CONTRIBUTING TO CDO— MEDALS PT III

By Willmark

Continuing from the previous issues I will once again delve into how to enhance your online persona by describing some of the qualifications of the medals that are not quite as well understood around CDO, and some confusion as to how they are awarded. This time I will be talking about the Wiki, Army Showcase, Chaos Dwarf Radio, Word of Hashut and Community Award Medals.

All of these medals have some commonality to them: unlike the other medals on the site these for the most part are awarded by the Staff, or in the case of the Army Showcase medal by Xander. There is no point value or photo count to attain per se with these medals (except for perhaps the Community Awards see below).



Wiki Contributor Medal: Currently there are 3 members that have this medal awarded. All three contributed to the Wiki in a big way; want to get this medal? Get cracking in the Wiki.

Often individuals are brought to the attention of the Staff and consensus is reached on awarding it, sheer hard work on the Wiki never hurt either.

If you are unsure of how to use the wiki, check with Thommy H, Cornixt or Ancient History, as our 3 medal holders can give you some pointers.



Army Showcase Medal: This medal is awarded to those that have exceptional painted armies, this is the domain of Xander and it is at his discretion.

Army Showcase armies should be great examples of the mythos and style of Chaos Dwarfs, highlight great conversions, painting technique or both.



Chaos Dwarf Radio: Currently the threshold for such a medal is appearing on 4 or more podcasts. Generally this is a tougher one to get unless you are strongly motivated to be on the cast time and again.



Word of Hashut: What constitutes awarding of the medal is quite simple: Submit an article and get it published in the magazine, become a staff member and work on one or more issues, submit art or illustrations. Simply having a model in the webzine does not qualify for awarding of a medal.



Community Awards: Awarded once a year these are perhaps the most prized medals of all. Why do I say that? Consider: there are only 5 categories; they are only awarded once in any given calendar year. You do the math. Plus this is a vote as decided by the members of the community as a whole to recognize those that stand out as great examples in the category they are awarded.

For 2007 the following medals were awarded: Best Attitude, Best Contributor, Best General, Best Hobbyist, and Best Overall Member.

In issue 4 we round out this discussion with Army Medals.

Drukh looked round, stroking his coiled beard. This cage of newly-caught prisoners was suspiciously quiet. He looked deep into the eyes of the female human closest to him. Her deeply tanned skin suggested that she came from the far south, and her clothes were that of a poor trader. No one would be coming to rescue her, not out here in the wastes far from her home, so why did she have so much hope in her glare. "Transfer these slaves to another cage." Drukh growled at his Hobgoblin servants. Immediately, her expression of hope was gone, replaced by sudden fear.

"Oi boss, da weldings broke!" screeched the smallest Hobgoblin pointing at the base of the cage. Drukh peered down at it; there was the source of her hope. The large crack in the welding would allow a couple of the cage bars to be removed if worked on overnight, and the prisoners knew about it. The Chaos Dwarf chuckled, "They'll be no escape tonight for you lot." and spat into the cage before turning to the grinning greenskins. "Get me that other cage, you maggots!"

HEAVY HAT

MEMBERS INCOMPLETE WORK

"Gray and Green" state minis from members of the site.



By Servius



By Merchant



By Obsidian



By Snowman



By Kera



By GRNDL

THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

BLUNDERBUSS IMPROVEMENTS BY CORNIXT, WILLMARK, UBERTECHIE

The following is a article describing the improvements to Blunderbusses that can help clear up those gray areas. Ubertechie posted this in the following thread in May with some of my assistance:

<http://www.chaos-dwarfs.com/forum/showthread.php?id=2773>

What I have done is also incorporate some of the improvements that I have found on the web from Direwolf to other house rules to combine them into CDO official ruling on certain aspects of Chaos Dwarfs; in short if GW is not going to give us official support its time to start to become THE authority on Chaos Dwarfs, we already are from the community and model standpoint; to me this is the next logical progression. Where appropriate I have noted the source if available.

Blunderbuss

Any Chaos Dwarf warrior unit may be armed with Blunderbusses for +3 points per model. Chaos Dwarf Warrior units armed with a blunderbuss count as a Core choice for army selection purposes.

A unit of Chaos Dwarfs armed with blunderbusses may move and fire in the same turn. When a unit armed with blunderbusses shoot they project a "fire zone" the width of the unit and 12" straight forward.

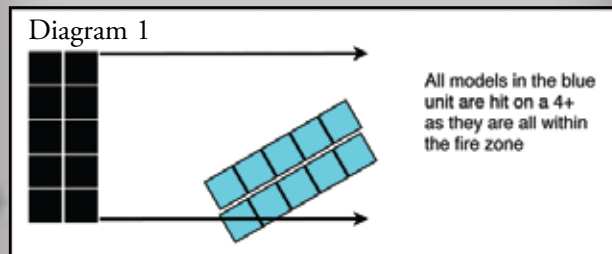
The only exceptions are models behind extremely substantial cover such as a hill or a building. Models behind walls or in a woods are hit as normal.

Any model within this "fire zone" is a potential target and is hit on a 4+. Note that multiple units can be hit and this is perfectly acceptable. In the case of ridden monsters / chariots then both the rider(s) and the mount(s) are potential targets and

each requires a separate roll of a 4+ to be hit. See below for additional information regarding this. Models do not receive a "Look out Sir" roll for the purposes of determining who is hit (see FAQs below). See diagrams 1 & 2 below.



Mini By Snotling



To be able to fire the blunderbuss unit must have line of sight to the target unit. If any friendly models or models (from either side) in close combat are within the "fire zone" then the unit cannot fire. See diagrams 3 & 4 below.

Blunderbusses may stand and shoot and follow all of the normal rules governing this charge reaction. If the charger is within 12" at the start of the charge then resolve hits as per normal blunderbuss shooting, if the unit is more than 12" away move then only the front rank are potential targets as described above. Note that in either instance the normal blunderbuss shooting rules apply so a unit cannot stand and shoot if it would hit friendly troops or any troops already in combat before ANY movement is made (includes compulsory, frenzied and chargers moving) and that further if there are other enemy models in the "fire zone" then they will be potentially hit as well.

Each model that is in the fire zone takes a hit at S3 plus 1 per extra rank up to S5. Ranks count if at least 4 wide - although the unit must be in ranks of at least 5 to receive a rank bonus in combat. A single character in the front rank will not affect the units fire. (1)

House Rules For Firing on Bigger Targets

As written the blunderbuss is incredibly underpowered and unrealistic when it comes to firing against very large, multi-wound targets. These types of units typically have a base the size of 8 or more infantry models and yet a unit of Chaos Dwarfs can only score a maximum of one hit, regardless of the number of blunderbusses. The best way to resolve this is to consider the unit strength of each model in the fire zone.

