

INSIDE Battle Report · Golden Hat #8 · 'Eavy Hat · Fan Fiction



CDO

THE WORD OF HASHUT

NO.4 — SPRING 2009

WARHAMMER



MORDHEIM



BLOODBOWL



THE UNOFFICIAL FAN-MAGAZINE FOR CHAOS DWARF GENERALS
WWW.CHAOS-DWARFS.COM



This quarter's incredible cover is brought to us by our very own Ishkur Cinderhat. This has a special story, I was expecting something black and white and he came up with this! Hats off Ishkur!- Willmark

THE WORD OF HASHUT

NO. 4— SPRING 2009

WWW.CHAOS-DWARFS.COM

EDITORIAL

Supreme Overlord of WoH: Willmark
Editing Goddess: Sojourn
Content Editor: Cornixt
Submissions Coordinator: Servius

PRODUCTION

Graphic Design Willmark, Xander Servius
WoH Logo Design: Willmark, Xander
'eavy Hat Logo Design: Xander

ARTWORK

Cover Artist: Ishkur Cinderhat
Artistic Slaves: Baggronor, Grupax, Grimstonefire,
Igorvet, Ishkur Cinderhat, TwilightCo, Xander
(Barbarus & Kabusa from Grimstonefire's PDF
armybook).

WRITERS

Ancient History, Bassman, Baggronor, Cazgar,
Cornixt, Gaixo, Ghrask Dragh, Grotsnik, Method,
Thommy H, Wallacer, Willmark

DISCLAIMER

This webzine is completely unofficial and in no way endorsed by Games Workshop Limited.

Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Darkblade, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Forge World, Games Workshop, Games Workshop logo, Golden Demon, Great Unclean One, GW, the Hammer of Sigmar logo, Horned Rat logo, Keeper of Secrets, Khemri, Khorne, the Khorne logo, Lord of Change, Nurgle, the Nurgle logo, Skaven, the Skaven symbol devices, Slaanesh, the Slaanesh logo, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tzeentch, the Tzeentch logo, Warhammer, Warhammer Online, Warhammer World logo, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer world are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2007, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

The Word of Hashut, Chaos Dwarfs Online and CDO is the property of CDO. Unless otherwise noted material is in short, ours. If you want to reproduce or host some of the material contained within please contact the staff @ www.chaos-dwarfs.com - 2008 (C). This webzine is a free publication, no money is allocated for advertising in any form. Any advertisements contained within are for non profit.

Contents

Front Cover: Ishkur Cinderhat
Page 3: Credits and Contents
Page 4: Editorial- Willmark
Page 5: Upcoming Events & Slave Pen
Page 7: Community Awards 2008 winners

Earthshaking Cannon

Page 8-9: Ancient History

Page 11: 'eavy Hat

Page 12-16: Golden Hat VIII Winners

Testament of a Dawi-Zharr

Page 17: Member Spotlight- Kera Foehunter

Page 18 & 19: 'eavy Hat

Runes of Hashut- Member Fiction

Page 20-23: Fan Fiction - Dark Testament Part IV- Thommy H

Page 25-27: The Secret Within Part I – Grotsnik

Page 25-27: Rewards for Contributing to Chaos Dwarfs Online- Willmark

The Barracks of Zharr Naggrund- Rules Analysis & Army Composition

Page 28-29: Hobgoblin Bolt Throwers- Willmark

Page 30-31: Hobgoblin Infantry -Cornixt

Battle Report

Page 32-37: Bretonnians vs. Chaos Dwarfs- Method

The Artificers' Anvil- Rules Development

Page 38-39: Immortals - Thommy H

Page 40-43: Lore of Hashut - Thommy H & Willmark

Diabolic Furnaces- Hobby Section

Page 44-45: Making your own Bolt Throwers- Bassman

Page 47: Artisan's Contest III winners

Page 48-53: Making your own Hell Cannon- Cazgar

Page-54: 'eavy Hat

Page 56-57: Mordheim- Prison Wagon- Astranagant

Page 58-60: Lizardman Armybook Review- Wallacer

Page 60-64: Wiki how to- Ancient History

Page 60-64: Sbmissions Guidelines- Willmark

Page 66-71: Bloodbowl - Gridiron Grind- Gaixo

Page-72: 'eavy Hat

Page-74: Free Advertisments

DECREES FROM THE SUPREME OVERLORD OF WOH

So far this has been the toughest editorial to write to date. I'm having an easier time gathering my thoughts for the editorial for Issue #5, which is barely into the early planning stages at this point. No joke, I nearly have that one done, this one however remains elusive.

Why, you might ask? Well for starters this is the 8th time I've written this. The previous editorials came together so easily, this one, not so much. The events of February/March have been one of the most difficult times on the site, for me as well: a great deal of upheaval and turmoil, I am not unmindful that many will point the finger my way. Could or should I do better? Sure, anyone can strive for that, as I should.

We had a great year by any number of measures in 2008, but with that we went through a tremendous growth spurt last year, sometimes at a cost. While we would wish for it to remain forever a comfy and homey, small place on the web...unfortunately it can't. Even if the movie is not the best some of the ideas are; which movie am I referring to? Any Given Sunday: "You know when you get old in life things get taken from you. That's, that's part of life. But, you only learn that when you start losing stuff. You find out that life is just a game of inches (*and as Sojourn notes, so is Warhammer!*) So is football. Because in either game, life or football, the margin for error is so small. I mean one half step to late or to early you don't quite make it. One half second too slow or too fast and you don't quite catch it".

So what does this have to do with us? Plenty. Perhaps we were too complacent, took too much for granted. Perhaps we need the reminder of what is important, before it's gone, before its too late. Perhaps no more so than me.

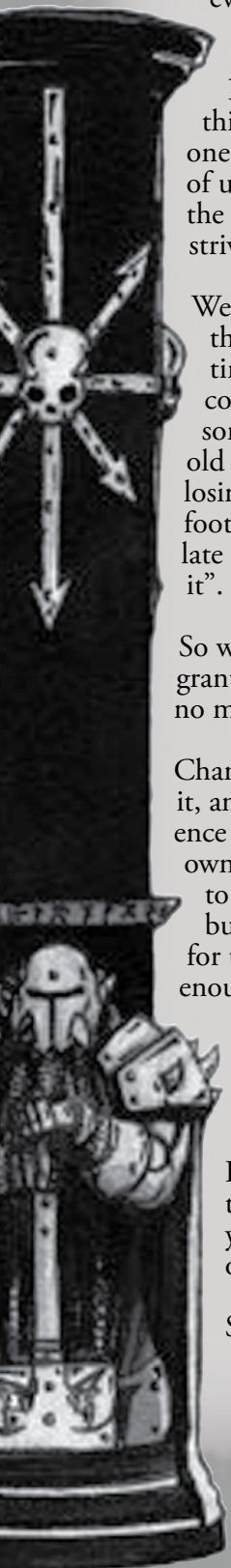
Change is inevitable, whether we like it or not, it's how we perceive that change and how we deal with it, and each other that matters. The Staff are dedicated to bringing you, the community, the best experience possible. For my own part I'll try to be a better Administrator, and that isn't always easy. For my own part, as I told a long time member, I try to make it a point to regularly view everyone who joins, to at least be familiar with your name or something you may post. I can't reply to everyone personally, but know that I'm watching, hoping you bring great things to the site. So perhaps that is my mission for this year, less the Sith Lord that some take me to be, more the Admin you all want me to be. Fair enough? So hopefully the air has been fully cleared and it's full steam ahead for Chaos Dwarfs Online!

On to happier thoughts: Golden Hat VIII... are you kidding me? 28 entries! We blew past the record that Golden Hat V had established. And the winner... it doesn't get any better than that: STOMP!

Lastly I hope everyone is looking forward to Issue #5; why is this one so important you say? Well take a guess...it will be one year since the launch of the Word of Hashut of course! Seems like just yesterday. All I can say is that if we pull it off as we are planning... crowning achievement will take on a whole new meaning.

So until Issue #5 and the first anniversary, keep your wolfriders charging in the right direction!

WILLMARK



UPCOMING EVENTS

ARTISANS CONTEST IV

Spring 2009

GOLDEN HAT IX

Summer 2009

CHAOS DWARF MEET—UP GAMESDAY TORONTO

Saturday, June 20th 2009

THE WORD OF HASHUT ISSUE 5 — SUMMER 2009

Saturday, June 27th 2009

NOTE

As always all dates
subject to change.

By GeoOrc



THE SLAVE PEN



Dear, Slave Pen,
Why is it that male chaos dwarfs don't have better
footwear?

Signed,
a footwear fashionista from the forum

*Youz askin me questionz of da big bosses? The reason
dem stunty gitz gotta dem big bootz is sooz they kicka
uzz ladz but good when wezz doing sumfink we notta
to do, rulez inforzments or somethin'*

Dear Slave Pen,
How come there is no Queen of the Chaos Dwarfs?

Signed,
One of the 4 females on the site

*Deem hardz stunty shamans makez da rulz de some
hardz gits they are! The biggest and baddests of da
stunty bosses blastz doz that don't lizen to him right
good. Of corze heze a 'half stone now, sermze um right
for blasting to lads with magikcs (looks around, for
chaos dwarfs) Female stuntiez? Don't know, never seem
'um.*

Dear Grammatically challenged ones,
A few issues back it was asked how come
they have slaves, er... hobgoblins answering
letters. Your responses while amusing, did not
answer the questions all that well.

Signed,
Still waiting for answer

*Huh? Whaza mean with gram'axa challenze?
Demz the fightz those big ogrz with za guts of
flab getz into and run in circles in da pitz.*

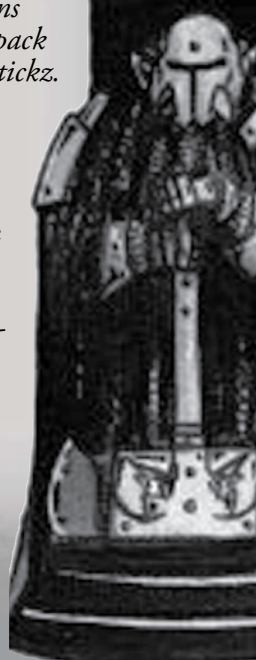
Dear little Greenies who know next to
nothing,
How is it that the Emperor of Chaos Dwarfs
Online gets his own section in the webzine?
Who gave him that power?

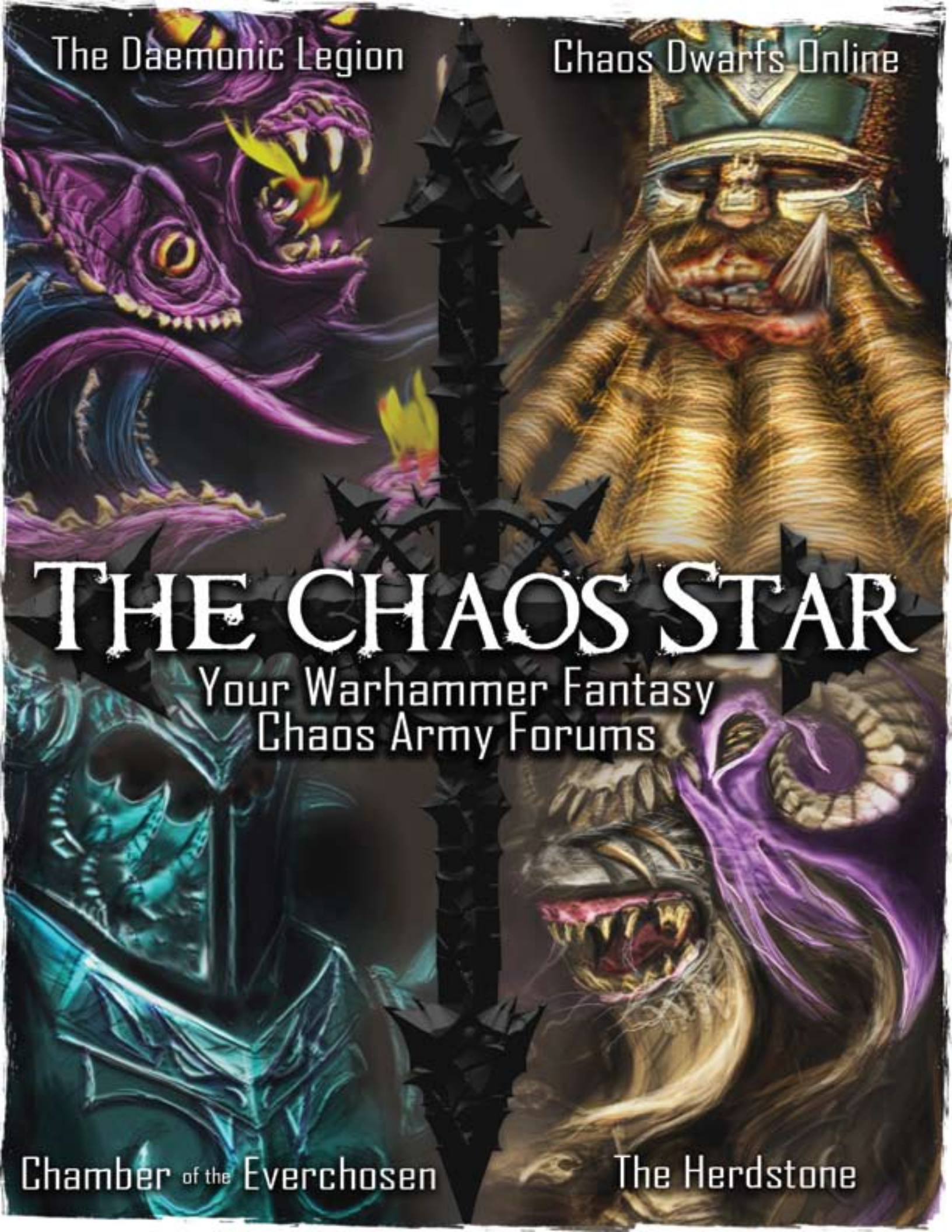
Signed,
A rebel to the cause

*If there iz a harderz stuntie lordz then da big
boss gitz Willmark itz a da overlordz Xander,
Dat gitz scare me but goodz. Rumor amongz
da ladz is that he is da onez reponzable for
da ladz very lives. We make no movez agains
dat hard stunty not evenz if wez hav'o big pack
'o ladz with doggiez and riders wiz many stickz.
(looks for Xander and whispers): I heard
hez 'knoz the locationz of where dat gitz
Tallhat is buried tooz...*

Got a question or comment for the Slave
Pen? Send them in via Private Message(s)
to either Servius or Willmark on the
forums and our intrepid gang of hobgob-
lins will endeavor to answer them!

You might want to use small words how-
ever... after all, you know how hobgob-
lins are.



The background of the entire page is a collage of Warhammer Fantasy Chaos Army artwork. In the top left, a purple dragon-like creature with yellow eyes and a flaming mouth is depicted. In the top right, a large, golden, horned Chaos Dwarf face is shown. In the bottom left, a teal, metallic, skull-like structure is visible. In the bottom right, a purple dragon's head with a large horn is shown. A central, dark, spiky tower or structure runs vertically through the middle of the page.

The Daemonic Legion

Chaos Dwarfs Online

THE CHAOS STAR

Your Warhammer Fantasy
Chaos Army Forums

Chamber of the Everchosen

The Herdstone

COMMUNITY AWARDS 2008

As a wrap up to the 2008 Community Awards I figured that it would be appropriate to share some of the reasons as to why those who won were nominated. Who submitted the responses is irrelevant, the comments however are not. Below you will find some of the comments made by members of the community.



Best Attitude- Kera Foehunter

"Kera yet again is the friendliest and encouraging member we have. Says it all!"

"There seems to be no stopping her and she's active in the promotion of fresh ideas and the morale support of her fellows. Despite entering many GH's and not coming anywhere close to winning by votes, she keeps trying and trying. She's everywhere at all times and never seems to be down. The list goes on..."

"Never has anything bad to say".



Best Hobbyist- Tjub

"For his the excellently crafted army".

"He is an up and coming great hobbyist, that will ascend to the ranks of the greats here on the site".

"This says it all really: <http://www.chaos-dwarfs.com/forum/showth...p?tid=3630>".

(For more of Tjubs awesome stuff see page 14- Willmark).



Best General- Swissdictator

"My suggestion is that Swissdictator good for this award, because he is very busy a makes many posts and comments in relation to the gaming aspect of the hobby. In addition he won 3 battles at a tournament at his GW Shop".

"Representing on the tournament scene (and reporting it afterwards)".

"Tournament showings".



Best Contributor- Willmark

"It's no small feat organizing the Word of Hashut, and his replies generally have always been good, encouraging or both".

"For getting Word of Hashut off the ground and making it a success. Condensing CDO into one publication like that is no mean feat and has done an awful lot to raise awareness of Chaos Dwarfs across the internet".



Best Overall Member- Willmark

"Willmark cause he is omnipresent, always friendly, a brilliant painter and good (much, much, much better than me!!!) sculptor and, and, and ...".

"Although I've incited ire in his soul, he does a lot - A LOT - for the CD community, from promoting us indirectly through other websites, to the thankless tasks of getting T-shirts made and shipping them to punks like me across the globe".

"Because I think Word of Hashut has been pretty much the most significant thing Chaos Dwarfs Online has done in 2008, and he was a runner-up for every other category (well, maybe not General...) too in my eyes".

EARTHSHAKING CANON

THE TRAIL OF HASHUT BY ANCIENT HISTORY

The first mention of Hashut appears in the seminal article Chaos Dwarfs by Rick Priestley, in White Dwarf #161. Previous to this, the Chaos Dwarfs were mutants, renegades, and champions of the Ruinous Powers, particularly Khorne, as presented in the supplements *Slaves to Darkness*. Hashut, as imagined and presented by Priestley, proved to be a critical aspect of the re-imagining of the Chaos Dwarfs as their own unique race, army, and model range.

Other than Chaos Dwarfs and the articles that followed it, which were later collected as the army book *White Dwarf Presents: Chaos Dwarfs*, mentions of Hashut are scarce. The *World of Warhammer*, a lavishly illustrated “official fluff” book, adds little detail—in the Chaos Dwarf entry it confirms that the Sons of Darkness turned away from the veneration of the Ancestor Gods and that Hashut as a unique deity; in the Chaos entry it suggests that Hashut may be nothing more than an alias for Tzeentch, the Changer of Ways.

Nothing else substantial is mentioned of Hashut for years (the seventh edition of *Warhammer* rulebook describes Hashut as “bull-headed”) until the Black Library published the first book of the *Liber Chaotica*, the *Liber Khorne* by Richard Williams, which raises questions about Hashut’s resemblance to the Juggernauts of Khorne. Most recently, Hashut is mentioned twice in passing in *Warriors of Chaos*, once as the god of the Chaos Dwarfs and once in a battle site on a map called “The Trails of Hashut.”

The Nature of Hashut

In *White Dwarf Presents: Chaos Dwarfs*, Hashut is presented as an evil god, a Chaos god, uniquely associated with the Chaos Dwarfs, who call him the Father of Darkness and themselves the Sons of the Father of Darkness. Hashut is the god of the Zharr-Naggrund, the City of Fire and Desolation, and the pinnacle of the ziggurat-city is the Temple of Hashut, and at the top of the temple is an iron

statue of Hashut, its hollow belly a furnace fed by coals until the entire statue is red-hot.

Hashut is described as bull-shaped in, and the creatures of the Chaos Dwarfs reflect this. *World of Warhammer* tells us that Chaos Dwarfs rarely develop bull-like mutations, including horns, tails and



cloven hoofs. During the Time of Chaos when the Chaos Dwarfs were first mutated, some gained the lower torsos of bulls, becoming the Bull Centaurs. These rare creatures are unable to wield magic, but are devoted worshippers of the Father of Darkness and serve as the elite guard of the Temple of Hashut. The Chaos Dwarfs believe that others of their number were transformed entirely into gigantic red bulls with dragon-like wings; the Great Tauruses. The Red Bulls of Hashut are considered sacred to the deity; stabled in great pens beneath the Temple of Hashut. The Lammasu is thought to be a rare mutation of the Great Taurus, and in addition to the mighty bull body has a massive ugly head with the curving tusks and thick beard of a Chaos Dwarf.

The *Liber Khorne* specifically noted the resemblance of Hashut to the Juggernauts of Khorne as metal, bull-shaped entities with burning blood. The relationship between Hashut and these daemons of Khorne remains obscure.

Hashut the Chaos God

White Dwarf Presents: Chaos Dwarfs describes burning altars and bloodthirsty rites, victims sacrificed by being thrown into cauldrons of molten iron or roaring furnaces, and these are the province of the sorcerer-priests of Hashut. The Chaos Dwarf Sorcerers are the high priests of Hashut, and it is written that Hashut's power flows through them. It is a subtle but important distinction that in the Warhammer Fantasy universe, wizards who follow the Chaos gods are known as sorcerers (the most recent reference is on p.106 of Warriors of Chaos). While a minor point of grammar, it serves to reinforce the fact that Hashut is a Chaos god.

It is worth pointing out that even into the current edition, all gods in Warhammer Fantasy ultimately derive from Chaos, as explored in the 3rd edition supplements Realms of Chaos and the more recent Liber Khaotica, with the four Ruinous Powers (Khorne, Nurgle, Slaanesh, and Tzeentch) being the most powerful and prominent, but with lesser deities as well. Indeed, the same gods sometimes going under different names, which is why Worlds of Warhammer makes the suggestion that Hashut may be but another identity for Tzeentch—although nothing else in the literature supports this assertion.

The Origin of Hashut

There is no explicit fictional origin ever given for Hashut in Warhammer Fantasy; all that is known from Chaos Dwarfs is that the Chaos Dwarfs began worshipping him around -3,500 I.C. (Warriors of Chaos gives this date as -c.4,000 I.C.). However, the real-life roots of Hashut are relatively simple: the bull-imagery and the methods of sacrifice are highly reminiscent of Moloch (also Melech, Ba'al, Bel-Hammon, etc.), a Levantine deity represented by a bull or bull-headed man and mentioned in the Bible and Qu'ran.

Various religions and cultures demonized the worshippers of Moloch, with Greek and Roman propaganda of Carthage described how children were sacrificed to a bronze or brass statue of Moloch, which was heated or contained a brazier of some sort in which the sacrifice was burnt alive (ref. Plato's Republic). Later sources propagating the idea of Moloch as a brazen, bull-figure include Milton in Paradise Lost, and Colin de Plancy in his Dictionnaire Infernal.

Uncanonical—but Interesting!