Instead of each model having a single potential hit, the number of potential hits is determined by the unit strength of the model. Simply halve the unit strength and round up to the nearest whole number.

Note that this refers to the unit strength of each model in the unit, not the unit strength of the unit. A unit consisting of several models with US3 or higher, such as Treekin, may have several models with more than one potential hit.

For example, a unit of four Ogres is within the fire zone: Ogres each have US 3, which means they will each have two potential hits. The unit will therefore have a total of 8 potential hits. Follow the normal rules for blunderbusses after this: roll 8 dice to see how many hits there are, each being a successful hit on 4+, then rolling to wound, etc. (2)

To make it absolutely clear:

Number of potential hits	Unit Strength of model
1	1
2	1
3	2
4	2
5	3
6	3
Each additional +1 or +2	+1

1	1
2	1
3	2
4	2
5	3
6	3
Each additional +1 or +2	+1

House Rules for Concentrating Fire

The concentrate fire rules were originally used in 4th and 5th edition but did not survive the transplantation of the blunderbuss rules into the Ravening Hordes publication. What follows is a faithful reproduction of those rules. (In essence we added these as the alternative, alternatives rules- Willmark).

Rather than using the fire zone rules, a unit of Chaos Dwarfs with blunderbusses may choose to concentrate fire on a single unit. This operates like a regular ballistic weapon with a range of 12". Each of the models in the front rank may fire, hitting on 4+. Resolve the wounds using the strength adjusted by the ranks as usual. This method may also be used as a charge reaction.

Blunderbuss FAQs (3)

Q. Do Blunderbuss units need line of sight and range to a declared enemy target unit in order to shoot?

A. Yes, as no exceptions to the main rulebook

requirements for these items are listed in the Blunderbuss special rules. Note however that all enemy models caught in a Blunderbuss unit's "fire zone" will be hit as normal, regardless of whether or not they belong to a enemy unit which the Blunderbuss unit has LoS to.

Source: Chaos Dwarfs Army List / Rulebook page 26

Q. Do enemy characters / champions hit by a Blunderbuss unit's "fire zone" receive a Look Out Sir! roll (provided there are five or more rank and file models in the unit with them)?

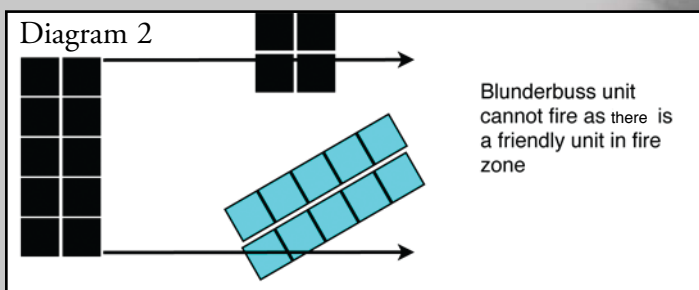
A. Yes.

Source: Chaos Dwarfs Army List / Rulebook page 75 / Direwolf FAQ Council Interpretation

Source: Warhammer Chronicles 2004 page 120

Q. Is a Blunderbuss unit allowed to shoot if the 'fire zone' will cover friendly models not engaged in close combat?

A. No. See Diagram 2.



Source: Warhammer Chronicles 2004 page 120 / Direwolf FAQ Council Interpretation

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

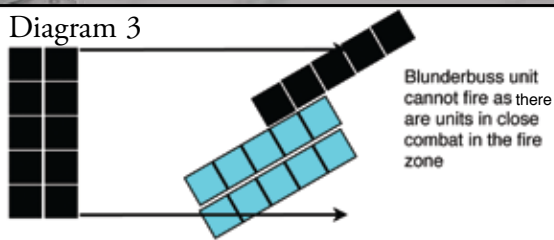
A. No. See Diagram 3 below.

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.

Diagram 3

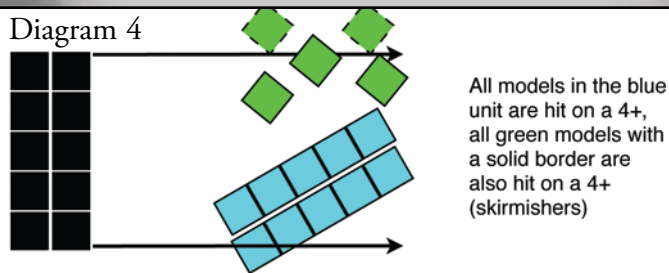


Q. How do I resolve the shooting of a unit of Chaos Dwarf Blunderbusses that is firing from inside a house?

A. Their “fire zone” is as wide as the face of the building they are firing from. The hits are Strength 3, +1 for every story from which another five blunderbusses can fire.

Source: Official Warhammer 7th Edition FAQ

Diagram 4



Images

1: Diagram if unit firing at a single enemy showing how all models within zone can be hit not just 1st rank

2: Diagram showing multiple units being hit

3: Diagram showing how friendly units in fire zone negate the ability to shoot

4: Diagram showing how units in close combat within the fire zone negate the ability to shoot

Endnotes

- (1) Willmark and Ubertechie – Changes made to Ravening Hordes PDF
- (2) House Rules by Cornixt.
- (3) Direwolf FAQ- Note Direwolf is not any more official than these rules, but cover many of the same points and is included to help with common questions that arise.



Minis By Mikkel Nyboe @ <http://www.gurer.dk/>



(Not a member, but cool anyways!) By Chris Aubin



By Vintagfreak

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.

All minis By Blackgonzo.

This is a great example of a converted army using the components from the Battle for Skull Pass to great effect. This army can be found here- Willmark.

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=3544&page=1>

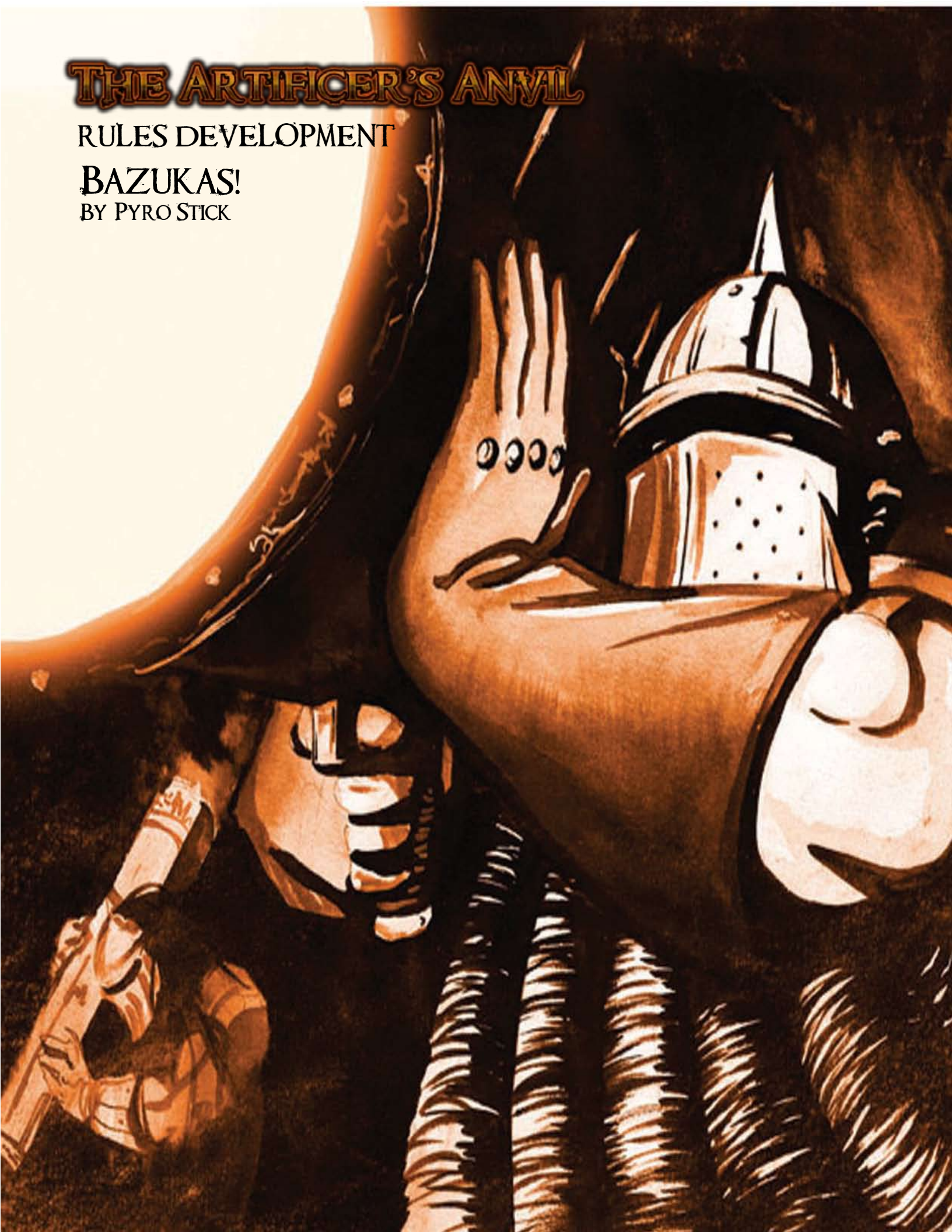


THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

BAZUKAS!

BY PYRO STICK



(This is a continuation of Pyro's excellent work for updating 3rd edition models to 7th edition rules-Willmark).

This simple-seeming tube like weapon fires a rocket with a powerful explosive warhead. Its main advantage, apart from the ease of manufacture, is that it is light and relatively simple to use. It dispenses with the need for a cumbersome chassis and can be carried about with a crew of two - one to carry the rockets, one to carry the gun.

1 Bazooka can be taken in every infantry unit for 40 points. When taken in a unit, missiles cannot target them. Alternatively, Bazookas can be taken as 2 for one special choice for 70 points. 0-3 units per army

Rocket launchers cannot be moved then fired. It is assumed that they start the game loaded. Provided the weapon has a full crew of two, it can fire in any turn if it doesn't move (although it is allowed to change the direction of facing). If one of the crew is killed, the rocket launcher may only fire if the player rolls a 4 or more on a D6.

The rocket launcher has a maximum range of 36" and a normal fire arc of 90 degrees. The weapon fires in the same way as a bow or crossbow, using the crew's ballistic skill. The firer nominates a target model once a target point has been selected and the 3" template positioned, the player must roll to see if the missile has landed on target. Roll a D6. If the score is 1-3 then the shot has landed bang on target. All models whose bases lie wholly or partially under the template suffer D3 strength 5 hits with a save modifier of -2.

If the score is 4-6 then the shot has gone astray or deviated from the target point. Rolling a scatter die and an Artillery die indicates the direction of deviation. This is the distance and direction the shot deviates in inches, measuring from the original target point. Once the area template has been repositioned work out damage on any models now under the template.

Every time it shoots there is a chance it will malfunction and explode. If the standard Artillery die roll made to establish deviation is a misfire something has gone wrong. Roll a D6 to see what happens:

Score Result

1-2: The rocket explodes as it is being loaded. The bazooka is destroyed and the crew are slain.

Place the 3" template over the crew holding the bazooka and all models whose base lies completely under the template are automatically slain. Then place the 5" template over the same crewman and all models whose base lies partially under the template automatically take D6 strength 5 hits. Then roll a D6. This is the amount of rockets that have ignited. The direction of the rockets is determined by rolling an Artillery die and Scatter die. The rockets cause normal rocket damage to the first target in its path

3-4: The fuse fizzles out and the rocket fails to fire. The crew must spend a complete turn to reload the bazooka so you cannot shoot this turn or next turn.

5-6: The rocket goes out of control and lands 4D6" in the direction you have aimed it. Place the 3" template over the new target area and roll a D6.

1-3: The rocket explodes. Work out damage as normal

4-6: The rocket strikes the ground and spins like crazy before launching itself 4D6" through the air in a random direction (scatter die). Roll another D6. Continue this process until the rocket explodes.

Missiles may not be directed against the weapon, but only against its crew. If hit by flaming missiles, any rocket carried by the second crewman may explode as described below.

Accidental Ignition

The ammunition carried by the second crewman is highly unstable. If fire-based weapons hit the team, there is a chance its supply of rockets will be ignited. Roll a D6 if attacked by fire based weapons or missiles. If a 1 or 6 is rolled then the rockets have ignited. Roll another D6 if the rockets ignite. This is the amount of rockets that have ignited. The direction of the rockets is determined by rolling an Artillery die and Scatter die. If a misfire is rolled then the Rockets explode and the Bazooka and its crew are obliterated. If no misfire is rolled then the rockets cause normal rocket damage to the first target in its path. Once its ammunition has been ignited, a bazooka team has none left and is useless (unless joined by another Bazooka team).

Crew Loss

Crews are highly motivated with little regard for their own safety. They cannot be replaced by other troops, although a spare crewmember may join another team and act as a spare or replacement crewman.