Related Warhammer products have little to say about Hashut, and are not canonical, but may be

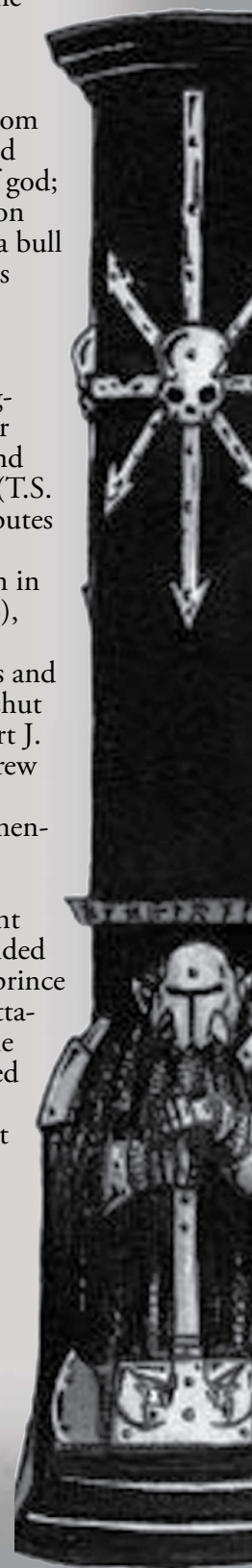
interesting to readers.

In the Warhammer novel Palace of the Plague Lord (C.L. Werner) Hashut is known as “Dark Father” by the Norscans. Werner also paid homage to the Father of Darkness in the short story Meat Wagon (first printed in Inferno! #35, it can also be found in the omnibus Mathias Thulmann: Witch Hunter), where a Dwarf swears by “Hashut's bald beard!” a comment which has raised some interest in its implications.

The Blood Bowl Handbook mentions Hashut as god of the Chaos Dwarfs, whom some believe is a minor Chaos power and who others believe is a corrupted Dwarf god; and the greatest blessing he can bestow on his favoured worshippers is the form of a bull (which, in Blood Bowl, includes a Chaos Dwarf becoming a minotaur!)

The first edition of Warhammer Fantasy Roleplay was released before the re-imagining of the Chaos Dwarfs (among other things), but they are present in the second edition, first in the Old World Bestiary (T.S. Luikart and Ian Sturrock)—which attributes the rise of Sorcerers and bull-mutations directly to Hashut's influence—and then in Tome of Corruption (Robert J. Schwalb), which describes how the runesmiths of Karak Vlag were overwhelmed by Chaos and called out into the void for aid, and Hashut answered. The Tome of Salvation (Robert J. Schwalb, Eric Cagle, David Chart, Andrew Kennick and Andrew Law) also gives an exceedingly brief mention, only worth mentioning for completeness' sake.

For several years an apocryphal document floated around the internet which expanded on the origin of Hashut—as a daemon prince of Khorne. This document, which regrettably has a tendency to lose its title and the name of its authors, is an article by Alfred Nuñez Jr. and Anthony Ragan entitled Chaos in the Warhammer World, as part of a proposal for Hogshead Publishing (the publishers of Warhammer Fantasy Roleplay 1st Edition). Nuñez is notable for writing the WFRP1 sourcebook Dwarfs – Stone & Steel, and likewise developed this theory in his article on Chaos Dwarfs in the WFRP fanmagazine Warstone #27 (which is *really* uncanonical).





CHAOS DWARF CHARACTER ANALYSIS
ISSUE 5 JUNE 2009



HEAVY HAT

BLACK ORCS



By AGPO



By Willmark



By Loki

"The origins of the Black Orcs are shrouded in mystery, but some maintain they were created by the Chaos Dwarfs of the Dark Lands, perhaps so serve as slaves or warriors. Certainly, the Black Orcs' sturdy constitution would allow them to prosper in the harsh lands of the Chaos Dwarfs when lesser greenskin workers would perish".



By Zanko



GOLDEN HAT—VIII



1ST PLACE— ISHKUR CINDERHAT

"I built the beast from scratch using loads of fimo, plaster, styrene strips, green stuff and a few 40k bitz. I made all the parts for one leg, then reproduced these in resin. The fusileers are also 100% scratchbuilt. For the other crewmen I built the bodies and finished them with a few spare bitz. The mortar is just for decoration and because I felt the whole thing would seem to have too little firepower with only the riflemen on board".



GOLDEN HAT—VIII

2ND 
PLACE—
XANDER



"The inspiration for this Hellcannon model comes from the PC Video Game, Warhammer Online: Age of Reckoning, or WAR for short. In WAR, Hellcannons are referred to as Hellfire Cannons. There is a variant of the Hellfire cannon called the Tri-Barrelled Hellfire cannon <http://www.chaos-dwarfs.com/forum/attachment.php?aid=835> Re-translating the name back into Warhammer, I affectionately call the model the Tri-Fire Hellcannon. I modelled the entire conversion from the ground up, using plasticard and sculpting materials. I would often have WAR running, and would situate my character within the war machine so I could examine the model from all angles by rotating and zooming the camera. The model took two weeks to paint, and two to convert! I was very pleased with my second place finish. Work in progress pics can be found at: <http://www.chaos-dwarfs.com/forum/showthread.php?tid=4917>



GOLDEN HAT—VIII



3RD PLACE—TJUBS



"I'm not too fond of the old Chaos Dwarf rocket models, and the name Death Rocket gets me thinking of a WWII V2 rockets, so the choice was easy. After watching a few photos of historical launches gone bad, I got the feeling that you don't want to be there either when it goes up or comes down. And the Chaos Dwarf crew knows what to expect..."



GOLDEN HAT — III

GOLDEN HAT VIII
TOP 10 FINALISTS

ASTRAGANT



BORKA



DEML MORGANA



CLAM



GOLDEN HAT —

GOLDEN HAT VIII TOP 10 FINALISTS

MAUL



GRIMSTONFIRE



GRNDL



ALL ENTRANTS— GHVIII

<http://chaos-dwarfs.com/forum/showthread.php?tid=4651>

Alvarok
Loki
Zanko
orclord
demi_morgana
dedwrekka
Cryonicleech
tjub
Tarrakk Blackhand
Hazkar
Swissdictator
Borka
Borador
Kera fochunter
Arashi
the unheard one
Astragant
clam
Ishkur Cinderhat
Maul

Obsidian
Canix
Pyro Stick
Grimstonefire
Revlid
Xander
WhyNotCrashDifferently?
GRNDL

TESTAMENT OF A DAWI—ZHARR

— MEMBER SPOTLIGHT — KERA FOEHUNTER —

Hi my name is Michele, but I'm better known on the forums as Kera Foehunter! I am 22 years old and I am a second generation war-gamer. Why am I a pirate? Well it is in my blood. I love boating. My father was in the Navy and we moved around a lot. Where ever we moved we were usually close to water. So I did get to do a lot of boating since I own a canoe and kayak. When the weather is nice I am out in the water. I also have done some white water rafting. I am the youngest of 4, I have three older brothers. My dad, uncle, two of my brothers and myself love playing Warhammer games.

What do I like to do in my spare time? I love to cook and garden. I put a garden out every year. I also love to cook. Since I have moved back home I cook for my mom and dad a lot. I love making jewelry out of beads, but have gotten away from beading since I started building my army. I wanted to build my own army that I thought would look cool and I have been working on it for about a year now, and I'm hoping to have it done soon. I also have a lot of undone pirate figures to work on in Kera's corner. After I am done with these figures I might start with a few of the Ogres I have.; they are kind of cool looking. I might purchase some Orcs and make them into pirates also.



I have been playing the games for a few years. I have always played with the dwarf army. The



Kera herself

past year I have played a few times but right now I am trying to finish painting my army. I hope to play again in the spring. I like the Chaos Dwarfs because there are some evil ones, which I have picked up to complete my collection. I thought pirates would be cool too. I

also thought of doing a Nordic dwarfs war party.

I need to find out how to link all the armies together. My dad bought me my first group of clan dwarfs. Then I bought the 6th edition dwarfs. I love them because you could do anything to them. That's when I got hooked on the art side of Warhammer and using any type of the Warhammer 6th edition figures to make dwarfs.

I joined the Slayer Brotherhood http://s12.invisionfree.com/Slayer_Brotherhood/index.php? where I tweaked my skills and also did some contest. Then I found the CDO site. I lurked for a few weeks from time to time then I found a video to watch on the site. I liked the site and decided to join. And the rest of the story you know.



Some of Kera's WIP

HEAVY HAT

TJUB'S STUFF!



HEAVY HAT

BULL CENTAURS

By tjub



By Loki



By Border Reiver



By Border Reiver



By Maul



By Ubertechie



THE RUNES OF HASHUT

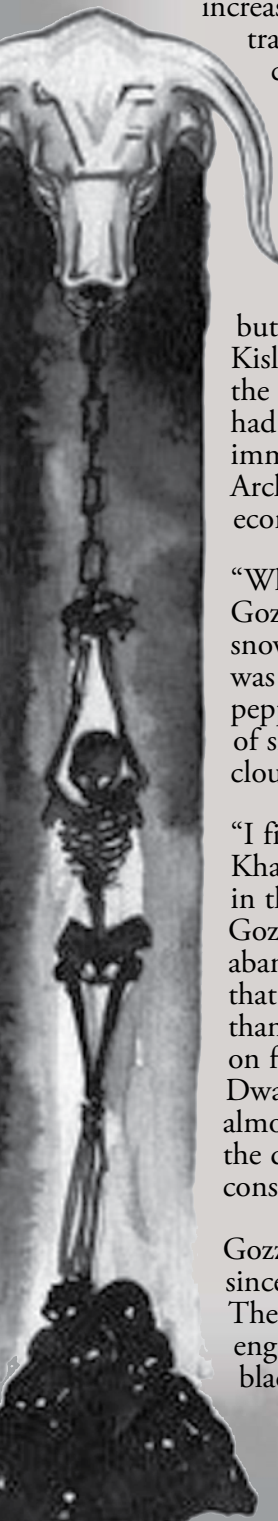
MEMBER FICTION

DARK TESTAMENT—

PART IV

ROADBLOCKS

BY THOMMY H



The climate – already cold and unpleasant – grew increasingly inclement the further the two travellers penetrated the mountainous country east of Kislev. They were climbing steadily now, fighting their way through snow-choked passes that had been abandoned in the wake of Archaon's invasion. In kinder times, the road would have been kept clear by a constant parade of caravans crossing the mountains to trade in the east, but the war had utterly shattered northern Kislev, pushing its remaining inhabitants to the edge of survival. Truly, war on this scale had further-reaching consequences than the immediate threats of death and destruction. Archaon had potentially crippled Kislev's economy for a generation.

"Why does anyone come this way?" Gozzadini complained as he trudged through snow that nearly came up to his knees. He was wrapped in thick furs which were now peppered with white flecks as another flurry of snow spiralled down from the leaden clouds above their heads.

"I find these conditions quite invigorating," Khazahrn replied with a small smirk. Earlier in their long trek, he had been forced to trail Gozzadini, but the mercenary had long since abandoned his mount – they had reasoned that the horse would be more useful as meat than a steed – and now they both trudged on foot, a situation that seemed to favour the Dwarf more than the Man. Though the snow almost reached his waist, he pushed through the drifts without pausing, kicking up a constant spray of white dust.

Gozzadini had grown increasingly gloomy since they had reached the mountains. The initial storm that had threatened to engulf them had thankfully swung south, blackening the horizon. Whenever they

crested a rise and were afforded a view of the sweeping peaks and valleys of the mountain range, they could make out dull flashes of lightning in the heavy clouds that seemed to blanket a hundred-mile swathe of land.

"The Garthors are fighting," Khazahrn had noted when they last paused to look at the storm-lashed mountains.

"That's just an old story," Gozzadini told him.

"Maybe in your country it is, but there are deadlier things than Goblins in these mountains, manling."

"I've no doubt there are, but it'll be a cold day in Khemri before we see Dragon Ogres in these parts."

Their long walk continued, with Gozzadini becoming increasingly taciturn and bitter while his Chaos Dwarf companion seemed to grow lighter in step with each passing mile. At times, the pass was totally blocked by snowfall or part of the mountain itself collapsing, and they were required to backtrack in order to find a way around the blockage. Increasingly, they were required to take detours and physically climb the rock faces. Gozzadini had imagined that Khazahrn would find this more difficult than he, but the Dwarf proved surprisingly agile, his thick fingers moving with uncharacteristic speed and agility as they clambered up sometimes-sheer walls of stone.