DIABOLIC FURNANCES

HOBBY SECTION

MIND OVER METAL CONVERSION OF AN ARCANE ENGINEER BY GRIMSTONEFIRE

Complexity Rating:



When I started out planning my entry for Golden Hat VII it soon became clear I would need to do something a little different. I actually changed my entry several times in the process.

I settled on converting a hero level Engineer, to be set against one of his diabolical creations. If I had left sufficient time I would have just sculpted him completely from scratch, but alas time was against me (one week left...). A quick search through my Dwarf models revealed a Mordheim Pit Fighter. I have done a heavy conversion of this model before, so I knew it would be both possible and effective. With the model selected I then had to imagine what this guy would look like...

I already had a rough idea in mind of the basic elements to show. Firstly, he wasn't going to be in a full suit of armour (be it scale mail or plate armour), this would be too impractical to do the complex work he'd be doing on the battlefield. I did however want to include some scale mail so he would fit into the rest of my army. Secondly, I wanted him to be wearing trousers instead of the gowns you see on many Dwarf models. Lastly, I wanted to show some piece of arcane weaponry or an artificial limb. If I could combine these it would be easier. With these elements selected I set about drawing my idea.

Preparation work:

To start the model I clipped off the icon on his belt buckle and filed down the beard. I then shaved off the top bit of hair and carefully carved off the axe shaft on what would be

COMPLEXITY RATINGS

Something new to the Word of Hashut: From this point forward all articles in the Hobby Section (Diabolic Furnaces) will now have a rating of how difficult the subject matter is. This will show up in the form of Hats. 1 hat=easy, 4 hats=hard!

the mechanical arm. A quick bit of repair sculpting was needed to make the arm smooth again. Lastly, I clipped the model off his tab and put some pinning wires in.

The Legs:

I always start a conversion from the bottom up. Unusually for me though, I left the feet until much later in the project whilst I decided what to do with them. The trousers were sculpted simply by adding folds where I knew they would be. I've had a fair bit of experience of sculpting Dwarf trousers, and I've got a selection of reference photos as well. I wanted the boots to look like a master-crafted item. After all, although this guy could make



daemonic weapons and mend complex machines he would be a very competent armour smith as well.

The Torso:

Progressing onto the torso once the legs were dry, I knew from the start I needed to add scale mail. So a small armoured apron was the answer. I decided to sculpt the armour in my new style of scales, so he would fit into the rest of my army later on. This part of the project was very time consuming, a simple scale pattern would have been much easier. The armoured harness design was borrowed from a piece of concept art done by somebody on another forum.

The Backpack:

With the backpack I was keen to represent a bound Daemon somehow; it also had to look very mechanical. My solution was to look to the Dwarf Miners sprue for bits, as I have done before on a complex Dwarf Prospector conversion. The lantern proved a good place to show the bound Daemon. The guitar string hoses were a late addition, but they help make it look vaguely functional.

The Arms:

The hammer arm was very easy to convert, a simple bend of the pick and it looked like a bull horn! A quick detail sculpt for his armband and that arm was done. The mechanical arm was a lot harder and I had to scour my books for reference. Burlok Damminson, the Dwarf Engineer Guildmaster also had a mechanical hand, but the few photos I could find didn't help, and it wasn't a great sculpt anyway. It did give me the idea for the square fingers and placement of the massive thumb. I also looked through my Skaven books for advanced technology in Warhammer. Ikit Claw's mechanical arm was a good inspiration for the support frame and leather strap. Several Skaven models also have hosing, so I knew I could safely add a piece of guitar string to connect to the backpack. The

plasticard spanner was added as an afterthought as he looked a little too much like he was punching with a power fist (as a weapon rather than a replacement hand).

The Mask:

Once most of the model had been done I did the mask and beard. The half mask idea came about because I realised all the character models I've done so far all have their faces covered. Added to that the model I'd chosen had a well sculpted face and patches of hair (perfect for showing a crazy engineer). I felt it was important to add the bull horn. Knowing I might add a mechanical limb meant I might make him look too much like a Chaos Squat, so I needed to try and bring him back to Chaos Dwarfs and Hashut. The short beard helped to show some of the scale armour, I felt it had come out nicely and wanted to show it off.

Overall, I was very pleased with this conversion. I brought me one step closer to completing the painting part of my CD book, and gave me a suitable model for a Sorcerer, hero or 'counts as' Master Engineer.



DIABOLIC FURNANCES

HOBBY SECTION

BUILDING A CHAOS DWARF STRONGHOLD

A HOW TO
BY VEXXUS

Complexity Rating:



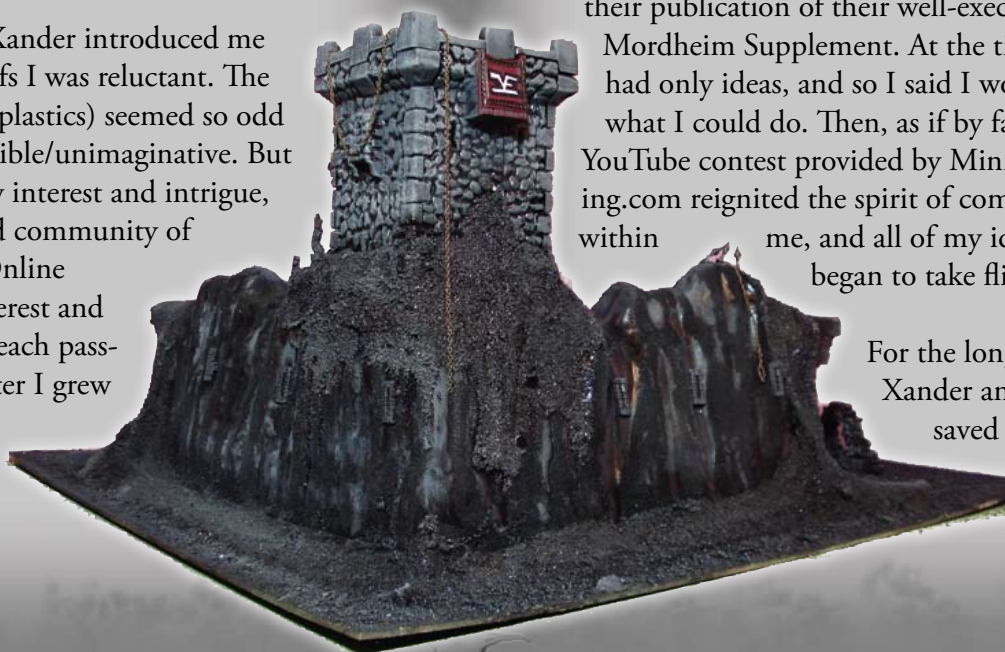
Chaos Dwarfs are an easy army to love. Here you have an army which leaves so much to the imagination, and can be molded to create one of the traditional themes it has seen in the past or something new altogether. Chaos Dwarfs are an army that appeals to the rebel crowd, and the die-hard fan alike, having no official standing rules, and no new army book in far too long. The history of the Chaos Dwarfs is arguably one of darkness and mystery, bold and brave; and yet with so many untold stories, so many gaps the imagination can fill in, this army truly is a remarkable thing.