It was after just one such ascent that the mercenary rolled onto a ledge and flopped over onto his back. Khazahrn stamped his feet impatiently. "What's wrong, manling?"

"I'm exhausted. Let's rest here."

"Rest? It is still daylight. You do not want to be travelling at night in this weather – the wind will strip your flesh to the bone when the sun goes down."

Gozzadini sat up. "I don't want to sleep, I just want to rest." He pulled aside his furs and reached inside his satchel, pulling out a strip of salted horsemeat. He bit into the tough flesh and ripped off a chunk. "We need more food," he said through his mouthful,



Mini by Snotling

“this won’t keep for much longer.”

Below them, a landscape of undulating rock and ice stretched out. They were still climbing into the heart of the mountain range, but even here the view was astonishing. Looking back the way they had come, Gozzadini could almost see the plains of Kislev in the distance, but the other direction just revealed more mountains, heaped upon each other like lumps of firewood, waiting to burn.

“So, how far is it to...”

Gozzadini’s words died in his mouth as a black arrow fell from the sky and drove itself into the ledge, just inches from his foot. They both stared at the missile for a long moment, and then another clattered off the rock face behind them.

“We need to get off this ledge!” Khazahrn shouted.

“I know!” He leapt to his feet and gathered up his things quickly. He looked out in the direction from which the arrows had sailed and cursed himself for allowing them to stop in a position that was so exposed. In the distance, he could see a black speck arcing towards them. It was buffeted by the wind, and he knew there was no chance it could hit them from that distance, but he ducked back against the wall anyway and watched as the arrow bounced harmlessly away.

“Come on – you couldn’t move fast enough when we were climbing...”

Khazahrn grumbled as they edged along the narrow pathway that skirted the edge of the mountainside. His iron-shod feet were slipping on the ice and he nearly lost his balance a number of times, but Gozzadini made sure to catch him. Slowly, they inched their way back down to the pass, which had been blocked by a wall of rocks each bigger than Gozzadini. Another arrow hit the ground at their feet, barely missing the mercenary this time.

“There must be another one firing at us.”

“What makes you say that, manling?”

“That was much more accurate, even though we’re moving. Either the archer moved, or he has a friend.”

“How do you know he didn’t move?”

“He’d have to have covered a lot of ground very fast, that’s all.”

They reached the pass proper, ducking down as they tried to find cover in the narrow valley. The

arrows seemed to have stopped for the time being. Gozzadini drew his sword as he moved behind a rock and peered around, looking for their assailant.

“Do you see anything?”

“No.”

Gozzadini thought he saw something out of the corner of his eye, but when he looked up it was gone. He was breathing hard and he held onto the rock they were using for cover, trying to calm himself. He had been in hundreds of battles, but that wasn’t the same thing as being in an unfamiliar place, not knowing what was trying to kill you.

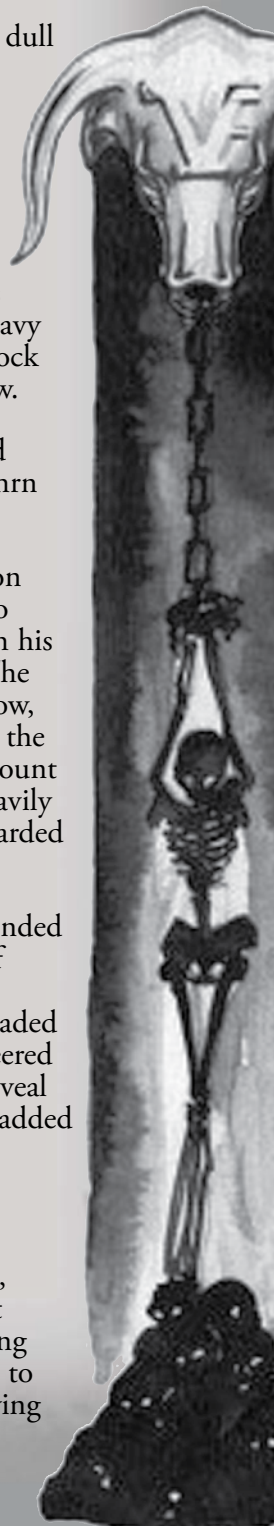
Suddenly, a dark shape blotted out the dull light above their heads and then was gone in an instant. Gozzadini looked up and then behind him. With a start, he stumbled back against the rock as he took in the great growling shape of an overgrown wolf. The creature clung to the cliff behind them, maybe ten feet above their heads. On its back was perched a small creature bundled in heavy furs. It was reaching into a quiver to nock another black-fletched arrow on its bow.

“Goblins!” Gozzadini cursed. He rolled away, diving behind the rock as Khazahrn stumbled after him.

The wolf jumped again, now landing on top of the very rock they were trying to hide behind. Gozzadini struck out with his rapier, causing the beast to shy back. The Greenskin tried to take aim with his bow, but Gozzadini threw himself aside and the arrow flew wide. The rider urged its mount down to ground level and it landed heavily on its wide paws as the Greenskin discarded its bow and drew out a curved sword.

Gozzadini took a step back, rapier extended defensively. Khazahrn flattened himself against the rock. The wolf advanced, crimson tongue lolling from a jaw threaded with strands of sticky saliva. Its rider leered out with beady red eyes, grinning to reveal yellowed, needle-like teeth. The wolf padded forward, growling low in its throat.

All at once, Gozzadini jumped into the air and kicked off from the rock. The Greenskin shied back in its saddle, stunned, as the mercenary flew right at him. Gozzadini bowled into it, knocking it clear from the wolf’s back and down to the ground. The wolf spun around, trying



to figure out what had happened as the weight of the Goblin was suddenly removed, and Khazahrn charged forward and grabbed its tail. The animal yelped as the Dwarf dug his feet in and pulled it towards him, his ruddy muscles bunching.

Gozzadini and the Greenskin wrestled back and forth on the icy ground. The snarling creature was attempting to free its arm so it could swing its rusty weapon, but Gozzadini had him pinned. He drove his elbow into its face, stunning it, then punched it as hard as he could in the throat. The Goblin yelped and rolled away, giving Gozzadini chance to drive his rapier into its back.

Meanwhile, Khazahrn had his thick arms wrapped around the wolf. Like its Goblin master, it was attempting to fight free so it could bring its natural weapons to bear, but the Dwarf was seemingly stronger and he hurled the wolf against the rock, dashing its skull into pieces and leaving a bloody stain against the grey stone.

"I didn't know there were Goblins this far north," Gozzadini said as he wiped his sword clean.

"Manling!"

Gozzadini turned around just in time to intercept the Greenskin he had thought was dead and slam his rapier through the creature's chest right up to the hilt. The thing shuddered and its red eyes went wide before it collapsed backwards, its dark blood discolouring the snow where it fell.

"That's the second time you've saved my life like that," Gozzadini said as he caught his breath.

"Do not get used to it, manling."

"Damn thing. I thought I killed it."

Gozzadini kicked the creature over with his foot and peered at its back. He could see the stab wound he'd made, but there was something unusual. Reaching down, he tugged at the hole in the Goblin's ragged furs and ripped them clear. Its back was crooked and crowned by a large hump, criss-crossed with scar tissue. "Looks like it was a hunchback," the mercenary nodded, "no wonder being stabbed in the back didn't kill it. What are the chances, eh?"

Khazahrn stepped up beside Gozzadini and looked down at the hunchbacked Goblin with wide eyes. "Manling," he said in a low voice, "do you know what this is?"

"Yes. It's a dead Goblin."

"Not a Goblin, manling. Or, at least, not the kind you know. This is a Hobgoblin."

"A what?"

"An eastern breed of Goblin, larger and more cunning than their cousins. They live in great numbers on the steppes beyond the Mountains of Mourn."

Gozzadini frowned. "So what is it doing here? We're hundreds of miles from those lands."

"Hobgoblins are also found in the Dark Lands, my home. They are our slaves, manling."

"You don't think..."

Khazahrn knelt down and scrabbled through the Hobgoblin's foul-smelling furs. He eventually pulled out a small disc of iron. "Look."

Gozzadini took the object in his hands and turned it over. The disc resembled a heavy coin, marked with Dwarfish runes he didn't recognise. "What is this?"

"A mingol. It is a coin – the currency of my people."

"Why make a coin out of iron?"

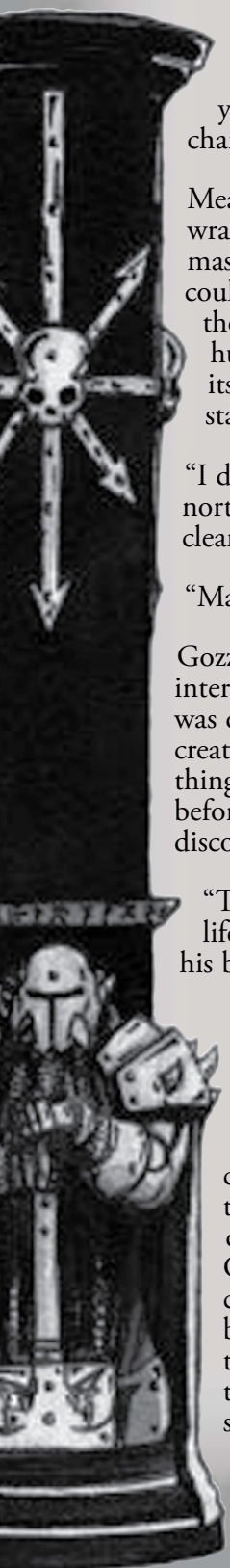
"In my lands, gold is as plentiful as iron. We make our coins from the most enduring metal available."

Gozzadini turned the mingol over again. "So this... Hobgoblin...was in the service of your people?"

Khazahrn nodded. "Undoubtedly. How else would he come by one of our coins? Dawi'Zharr armies use Hobgoblin wolf riders like this one as scouts. If this creature was travelling through this region, he must have been an outrider for a larger force."

"Well isn't that good news? We can go back with them to the Dark Lands."

"Manling, you do not understand. There is no reason for them to roam this far except to take slaves. They are moving in the opposite direction to us, advancing on the Old World, most likely to take advantage of the Chaos invasion."



"Well what are you worried about?"

"I was sent to the west to fight with Archaon. If my people catch me returning, my Hellcannon destroyed, in the company of a Man, they will assume I have betrayed my oaths. A Chaos Dwarf does not allow himself to be captured in battle – it is better for a Dawi'Zharr to die than be a prisoner or slave."

"So what were you planning to do when we got to Zharr-Naggrund?" Gozzadini demanded. "If they were going to kill you anyway, why have you led me this far?"

Khazahrn held up his hands as he retreated from his companion's wrath. "Manling, listen to me..." he tripped back, falling over the wolf's carcass. Gozzadini pressed the blade of his rapier against the Dwarf's throat.

"You were going to buy your life back with mine, weren't you? You needed me as a prize for your masters and for protection along the way."

"Manling...Gozzadini..."

"Give me one reason I shouldn't cut your throat right here, Dwarf."

"He may not have a reason, but I suspect I might."

Gozzadini whirled 'round at the sound of the unfamiliar voice. His mouth dropped open as he took in the scene: the pass was blocked again, but not by an avalanche. Instead a wall of blackened steel stretched from one side of the valley to the other. Serried ranks of squat, armoured figures glowered at him behind steel skull masks. The one who had spoken, larger than his fellows, with a dark red cloak resting on his heavy shoulders, stepped forward.

"Now we know what happened to our Hobgoblin. We will take that mingol, Human. Neither you nor he have any use for it now."