At first, when Xander introduced me to Chaos Dwarfs I was reluctant. The characters (old plastics) seemed so odd and un-convertible/unimaginative. But with time, grew interest and intrigue, as the dedicated community of Chas Dwarfs Online sparked my interest and intrigue. With each passing day thereafter I grew increasingly fascinated by the hardcore

following and the good-spirited comradery found at CDO. Then came my first Golden Hat, and I was hooked. The spirit of friendly competition roped me in, and I have not looked back.

It was competition also, that ignited the ideas already floating around my brain, for a large-scale scenery piece for the Chaos Dwarfs. After completing my Black Dwarfs Warband for the fine folks at Border Town Burning, I worked with their staff to provide exclusive photos of the warband. During this process it was asked whether I had any scenery shots of them in their native lands, for possible inclusion in their publication of their well-executed Mordheim Supplement. At the time, I had only ideas, and so I said I would see what I could do. Then, as if by fate, a YouTube contest provided by Miniwargaming.com reignited the spirit of competition within me, and all of my ideas began to take flight.

For the longest time
Xander and I had
saved loads of





materials for scenery making, but made little in the way of large scale items.

One such material was an old and battered mountain scene from a train scenery set, and this provided the framework for the Chaos Dwarf Molten Stronghold. The problem with this piece was that the bottom edges did not all meet the ground, the colours were far too bright for anything the CD's would inhabit, the textures were all wrong, and of course it was just a boring old mountain to boot.

The first step was placing all of the raw pieces and figuring out a 'floor plan'. I set the mountain on the table, and tested various positions of the three plastic castle pieces I would



later integrate. After much thought on this, and a good night's sleep, I decided on my preference, and began the conversion. The mountain peak was at the back centre, where the large tower ended up, but since the peak was too narrow, all four walls of the castle did not meet the ground, which of course looked awful. Following much debate on how to proceed, I took the risk, and cut off the peak! The castle now sat down relatively even, and I was satisfied with the result. Never one to waste a good piece, I used the mountain peak as an island of sorts, to split the molten river in two (which at the time was a pencil drawn river). The next step was paper mache. Firstly, I recruited the help of my wonderful girlfriend. Then, we proceeded to clump up balls of newspaper, and fill in gaps, as well as make additions to the island in the river, and finally to create root-like rock formations branching out from the bottom of the mountain. We secured the newspaper in place with masking tape, and were ready to begin the actual paper mache process. Some tips on paper mache: use a cheap brand of paper towel instead of newspaper; cut the paper towel into strips about 1-2 inches in width; a good ratio for pasting is 2:1 (Water to Glue). Waiting at least a day per coat for drying is also advisable. Trust me on these, as I used a 'good' brand of tissue, and too much texture showed through which was rough to cover later! Anyways, I did a total of 2.5 coats of paper mache, the 0.5 being a touchup/support coat. The goal here was to cover all the newspaper, and smooth all transitions such that it looked like one piece, and believable as a mountainous structure.

Once everything was dry the structure was very secure, and ready to get textured. For this step I used a paint brush with large bristles, white glue, and sand (this was from Miami Beach, oddly enough, but don't tell anyone I am not entirely sure that is le-



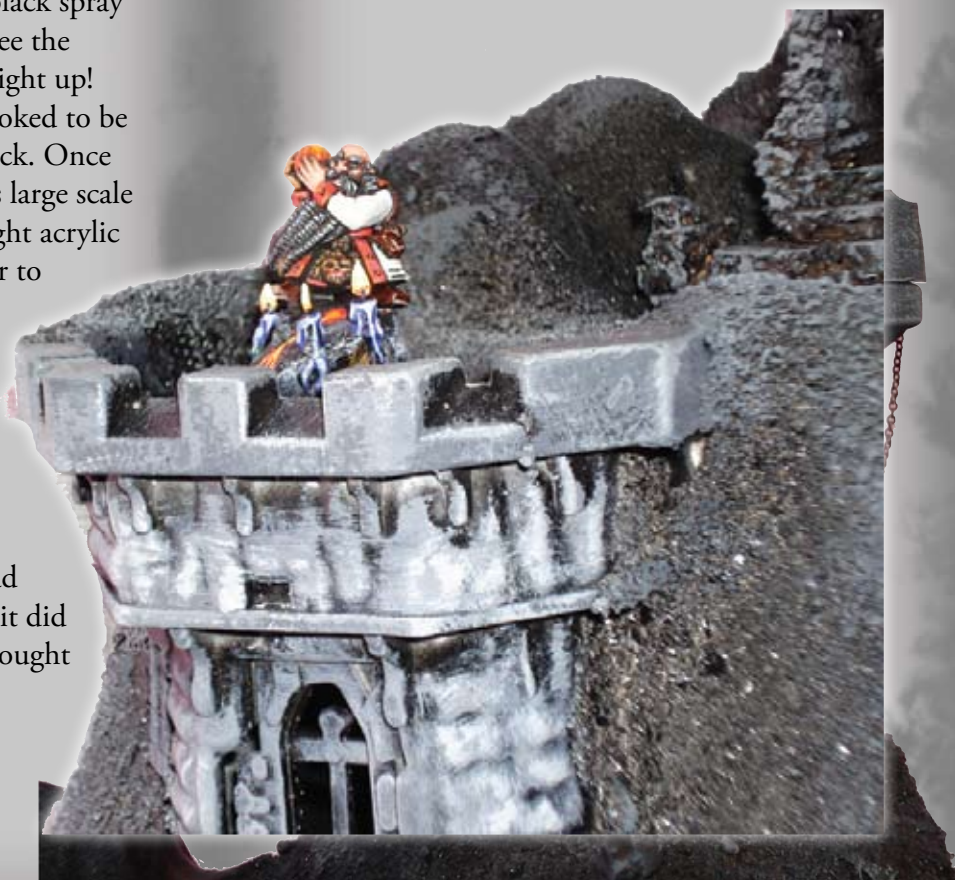
gal). - *A little late now don't ya think? Willmark.* Anyways, I covered almost the entire surface area (non-plastic pieces) with sand. This needed a long time to dry as well, but it was worth the wait in the end.

Next it was time for painting, and let me tell you, I dumped about three cans of black spray paint onto this before you couldn't see the sand colour anymore... it sucked it right up! But it was all worth it, and things looked to be coming together once I saw it all black. Once dry, the majority of the painting was large scale dry brushing using dollar-store-bought acrylic paints mixed to varying greys, lighter to accentuate the higher areas. For the Lava, I literally DUMPED a bottle of red acrylic paint and let it slide down the mountainside, and fill up the riverbed. This took forever to dry, but to get done in time for the contest and for the Supplement submission deadline, I did what I had to, and I think it worked out. Once it did dry, dry coats of oranges and reds brought the lava to life.

Having found myself with a bit of spare time before the deadline, I

created some modular pieces: rocky structures made from stacked corkboard, a couple bridges from plastic bits, and a cut up long base, and a few other conversions such as the torches from another of my YouTube videos.

The project was certainly done in a rush, to be completed in time to make the deadlines, and it was done with mostly a video presentation in mind. As such, the finer details aren't necessarily as polished as I might like, but all in all I am happy with the result, and appreciate that I received from the CDO community. The scenery provided me an excellent way to get Chaos Dwarfs onto YouTube, and feel like I was able to give something back, in thanks for all the hard work many others have put into this fantastic hobby and army.



AVANGARS OF WAR



AN INTERVIEW WITH FELIX PANIAGUA

BY GRIMSTONEFIRE AND XANDER

Firstly I want to say thanks Felix for answering some questions for us here on Chaos Dwarfs Online.

My pleasure! I am very glad to contribute to such a cool and professional magazine and I thank you so much for giving AoW some room in this issue!

Let's begin by your choice of model. You have a fair range of fantasy archetypes now for your Avatars of War range, what made you decide to sculpt an 'evil Dwarf'?

I have always loved the idea of dwarfs being tempted by the dark side of things... and it is an idea that has been somehow not very used, maybe because of the fact that dwarfs are stronger in will and tougher than men, but even this way I have always thought that their greed for treasure and their sense of pride (some would say arrogance), makes the dwarfs a good race to have an "evil" version.

Apart from that, I very much like sculpting dwarven armours, as they are one of the most talented crafters in all fantasy settings I know of (and the Darklands isn't an exception), which gives you room for sculpting some very cool heavy armour and helmet on a dwarf model; add to that an evil twist and I believe it is a very desirable model to design and sculpt!

Tell us a little about "The Devourer"; Chosen of Drakojia. What was your inspiration behind this model?

In the world of the Avatars of War, the Darklands setting, Drakojia is a very powerful and evil entity; he's one of the Gods of War, particularly the God of Chaos. He looks like the cross of a mastodon and a dragon. He's known by many names, the Lord of Aberrance, The Devourer, ... different races call them in different ways; I won't enter here into details on his background, if you are curious you can find complete Darklands information in the Arena Deathmatch rulebook which you can download for

free on our website.

Well, the Gods of War look to recruit heroes for their personal godly war, converting them into the Avatars of War. This Dwarf Lord of Chaos is one of Drakojia's chosen heroes to become an Avatars of War.

Inspiration was fairly straightforward:

- The concept, a hero chosen by a God of Chaos, has an origin in (Michael Morcock's) Elric of Melnibone novels, who first introduced the idea of Chaos Gods and chosen characters of those Gods of Chaos. Actually the concept behind the Avatars of War is as well heavily influenced by Elric: his sword, Stormbringer, drains the souls of those it slays and gives part of their life force to Elric himself, which is very similar to what the Avatars of War do when confronting other Avatars.

- The look of the figure, is based on the classical look of a "black knight" or "dark warrior", plates with skulls, ... but with a dwarven look (a lot of intricate detail to show the extreme craftsmanship of dwarves. Most of the ideas were collected from the feedback received in the Avatars of War forums by many enthusiasts forum members who I thank a lot for their contribution to the final look of the miniature: for example, the claw on his left shoulderpad is an idea from one of the AoW forum members. The "Talon of Drakojia", the God of Chaos icon.

How long do you think this miniature took to sculpt?

It took ten full work days (that is about 80 hours).

Some sculptors prefer to work to concept sketches whilst others just go with the flow, what is the process you use generally for sculpting?

I do not like working from a predefined concept art. I start with a very clear idea of the overall look of the figure, but most of the detail and ideas that finally make it to the final sculpt come as the sculpting process is going on. I really believe

working from a concept art is restricting if you are designing your own stuff. Of course, when I was working for other companies, most of the time I did sculpt from predefined concept art, but now that I sculpt for my own company, I love the fact of having more freedom, and the fact that as the figure evolves, new ideas come to mind, which many times are simply much better than the ones I had at the start.

Also, I very much like sharing the designing process in the Avatars of War forums, and this would be incompatible with working from a predefined sketch.

Which parts of the miniature were the hardest to do, and are there any parts you were especially pleased with?

Hardest thing to design and sculpt was the helmet, and it is the one I am more pleased with!

What sort of environment do you work in, and are there any special tools or equipment you use to help you in your sculpting?

I have my own studio in the Avatars of War premises.



The main tool I use is a dental tool called Wax5, together with a couple of self-made tools and two different sizes cone tip clay shapers.

Were you a fan of the old 3rd edition Chaos

Dwarfs miniatures seeing as how most of them were also in plate armour?

Yes, I liked them a lot. They were so cool! I also liked the Marauder ones a lot.

4th and 5th Edition Warhammer brought about the 'Big Hat' era of Chaos Dwarfs, whilst the 6th Edition Warhammer reinvented the range with the Hellcannon crew. Of all the editions of Chaos Dwarfs which is your favourite and why?

Definitely the third edition ones. They really fit into my idea of how an evil dwarf warrior looks: to a normal classic dwarf warrior, but with some elements and details on it that make him look evil.

'Evil Dwarfs' seem to be really under-represented as a race from all producers of miniatures compared to Dwarfs, Elves, Orcs etc. Do you have any thoughts on this?

Well, there is a version of evil dwarfs in most fantasy settings: D&D, Warhammer, Rackham, AoW, ... However, in effect, they are not as represented as the main generic fantasy races like Orcs, Elves, dwarfs and the like. I suppose it is just the fact that it is not a "mainstream" race, thus, even if appearing in most fantasy settings, they do appear occasionally only.

If miniature companies like Games Workshop or Privateer Press (Hordes) were to produce a full army range, what would you hope to see in it?