Gozzadini's lips twisted as he considered his chances. Finally, with a bitten off curse, he threw down his sword and flipped the iron coin towards the Chaos Dwarf commander. It landed in the snow, angular rune facing up.

"Bind him," the leader ordered, "and take the Daemonsmith into custody too. He will answer to Ghorth for his cowardice when we return."

PAST ISSUES

Follow the links below to download our past issues of the *Word of Hashut*

Issue #1 Summer 2008

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=2958>



Our inaugural issue! Great short stories and hobby articles, a must.

All this and more with a top notch cover by our own Baggronor.

Issue #2 Autumn 2008

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=3506>



A huge leap forward, the Word of Hashut makes a major leap forward in in all areas of production.

Issue #2 also features an awesome cover by Baggronor.

Issue #3 Winter 2009

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=4081>

Fantasitc content, great art, what more could you want?



This time the founder of Chaos Dwarfs Online, Xander takes a crack at the cover artwork!



THE RUNES OF HASHUT

MEMBER FICTION

THE SECRETS WITHIN PART I

BY GROTSNIK

Tharrakk Ironeye sniggered as he watched the eleventh slave in ten minutes drop to the floor with fatigue. The baking sun beat down on the ash strewn land as thousands of slaves exhaustedly worked under the command of the chaos dwarfs.

“Put yer backs into it you worthless gits,” yelled Tharrakk as he struck down one of the slaves, knocking him to the floor as he screamed in agony. The Plain of Zharr was a lifeless landscape, permanently scarred from the torture of, perhaps, millions of helpless slaves.

The sunset sky was the colour of a bruise and thick, black smoke choked the already poisoned air as the nearest oil rig pumped out filthy plumes of gas. The orange, rusting metal on the rigs was stained with dark red blood from the many slaves that had gruesomely come to their end there.

The occasional band of hobgoblins dragged a mad slave across the ground and pounced on him, barbarically ripping off flesh as they fought each other for the juiciest meat.

Jagged, grey rocks spiked up from the ground. Their dark appearance was almost as evil as the creatures that inhabited the land.

To the south, a huge road went as far as the eye could see, while to the north, the road continued until Zharr Naggrund rose up into the sky, its huge towers still standing tall from miles away. “Now,” yelled one of the slaves as he pulled a small dagger out from beneath his torn clothes. A number of other slaves did the same as they pounced on the small mobs of hobgoblins scattered around that part of the plain.

Tharrakk’s senior officer – Gustroth Firefinger, immediately jumped onto a rock and roared out orders to his dwarven counterparts. Tharrakk leapt toward a mob of armed slaves. He swung round his great axe in a huge ark, swiping off three heads as he entered a bloodthirsty frenzy and his lust for battle grew even bigger than that of Gustroth, who was now in the midst of the main crowd of slaves.

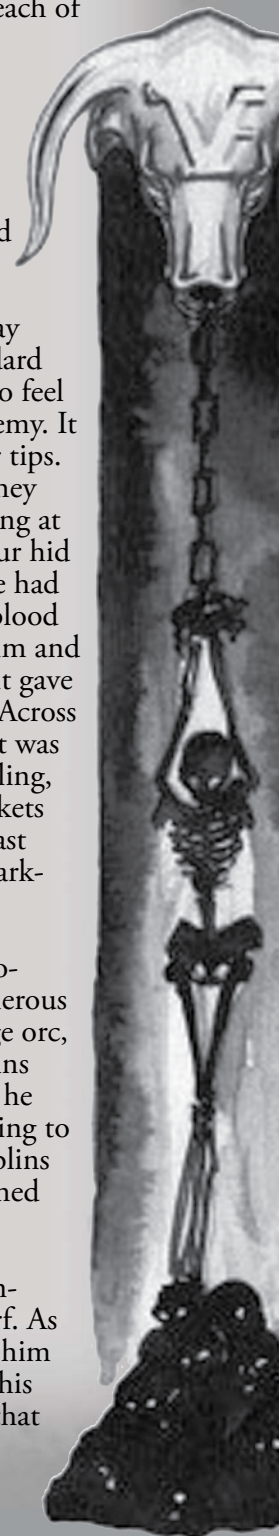
Tharrakk ran to the aid of Gustroth who had killed at least thirty slaves. He bashed his shield into the head of a human, crushing his skull as he collapsed to the floor. Gustroth ran through the crowd of fighting slaves and hobgoblins, spinning round his two axes as he screamed in anger. He lopped off numerous limbs and heads of slaves and hobgoblins as the floods of enemies continued to come.

There was various chaos dwarfs scattered around what had now become a battlefield as each of them revealed their warlike nature. As Tharrakk violently spun round on his heels, the spiked ends of his braded beard flew round after him as if they were trying to keep up.

Tharrakk wore red armour with gold trimming and an iron shield. His shield was battle worn from years of being a warrior. He had gradually made his way up to the first rank from all the way at the back. He stood next to the standard bearer and was always one of the first to feel the weak meaningless punch of the enemy. It was lined with deadly spikes, like spear tips. If the enemy stared them in the face, they would surely know that they were staring at death himself. The colour of his armour hid blood splats from the many enemies he had maimed and killed. Occasionally, the blood would creep onto parts of the gold trim and would ruin the magnificent glow that it gave off when any sort of light shone on it. Across his face, Tharrakk wore a bone mask. It was some sort of skull and it gave off a chilling, rotting, lifeless vibe. Its empty eye sockets pierced the heart of the enemy as the last thing they saw was a small pocket of darkness.

Another group of slaves was running towards him, carrying the bodies of numerous dwarfs. They looked to be led by a huge orc, the size of a bull. His bulging green veins were almost bursting out of his skin as he held his hand weapon up high, screaming to the skies. Behind him were skaven, goblins and even the occasional human, all armed with some sort of weapon.

As they reached the fighting, the orc engaged into battle with the nearest dwarf. As he overpowered his enemy, he stabbed him in the back of the neck and ripped off his mask. The first of the chaos dwarfs in that



part of the plain had been killed.

As Tharrakk turned around, the human who had signalled the attack in the first place leapt at him. He was armed with the dagger he had before and a hobgoblin axe. Tharrakk hit him with his shield and stabbed his blade into the human's chest. He coughed up a few spurts of blood and dropped to his knees, his head hanging back behind his neck.

Gustroth pounced upon a pack of the newly arrived slaves and twisted round his two axes, taking off three legs and an arm as the slaves squealed in agonising pain.

As a group of hobgoblins were laying down the last of the planks of wood over a mine entrance, the barrier burst open and another group of slaves entered the conflict. As the hobgoblins hopelessly waved around their blades, the slaves drew axes and swords. They took down the hobgoblins and set their sights on a more important matter as they stared maliciously at three chaos dwarfs holding off the original rebels.

The huge orc, who now looked to be taking charge, looked on grimly as Tharrakk and another of his pure evil companions raided a workshop, killing all inside as they continued in their murderous frenzies.

As Tharrakk ran out of the doorway, he heard a small groaning noise. He looked back to see a skaven, half sitting up as blood poured out of his chest. Tharrakk turned back and stood over him. He grinned as he pushed the edge of his blade into the rat man's cheek. He lifted his double bladed axe and sniggered as he lifted the blade up high above his head. With enormous strength and power, he swung the blade down onto the neck of his prey. Lifting his mask, he spat on the skaven's face and turned his head round, back towards the doorway.

As he looked at the battleground from his position in the doorway, he felt, for the first time in his life, afraid. He hadn't noticed the sheer amount of enemies that they faced. Each chaos dwarf was outnumbered about forty to one.

Gustroth was in the middle of a large number of goblins. His mastery over his blades was supreme above any other being there. As he jabbed and blocked with his two axes, he took down numerous goblins in seconds as his anger raged and he became yet more lethal and deadly.

As Tharrakk ran up to Gustroth and told

him about the extreme circumstances, it angered him more as he burst through the crowds of green skins and lopped off their heads. However, as he realised that Tharrakk was worried, his face turned grim and he began yelling orders at the chaos dwarfs dotted around the battlefield.

"Form a battle line," he bellowed, and various chaos dwarfs began to retreat back to their leader, while still swiping around there axes and whips at the enormous amount of slaves they faced. Although, the matter only got worse when a bunch of dwarfs arrived from the west, wanting revenge for their capture as they entered a personal grudge match with their dark kin.

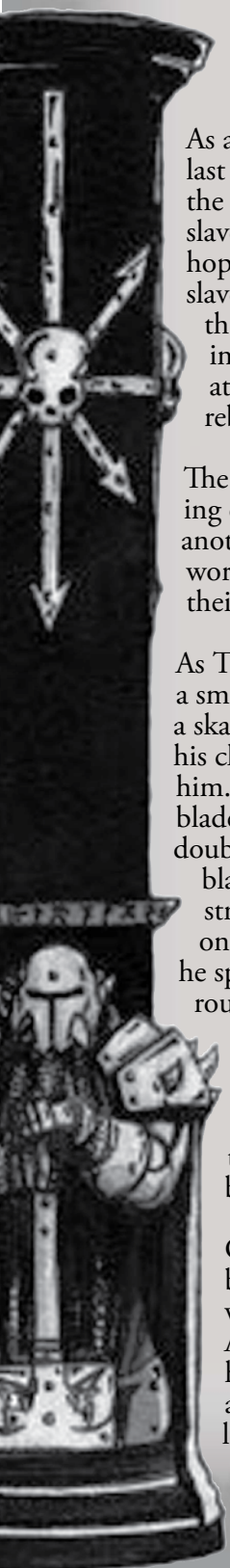
"We've got one more hope," said Gustroth, looking towards a closed workshop that was shut up with screens and sheets of metal. He walked away from their enemies and up to the workshop. Winding down a rusty handle, one of the doors began to open and both armies looked on anxiously as the figures came into sight.

Doombots. They stiffly lifted their feet and plunged them down onto the ground and lifted up there robotic arms, revealing deadly weaponry in the form of pistols and spears. Their daemonbot leader was the most evil looking thing any of the slaves had ever seen as he led his nineteen doombots through the few ranks of chaos dwarfs that stood before them. As they reached the front rank, they stopped and stared their opponents in the face, terrifying even the dwarfs and the huge orc, who were all stood on the slaves' front rank. The chaos dwarfs smirked as the last of the hobgoblins made their way into the chaos dwarf ranks and they were ready to advance.

"Attack," shouted Gustroth. The doombots, few chaos dwarfs and hobgoblins charged forward into the everlasting defences of slaves. Humans, orcs, goblins, skaven and dwarfs attempted to block the oncoming attack with any manner of weapon available to them.

As the doombots hit their enemies, they shot through the first two ranks and speared the tattered remains of them. The chaos dwarfs jeered and yelled then leapt forward and once more engaged into combat. They violently swung round their axes and cracked their whips in the face of their enemies. The hobgoblins lunged forward and pounced upon the enemy, mostly getting sliced in half by the time they reached the third line.

Tharrakk had taken out the most of the slaves. His sheer speed meant that he had killed even more of his enemies in this attack than Gustroth. However, the leader was not far behind as his mastery of his blade more than made up for his loss in speed to Tharrakk. Each of them almost gave a smile after every being



they killed. It had become a competition.

Another of the chaos dwarfs let out a scream as he dropped his whip. Falling to the floor, he became smothered in skaven and orcs, greedy for revenge on their captors as they repeatedly stabbed him, piercing his armour and cutting through his flesh.