I have never liked the Babylonian based look for Chaos Dwarfs, so if GW was releasing new Chaos Dwarfs I'd like them to be similar in style to the 3rd edition ones, of course J; 3rd edition ones put to date. The babylonian beard style looks cool though, they could indeed keep that but throw away the big hats! Definitely the Hellcannon ones are in a better direction, in my opinion.

If PP was making evil dwarfs for Hordes... it is very difficult to think how they would look, as PP is very original in their concepts. Some blighted dwarfs could look great indeed!

MORDHEIM



By Vexxus

INFORMER

"For those imprisoned in the foundries of Zharr-Naggrund, the fires of industry burn night and day. There is little reward for a spy, only deceitful promises of freedom. Lies are enough to motivate these treacherous informants into betraying their own kind for small dispensations..."



By Grimstonefire

BLACK DWARF

"These resentful creatures toil in the forges of their city stronghold. To boost the production of weapons and Chaos armour in the foundries they set out on expeditions armed with blunderbusses to bolster the labour force kept shackled in pits beneath the earth."

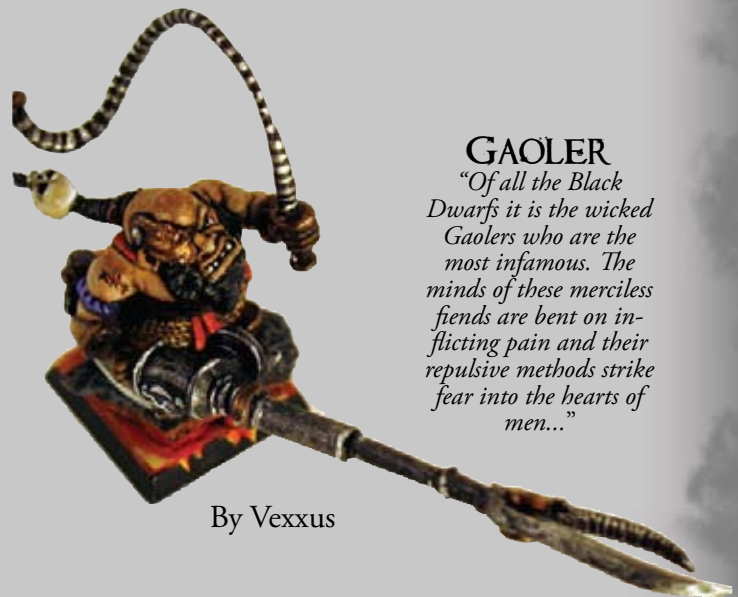


By Snotling

SORCEROR

It is the Priests of Hashut who administer insidious edicts on behalf of the Chaos Dwarf race. This includes orchestrating trade agreements with the savage Northmen and Ogre tribes.

From out of the Dark Lands they frequently lead warbands to plunder the Silk Road."



By Vexxus

GAOLER

"Of all the Black Dwarfs it is the wicked Gaolers who are the most infamous. The minds of these merciless fiends are bent on inflicting pain and their repulsive methods strike fear into the hearts of men..."



By madgrotbob

PRISON WAGON

"The Chaos Dwarfs lock up their victims in an armoured wagon. This 'prison on wheels' is used to transport captives back to the Dark Lands to feed fuel to the furnaces or be sacrificed to Hashut..."



HOBGOBLINS



By Clam



By Willmark



By Kyte



By Xander

Thin, sneaky, hunched and wholly untrustworthy is the best way to describe these loathsome creatures. Chaos Dwarfs utilized them as scouts and warriors, and just as often as cannon fodder in their wars... Still they have their uses...



By Iamahobgoblin

HOBGOBLIN WOLFRIDERS



By Ishkur Cinderhat



By Willmark



By Ross Lionheart



By Gecklian
(Now Xander's!)



By Iamahobgoblin

Fleet of paw, these raiders scout out the flanks and rear of the enemy formations and strike where they are least expected. Ambush being a prime tactic of the hobgoblins and the wolfriders are experts at it.



By Ishkur Cinderhat

HOBGOBLIN WOLFRIDERS

All Minis by Bassman



BLOOD BOWL

CHAOS DWARF STAR PLAYERS ONE FLUFFY AND ONE HARD AS NAILS BY GAIXO AND WILLMARK

Last issue Gaixo brought us an excellent article on putting together a Chaos Dwarf team and using it on the pitch (*"Maiming Isn't Everything ..."* -be on the lookout for the follow-up in Issue #4). So in this issue we take a look at two of the Star Players that a budding Chaos Dwarf coach can hire to give his team some extra muscle. Not only are they cool, but entirely "fluffy" in that they echo units from the Chaos Dwarf army list.

Unlike most Blood Bowl players, who are added to your team on a permanent basis once hired, Star Players only join your team on a one-off basis. The cost listed for each of them represents their fee to play a single game. Because of these exorbitant costs, Star Players are most often seen in games in which one team is worth significantly more than their opponent. As a handicap, the less costly team receives extra Gold with which they may purchase bribes, extra medical staff, and various other forms of extra help. Star Players are one of the most expensive forms of inducement, but can also be the most effective. Of course, you can always hire Star Players using your actual team funds, but most coaches won't have that much discretionary Gold in their treasury.

So what makes Star Players worth their high costs? Star Players are a step above the "grunts" who inhabit your team and can make up for any deficiencies your team may have, whether it's a lack of skills or numbers or both (*As a Halfling coach I know about all of these problems first hand-Willmark*). There are two main issues with Star Players, however. First, any team that finds itself relying on Star Players on a regular basis is failing to respond to weaknesses in their squad through the development of players on the permanent roster. This leads into number two: if an opponent is lucky enough to knock them out or

severely injure them, your large investment can be quickly lost, exposing the original weaknesses in your team. This is exacerbated somewhat by the fact that Star Players cannot use the team apothecary, but at least the majority of Chaos Dwarf Stars are extremely resilient.

Chaos Dwarf teams can hire the following Star Players: Grashnak Blackhoof, Hthark the Unstoppable, Morg 'n' Thorg, Nobba Blackwart, Rashnak Backstabber, & Zzharg Madeye.

This article is going to focus on two Stars: Zzharg Madeye and Hthark the Unstoppable. As the title of this article notes they are cool and entirely fluffy!

Zzharg Madeye

Team: Chaos Dwarf

Cost: 60,000

MA	ST	AG	AV
6	5	2	9

Skills: Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull



Mini By Gecklian

Zzharg is definitely not the best Star Player you can hire for your Blood Bowl team, but he may be one of the coolest and his blunderbuss definitely makes him the fluffiest. With the aid of that blunderbuss Zzharg can fire the ball anywhere on the field (represented by the Hail Mary Pass skill). While this isn't necessarily a reliable tactic, it does give you the option for a desperation play. There are only two Star Players that have this skill (Barik Farblast of the Dwarf team being the other), so the chances of your opponent having much experience against this sort of trick play will be small. This isn't to say that they won't be familiar with the skill or have any experience in playing against it, just that it's likely to be something they haven't encountered (and defended against) on a regular basis.