As Gustruth continued to hack down foes, he turned his head and noticed the huge orc. Running towards him, showing off his twin axes, he jumped towards the only thing he could see, his killer instinct turned on inside as he plunged one of his blades into the orc's side. A small amount of strange green goo oozed out of the wound. The orc stared in disdain at the pathetic attempt of killing him and he almost laughed. Roaring in anger, he struck Gustruth's armour with his hatchet. He attempted to block the attack, then parried back with a blow to the neck. Once again, it did not harm the orc in the slightest, who simply wiped off the blood like liquid and attacked back. This time, Gustruth was too slow and was knocked to the floor by the deadly hatchet. As he attempted to get up, a huge green foot pressed down onto his neck, preventing him from breathing as for the first time in his life, he felt defeat. Tharrakk turned his head to see the orc take Gustruth's weapons off him and held them to his neck. Crossing his arms over each other, Gustruth fell backwards from his knees and collapsed in a heap on the floor – lifeless.

As the battle raged on and the chaos dwarfs began to slowly get knocked down, Tharrakk looked to the south and saw a small figure riding at speed towards them. Throwing off the dwarfs that had just jumped on him, he plunged his great axe into them and listened carefully.

“Eruption, eruption,” squealed the high pitched hobgoblin riding on wolf back towards them. As Tharrakk looked in horror, a huge, fiery flow of lava came into sight behind the hobgoblin.

“Everybody, move,” he bellowed as the hobgoblin reached the battle, the slaves and their masters realised what was happening and the terrifyingly huge wave of lava began to advance upon the battleground.



REWARDS FOR CONTRIBUTING TO CDO— MEDALS PT IV

By Willmark

Hello everyone, Willmark here and its time to round out the discussion of medals and how to get them on Chaos Dwarfs Online.

The final topic of the medal discussion is army medals. These are somewhat tied to the idea of Image Gallery medals and these ones in fact, came first. There are three classifications of army medals and are as follows:



Bronze Army Medal- Amass a Chaos Dwarf army of 1,000 points and receive a bronze army medal for your online persona.



Silver Army Medal- Amass a Chaos Dwarf army of 2,000 points and receive a silver army medal for your online persona.



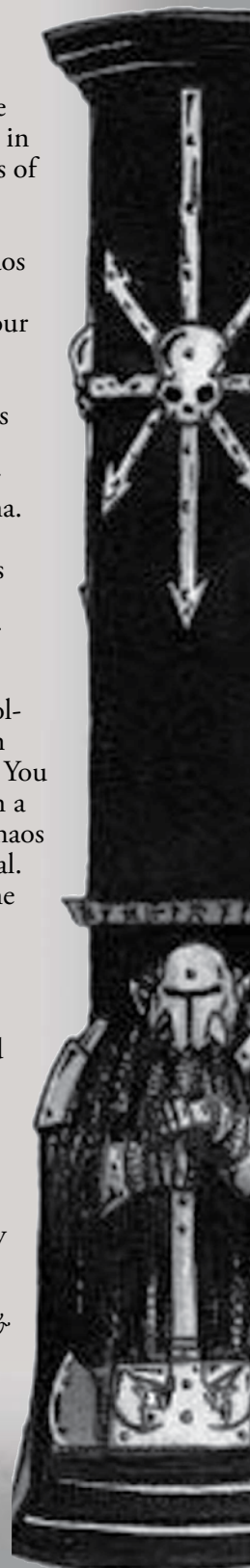
Gold Army Medal- Amass a Chaos Dwarf army of 4,000 points and receive a gold army medal for your online persona.

In order to get the medal you must do the following: Have the army and units in question pictured and posted somewhere on the site. You must also provide one of the CDO staff with a copy of your army list. It has to be a legal Chaos Dwarf Army in order to qualify for the medal. Once you provide the proper information the staff member in question will review it and award the appropriate medal.

I hope this helps, for those either new to the website or to the webzine. Other medals and how to get them have been discussed in Issues #1-3 of the *Word of Hashut*.

The information discussed prior on these medals is still valid, except it is important to note that the requirements for Image Gallery Medals have changed per Podcast #4. The Podcast can be found in iTunes under podcasts: *iTunes/Podcasts/Audio Podcasts/Games & Hobbies/Chaos Dwarf Radio- A Warhammer Podcast*

And now this column closes out. Thanks for reading and I hope it was informational.



THE BARRACKS OF ZHARR—NAGGRUND

UNIT ANALYSIS

THE TACTICAL USE OF HOBGOBLIN BOLT THROWERS

BY WILLMARK

Out of all of the Special Choices that the Chaos Dwarf army has, I firmly believe that, for the points cost, the Hobgoblin Bolt Throwers is one of the best choices the list has to offer.

Let's start off with the easy stuff, Range of 48", Strength of 6 for the first rank, -1 per rank, D3 wounds and no armor save. Not a bad weapon; the same basic stat line for bolt throwers in other armies (for the most part). The part that make the Hobgoblin version of this so worth it is the fact that they only cost 30 points each and you may take two of them as a single special choice.

Another great reason to use them is that they are so cheap, 4 Bolt throwers will run you 120 points... For reference a single High Elf one costs 100. At 30 points it is very easy to win back their point cost, often many times over.

Some feel that they are too unreliable, I will counter that they are the best value and the second best artillery that the Chaos Dwarfs possess. Yes, that's right far better then the Death Rocket. Add to the fact that a Chaos Dwarf player can take 4-6 of these things easily (I do not recommend doing this though), and if you add two Earth Shakers to your battle line you are asking to get smacked by your opponent. They would be unreliable if they suffered from animosity, which fortunately they do not.

Moving on; placement is the next biggest consideration. Let's be honest: how often

does anyone move artillery? Very rarely, if at all, I would counter. More often then not, we place our artillery and then they stay rooted to their position for the duration of the game. With that in mind it is vitally important to consider your placement. Now if you play all your games with the ubiquitous "open space in the middle" this might not be a problem. If you play with a fair modicum of terrain, consider your sight lines carefully. Hills are a good spot especially if they are the Difficult Terrain type.



Minis By Snotling

The ideal place for the bolt throwers is as far out on the flanks as possible. I would also turn them slightly inwards so you can have interlocking fields of fire, that is to say where two bolt throwers can cover or fire at the same target if need be. As far as I'm concerned, the ends justify the means with our list. If you are going against say Daemons or Vampire Counts, there is nothing wrong with having both bolt throwers fire at the same target, or even four in the case of the armies I just mentioned.

A word of caution however: when on the flanks bolt throwers can be susceptible to attacks from enemy fast cavalry and more importantly flyers. For this reason alone I usually have my wolf riders on the outsides. I am working on another and may very well add a third. These guys are indispensable in many ways; this is just another reason why.

Flyers cause many armies headaches and Chaos Dwarfs are no different. For this reason having a squad of 10 Hobgoblins near them, or one (the one with the best field of fire) might not be a bad idea. I personally wouldn't waste the points: 1) guarding the Earth Shaker is that much more important; 2) if my opponent is wasting his flyers on my bolt throwers then so much the better. 30 points each isn't enough to waste my time (generally speaking) on them. By that point I hope my infantry units are smashing him to bits. If the opportunity presents itself sure take it, but don't waste your Taurus-riding Lord on them...

Going in tandem with sightlines is the consideration of where your own troops are going to go. Too often a Chaos Dwarf player will take meticulously care to line up his bolt throwers in just the right spot, and then mess it up within a turn because of moving troops.

Targets. This one is a subjective one, but consider your opponent. The best thing to do is prioritize things. Fire at things that are the most immediate threats to your battle line and overall battle plan in terms of proximity. There very well may be targets that can cause much greater damage, but if they can't reach you and immediately start causing you harm then put them in the queue.

The next most important things to consider are those units that can cause major damage or cause Fear/Terror or all of them. In a recent game I took 3 wounds off of a Treeman with one shot! Better to shoot him from afar than letting him get near your Dwarfs, let alone the Leadership 6 Hobgoblins.

Against the rest of the Wood Elves in my example above the bolt throwers were not as much help. Which comes to my next point its not enough to know what you are firing at in terms of an army, but what unit. Obviously firing into skirmishers isn't the way to go...

As with anything there are always downsides. The first is that Hobgoblin BS is only 3. So in other words, it's hitting on a 4+ on a D6 before any modifiers. While average, it is nowhere near a High Elf shooting a repeating bolt thrower so don't try to get into artillery duels with those guys. Also bear in mind that the same modifiers for shooting also apply to bolt throwers.

Also, remember the part where I mentioned the concentration of firepower. Odds are that one of your shots is going to miss. You can minimize the chances of a target going unscathed by firing multiple bolt throwers at it.

There you have it, basic principles yes, but many that

bear repeating. It is important to know just what you are doing with these guys and where to place them. They are not game changers in and of themselves, but much like many things in the current Chaos Dwarf list, when combined with other elements of the army they can function just fine.

Until next time.

(If you are looking for how to create your own bolt throwers, check out Bassman's excellent article on page 48 – Willmark).

Minis By Ishkur Cinderhat



Minis By Xander

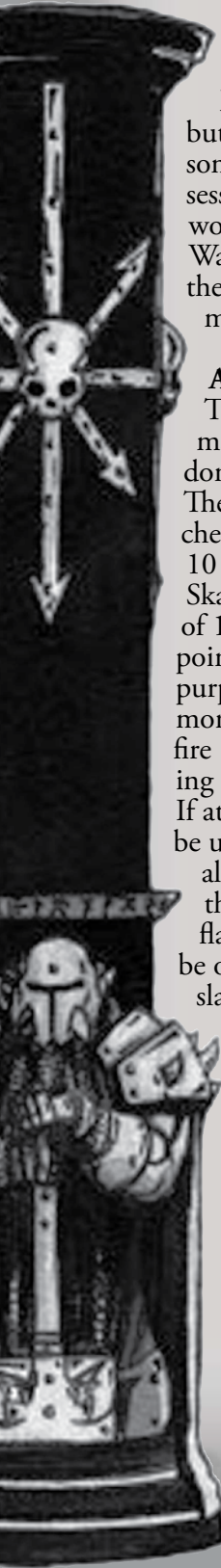


THE BARRACKS OF ZHARR—NAGGRUND

UNIT ANALYSIS

HOBGOBLIN INFANTRY ANALYSIS

BY CORNIXT



At first glance, Hobgoblin Warriors look like a rather ordinary horde infantry - cheap but useless. On closer inspection, you notice some very advantageous rules that are not possessed by similar units in other armies. They won't be able to go toe-to-toe with Chaos Warriors, but some well-used tactics can have them beating units that cost twice as much and more.

All This and More

Their main similarity with other cheap massed infantry is that they are core and they don't cause Panic in certain other friendly units. The two differences are a) unit size and b) plain cheapness. They have a minimum unit size of 10 models, compared to 20 for Goblins and Skaven. This means that you can have units of 10 Hobgoblins for the bargain price of 20 points each. These can be used for all kinds of purposes. The most obvious is screening your more expensive Chaos Dwarf units from missile fire (also known as a "meat shield") and redirecting disadvantageous charges away from them. If at least five survive this initial role, they can be used to deny rank bonuses to enemy units already in combat nearby. Be careful with this tactic though, there are times when the flank bonus and denial of rank bonus can be outweighed by the number of Hobgoblins slaughtered that turn. Any command models are a waste on these units.

A Multi-Purpose Alternative

There is also the more generic purpose of defending war machines. This is especially useful against armies that can have units that spring from underground or other table edges. While they may not survive, they can at least delay the attack of your war machines enough to make their points back. In combination with this they can threaten the fast cavalry or flyers that get around the rear of your army to harass your less mobile infantry. You could also give them bows,

but they will neither scare nor kill anyone.

Those who play with victory points (there are many people who don't) know the importance of capturing table quarters. This ultra cheap unit can be left to deny those VPs to your opponent, or even help defend your own, and with minimal investment. So leaving them hanging around at the back of the army isn't always a waste, even if you know your opponent won't attack your war machines. Also on the victory point side, you don't want to give a standard to a Hobgoblin unit whose main job is to get in the way - you'll be giving some easy VPs to your opponent.

Bigger and Harder

For all these uses, you may find that against some opponents you need to withstand more punishment and for longer. For 20 Hobgoblins, you are still only paying 40 points for the whole unit and they can take twice the damage. If they are expected to sustain most damage in combat then it is a better investment to add shields, and if you are using the Battle for Skull Pass Night Goblin models then you don't have much say in the matter anyway, unless your opponent is willing to overlook the shields sculpted onto the models.

Infantry Block

Finally, there is one further use that has been the subject of many heated debates - the fully packed infantry block. Light armour and shield, standard (or even full command, overpriced as it is), and multiple ranks, you are turning cannon fodder into something priced more like medium infantry. They are still useless at killing anything, but in this fashion they are much harder to kill. They aren't an anvil, and certainly shouldn't be expected to stand up to the charge of cavalry or elite infantry on their own, but they are a large chunk of combat resolution for minimal cost. Keep them close to the General and they are 130pts of Ld10, armour save 4+, static CR 5. Their main use is to cancel out the combat resolution of other large units in a combined charge with a strong unit that has few to none, such as Bull Centaurs or a Great Taurus. They can also be used to hold up other medium or weak infantry units, such as zombies or goblins, at least until help arrives. A unit such as this can be bolstered from being just okay with the addition of a Hero. A simple Hobgoblin Hero will suffice (and is the most appropriate all round; a Chaos Dwarf Hero will slow the whole unit down and doesn't have anything more than +1WS over the greenskin if they are near the General). The Hobgoblin Hero can really make a difference to the clout the unit has, although it does add another 50pts or so onto the unit cost. He adds some extra attacks that can chomp through the enemy, especially with a great weapon. If you have two such units then you

can have a single Hero that jumps between the two as needed (or flung into sacrificial combat by the Steed of Shadows spell, but that's another article for another time...)

If you go down the infantry block route then you'd want to consider putting them near a model with the Banner of Slavery to help prevent them from fleeing.

Archery

Hobgoblins with bows aren't recommended. Orc Arrer Boyz are better all round for one point/model more: higher leadership, higher toughness, the choppa rule, even ignoring most of the fellow slaves panicking. If you have run out of Special slots then the Orcs aren't an option, but otherwise go with them instead. Bows aren't usually worth it on any foot troops; Strength 3 shots from BS3 won't kill much and the point cost for bows on Hobgoblins is more than the base cost of the models. The nearest you'll get to an effective use of points is to



Minis By Xander

have them on the multi-purpose unit described above. Unusually for Warhammer, Hobgobs with bows can also take light armour and shield, making them pretty versatile. You can stretch a unit out into a line to get off the maximum number of shots, then rank up just before combat into the infantry unit previously described. While this works nicely in theory, it takes up a lot of points and is still pretty ineffective at killing anything in any phase of the game. Leave those sorts of tactics to Dark Elves.

Mon Cherie Armour

The argument against giving Hobgoblins armour and/or shields is based on the idea that a larger unit can take more punishment than a toolled-up smaller

unit of the same cost. This is essentially true when you consider the wounds taken, especially against hits that ignore or reduce armour saves. However, it fails to take into account the game mechanics. Hobgoblin survivability for each turn is increased, which means less chance losing and breaking from combat. All things being equal, the enemy unit has the same number of attacks but you don't get more attacks if you have more Hobgoblins.

Light armour and shields doubles the cost of a Hobgoblin but halves his death-rate in combat against S3 attackers. This appears to be balanced in combat for survivability versus cost, but worse against high strength attackers and shooting. Hobgoblins with only shields fare a little better with the survival/cost ratio, but not by much, but equipping them with only light armour is worse. While this looks bad in numbers it can also be the difference between winning and losing combat.

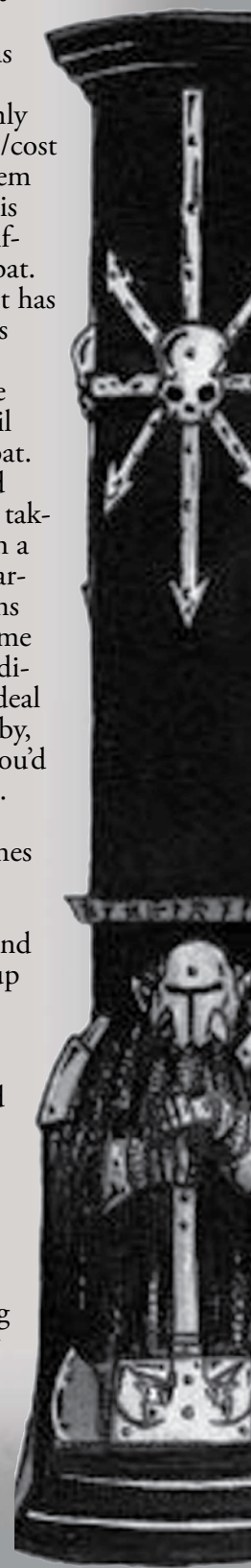
Remember that an opponent has a limited number of attacks each turn; the more that survive, the more chance you have of staying until the next round of combat.

While fully armoured Hobgoblins may be taking a break test with a -2 Ld modifier, unarmoured Hobgoblins would take the same test with a -4 modifier. That's a big deal with Ld 10 nearby, but without it you'd need snake eyes.

How many times have you lost combat by a single point and fled, freeing up

that enemy to wreck havoc on your other troops, ultimately losing the game? With shields you might force a draw or even win combat due to the saving throws, and if you only have Ld 6 you can't rely so much on luck. This is a personal choice that depends on your playing style and army tactics; neither is a clearly superior method.

In my personal opinion, if you are fielding large units then fully armoured is the way to go. For meat shields, you'll want those 2pt naked Hobgobs. For an in-between role then shields give them the edge if you need it.



BATTLE REPORT

THE SIEGE OF AVALON

BY METHOD

The evening sky glimmered red through the thick clouds of black smoke, as the last of the refugees trickled in. Lady Emmanuelle sighed mournfully; it had been a disastrous season for the inhabitants

of Duc Avalon, the eastern most Bretonnian keep of the Border Kingdoms. The summer wind had brought heavy rains from the west, destroying much of their crops. Additionally, these same storms carried into the World's Edge Mountains creating flash floods and mudslides, driving many of the orc tribes into the lowlands. Yet, those small bands of raiders had all been fought off.

A high pitch whine, followed by a thunderous explosion shook the Damsel of the Lady from her reverie. Rushing past were several squires and farmers, buckets of water in hand, prepared to extinguish yet another fire. Sir Garvel strode towards her.

"Fair Lady," he began as he surveyed the battle lines across the fields from the village, "These strange dwarves appear to have nearly found the range for their cannon, and the scouts, signal the enemy is prepared for a general advance; we will need the Lady's blessing and protection, in the coming assault."

"Of course, milord," the sorceress whispered, wiping her brow. The smoke and embers had made her throat raw. Gazing about, she realized only two regiments of men-at-arms and a pitifully few knights, stood to defend the village. Emmanuelle wept as she looked at their foes; two most unlikely of allies, dwarves and greenskins lain out before them in full battle array: Strange goblins, cruel unusual dwarves and some type of chaos centaur dwarf.

"Lady preserve us," she whispered.

Sir Garvel heard this, and with a reassuring squeeze of her shoulder replied, "Don't worry, we will hold them. We must...until hope arrives."



* * * * *

The grim warriors of Clan Bhaal stood at perfect attention. The High Priest, Visiagoth, smiled. In the ruddy twilight, his engineers worked laboriously loading shells and rockets in preparation for another barrage. Visiagoth was pleased... only a narrow thin line of manlings defended this village. The sorcerer lord then entered the makeshift command tent, to discuss tactics. Seated in the ruddy firelight were Zuargoth, his daemon-smith apprentice, and Gargoth the captain of his elite immortals. Fur-cloaked and to the side was the oriental hobgoblin, Jagitai Khan, emissary of the Mourngols, the great wolf riding tribe of the Steppe; and currently of his newly developed hobgoblin wolf-rider slave contingent.

"I believe the time is upon," Lord Visiagoth rumbled, "This manling outpost soon shall be the first of many in the west to fall."

"I agree," reflected Gargoth, standing reaching for his high-helm, "however, our wolf riders report several regiments of heavy cavalry coming from the eastern and southern roads. In relief, we are best served destroying these forces piecemeal."

"Let them come," grinned Visiagoth, "let me them taste the mercies of Hashut."

The Siege of Avalon

Well, not quite a siege really...

This month's battle report pits the cruel axes of the Chaos Dwarves, against the valiant lances of the Bretonnians. As it turns out, Duc Avalon is the Eastern-most outpost in the Border Kingdoms, what better way to introduce the men of Bretonnia to the stunties from the Plains of Ash, who are in pursuit of the slaves for the mines?

In this battle report, we will be a bit different from the typical pitched battle. First the armies will be set across from each other, corner to corner in a 2x2 square deployment zones.

Secondly as the scenario only allows the Bretonnians a small token of troops at first, to who guard the village. Mainly being peasants and serfs. The inhabitants of Duc Avalon would literally have to wait for the cavalry to arrive.

The third special rule in the scenario, regards to the elimination of the table quarters for victory points, and rather factors protecting the village into the condition of victory.

Duc Avalon, in game terms, is composed of four buildings. For each of these buildings destroyed, the Chaos Dwarfs received 100 VP's. For each one not destroyed, the Bretonnians would receive 100 VP's.

Lastly, beginning on turn 3, the Bretonnians will roll a single die for each unit. For each unit, on a 4+ that unit will appear on one of two roads, of which will be determined randomly as well. To the lists.



Chaos Dwarf List

250pts Lord Visiagoth, Lvl 4 Sorcerer, Power Stone
Spells (Lore of Fire)
Fireball, Fiery Blast, Flaming Sword of Rhuin,
Conflagration of Doom

100pts Daemon-smith Zhagroth
Lvl 2 Wizard
Spells (Lore of Metal)
Rule of Burning Iron

94 pts Gargoth, Captain of the Immortals
(Chaos Dwarf Hero)
Armor of Gazrakh, Great Weapon

108pts Jagatai Khan, Emissary of the Mourngols
(Hobgoblin Hero)
Wolf, Heavy Armour, Shield,
Sword of Striking, Gauntlet of Bazhrakk
the Cruel

50pts 10 Hobgoblin Archers
50pts 10 Hobgoblin Archers
154pts 9 Hobgoblin Wolf-Riders, Light Armour,
Shield, Bow, Champion

110pts Earth Shaker
80 pts Death Rocket
80 pts Death Rocket
126pts 6 Bull Centaurs, Heavy Armour
110pts 10 Chaos Dwarves Great Weapons
75 pts 15 Sneaky Gits
240pts 20 Blunderbusses
205pts 19 Chaos Dwarf Warriors, Hand Weapons,
Full Command

80 pts 20 Hobgoblins Light Armour, Shield
80 pts 20 Hobgoblins Light Armour, Shield

Total: 1992 pts

Bretonnians

161pts 6 Knights Errant, Full Command,
Errantry Banner

162pts Old Man of the Mountain, Royal Pegasus, Grail
Virtue, Virtue of the Joust

205pts Garvel, Lance, Shield, Virtue of Knightly Temper,
Mane of the Purebreed, Warhorse

126pts White Knight, Virtue of Discipline, Lance,
Shield, Barded Warhorse, Heartwood
Lance

154pts Battle Standard Bearer, Valorous
Standard, Virtue of Duty, Shield,
Barded Warhorse

169pts Damsel of the Lady, Barded
Warhorse, Dispel Scroll x2
Spells (Lore of Beasts)
Crows Feast

144pts 5 Knights of the Realm, Musician and
Standard

245pts 5 Grail Knights, Musician, Standard
and War Banner



97 pts 6 Mounted Yeoman, spears
and musician

168pts 6 Knights of the Realm

127pts 20 Men-at-arms
127pts 20 Men-at-arms
70 pts 10 Skirmishing Archers
60 pts 10 Archers
60 pts 10 Archers

Total Points: 1984

knowing full well that the Chaos Dwarf artillery, had

Turn 1: Chaos Dwarfs

The drum beats and horns of the general advance sounded, and the Chaos Dwarfs approach the village. The Wolf-Riders sped toward the eastern side of the village, while the Bull Centaurs led a unit of slaves and Chaos Dwarves toward the halberds guarding the southern road.