Another option is to just use Zzharg as an extra Blocker. While he doesn't have the Block skill, he does have ST 4, making him as strong as a Bull Centaur. He's also one of the cheapest Stars, costing only 60,000 Gold per game. The reason for this low cost, however, is Zzharg's biggest downside. He has the Secret Weapon skill, meaning that he will be ejected after only one drive. This isn't as bad as it sounds, however, as his situational usage means that he's most likely to see action on a long offensive drive or on a desperate last-minute play. Just save him for when you really need him and Zzharg can be a relatively cheap game changer.

Hthark the Unstoppable

Team: Chaos Dwarf
Cost: 310,000

MA	ST	AG	AV
6	5	2	9

Skills: Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull



Mini By Mikkel Nyboe
@ <http://www.gurer.dk/>

What can be said about this guy? Lots. Hthark is the best skill player the Chaos Dwarfs have and easily one of the best Star Players in the game. Aside from the ubiquitous Morg 'n' Thorg, you probably can't hire a better Star Player for the Stunties from Zharr-Naggrund.

One great strength of Hthark is...his great

Strength! With a ST of 5, Hthark will require the opposing coach to expend a great deal of energy to bring him down, and with his top tier AV of 9, once he's down, he's unlikely to be hurt. Thick Skull only adds to his resilience, giving him a 50% chance of avoiding KOs.

A good use for him is to blow holes wide open in the opposing team's formations and break into the backfield. Basically, he is your rapid response guy. Send him to where he is needed and he can deal with almost any situation that arises on either side of the ball. His high movement combined with the Break Tackle skill will allow him to cover a lot of ground, and the Juggernaut skill ensures that no one will stand in his way once he gets there.

There are some weaknesses to Hthark, though. The single biggest is his Agility of 2. My advice for any new Chaos Dwarf coach is not to use him to carry the ball, but as a tank to bash in the face of anyone who entertains fantasies of harming your ball carrier. This is actually for the best, as you don't want to waste touchdowns (and the experience that comes with them) on a player that is leaving the team as soon as the game is over.

Lastly, keep in mind that for a cost of 310,000 GC, Hthark is not cheap. In fact, he is up there with some of the most expensive players available. As with any Star Player, though, if used correctly he can be invaluable.

CHAOS DWARF TEAMS

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Hobgoblins	40,000	6	3	3	7	None	G	ASP
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Grashnak Blackhoof, Hthark the Unstoppable, Morg 'n' Thorg, Nobbia Blackwart, Rashnak Backstabber, Zzharg Madeye



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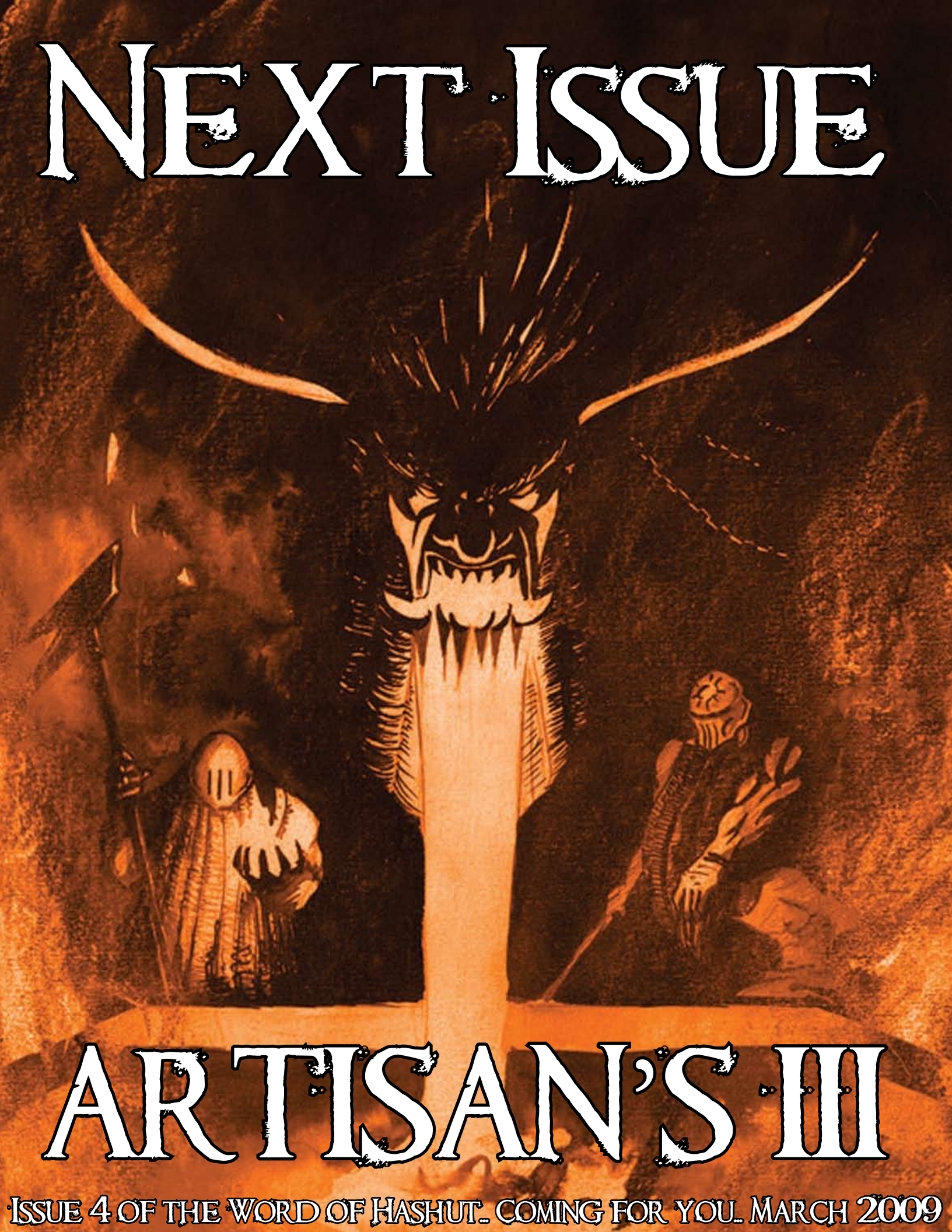
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