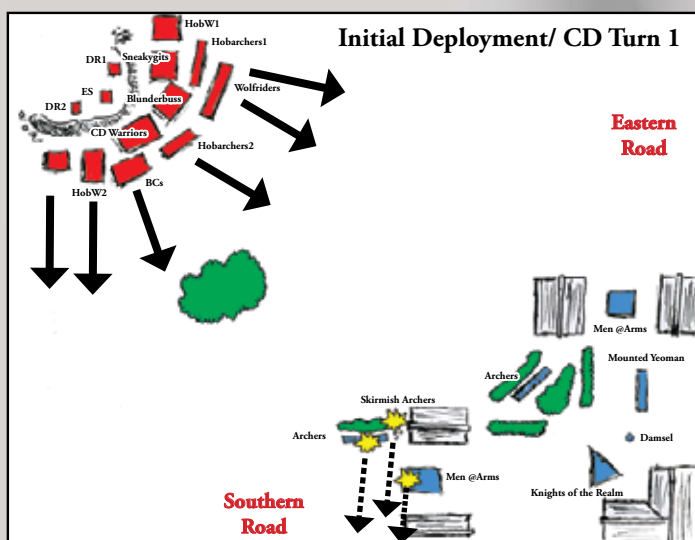
Magic Phase began and Lord Visiagoth targeted the skirmished archers on the left flank; fireball, followed by the Rule of Burning Iron, from his apprentice, sent the skirmished archers off. Next the Conflagration of Doom targeted on the archers taking cover behind a hedge row. The magic was too much and soon both units of archers fled toward safety. This left only the halberdiers to guard that flank until help arrived.



their range to their flank, and even with the Lady's Protection, the Knights armour couldn't hope to hold against that type of bombardment. In the center, the archers failed to hinder the on-coming wolf-riders as Emmanuelle's magic is dispelled by the Dark Dwarf High Priest.

Turn 2: Chaos Dwarfs

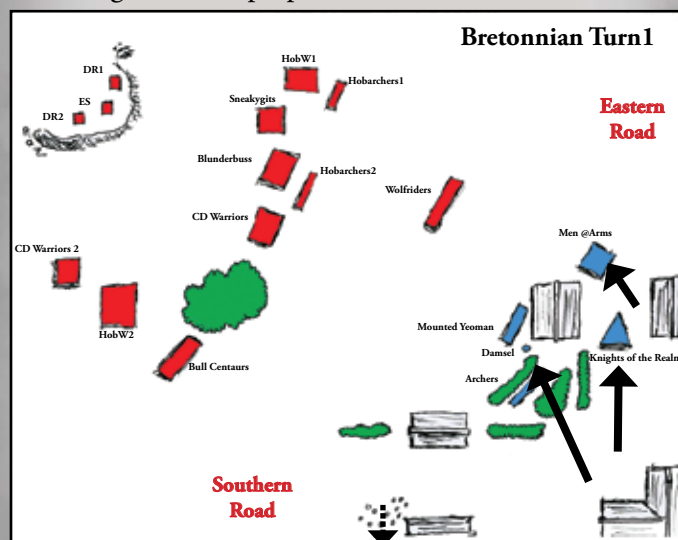
After a successful start of the battle, the Chaos Dwarf army surged closer towards remaining defenders, eager to shed blood and take captives, when disaster struck. Daemon-smith Zhargoth once again began to cast Rule of Burning Iron on the Bretonnian defenders, but in turn summoned a Daemon instead, swallowing him and three of the blunderbuss infantry into the Realm of Chaos! His face, a mask of rage, the High Priest, Visiagoth, bathed the remaining archer unit in a fiery blast, the hedges doing little to protect them in the onslaught. With magic over with, the ace Chaos Dwarf artillery crews took careful aim and launched a Death Rocket into the heart of the Bretonnian line. This was too much to bear, and the archers holding the center fled the field. Meanwhile, the Earthshaker disrupted the movements of the Bretonnian knights as the prepared to reinforce the eastern



The shooting phase started and the Chaos Dwarfs continued their bombardment. The weakened flank seemed to be the target, and the artillery crews of the Chaos Dwarfs scored both a Death Rocket and Earthshaker hit on the beleaguered men-at-arms, leaving 11 dead, and a crater on that side of the Bretonnian Battle Line. The men-at-arms fled as well, leaving the southern defenses unmanned.

Turn 1: Bretonnians

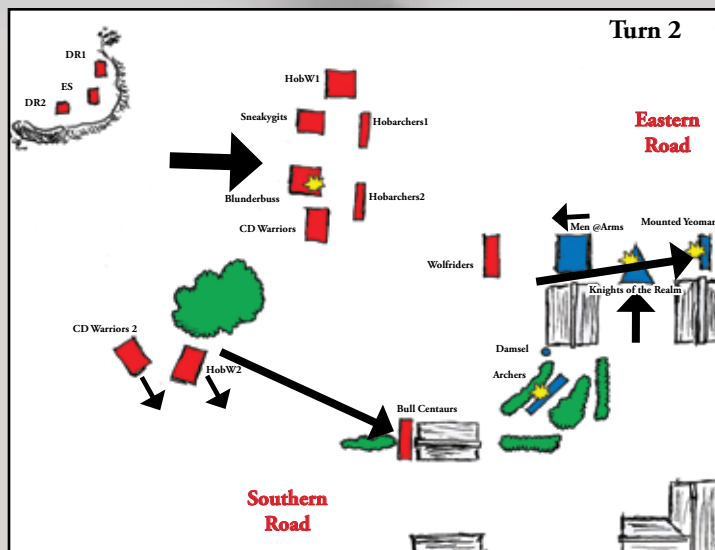
Despite the urging of the nobles, the farmers and craftsmen who composed the men-at-arms fled the field along with the archers. No one rallied. At this development, the mounted yeomen rode with the Sorceress Emmanuelle toward the front to attempt to slow the Chaos Dwarfs advance. Sir Garvel's Knights could now fill the void of the retreating commoners, as they could see the mis-happened Bull Centaurs lope ever nearer. Despite the temptation the, the champion led his Knights towards the opposite flank,



flank! Ext the wolf-riders trained under the careful eye of Jagitai khan, rode just short of the men-at-arms spears, and the mounted yeomen, and instead unleashed a hail of arrows. The barbed arrows did their work, and the mounted yeomen made a tactical retreat.

Turn 2: Bretonnians

While the archers fail to rally, the mounted yeomen gathered themselves toward the eastern road, as they view Sir Garvel lead his beleaguered Knights from the village, the champion began barking orders, as the men-at-arms advanced to make way for the Knights, who Sir Garvel ordered into a makeshift battle line.



Garvel sounded the charge, his Knights wheeling toward victory or death! Much to his surprise his Knights were joined by the thundering charge of the Knights Errant, exploding from the eastern road! Both units slammed into the nomads; while Sir Manfred Le Vrais, also known as the White Knight, led another unit of Knights of the Realm from the eastern road in full battle array.

To the south of the village, the Grail Knights of Bretonnia, emerged on the battlefield, taking the southern road. Near a copse of trees, the

Turn 3: Chaos Dwarfs

Initiative still was held by the Chaos Dwarfs, and the grim Hobgoblin from the eastern steppe commanded a charge, the wolf-riders crashing into the men-at-arms. Lord Visiagoth glowered in frustration as the Damsel of the Lady, dispelled one his spells, which caused him

living saints saw their quarry and charged! The Chaos Dwarfs detachment fled before their char, to the Knights disgust, but only after pulling short, they realized the craven dwarves' tactics. A regiment of Hobgoblin slave troops charged from the long grass toward the Grail Knight flanks!! An ambush!!!



As Sir Garvel, lead the charge impacting into the Hobgoblins, he spied a particularly fearless wolf-rider in the center of battle line, smashing commoners to and fro. Screaming a challenge, he leveled his lance toward his foe, but unbelievably, the eastern Hobgoblin avoided his thrust, and reversed his stroke, cutting deep into the Knight. The impact of the rest of the knights jarred the combatants apart, and Garvel watch the wolf-riders break and run, as he died.

Turn 4: Chaos Dwarfs

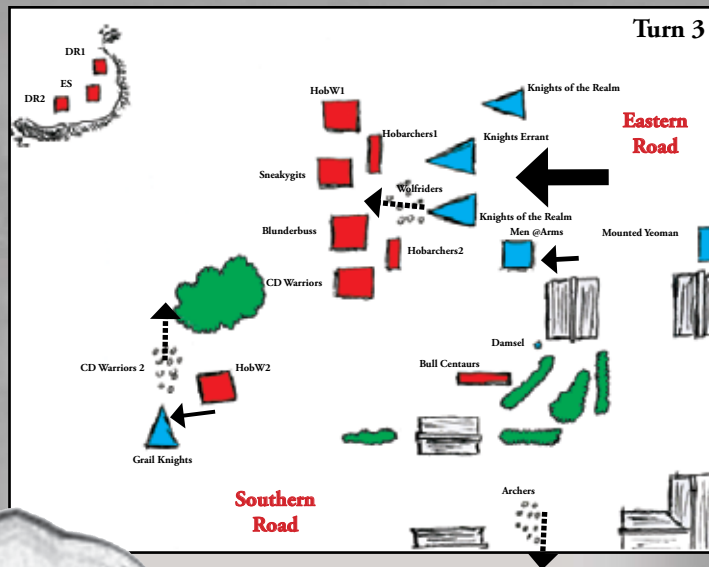
Lord Visiagoth accessed the situation. The manlings received reinforcements on from the

to fail to cast a second. The whistling of artillery shells arced through the skies, but even the reliable Chaos Dwarf artillerist misjudged their range, and no injuries were suffered by the Knights of the Realm. Even worse despite the initial surge of the wolf-riders, the men-at-arms dug in. their charge had been held!! To the southern flank, orders recalled the Bull Centaurs, whom busily destroyed a building to reinforce the main battle line.

Turn 3: Bretonnians

Sir Garvel, soon saw his opening, the last of the commoners, were barely holding against the vicious Hobgoblins, Sir





roads on both flanks, and while a large host of Knights appeared just ahead of him. He understood that most of his army currently intact. But his magic was again dispelled by another scroll carried by the woman, and for all his sorceress efforts only a single Knight fell. Captain Gargoth of the immortals, in turn then gave the signal flag and the considerable Chaos



Dwarf artillery was brought to bear on the Knightly host, shaking the ground and killing a handful. On the southern road, the light infantry Hobgoblins slammed into the Grail Knights flank, dragging one's horse down, yet the valorous Grail Knights held on, their formation holding but in a state of panic.

Turn 4: Bretonnians

Sir Mannfred, the White Knight, gathered himself amongst the dust and debris, the entirety of the Bretonnian army was in the open, a killing field, he realized.

Shouting encouragement the veteran Knight realized the only way to escape bombardment was to charge forward and engage the Chaos

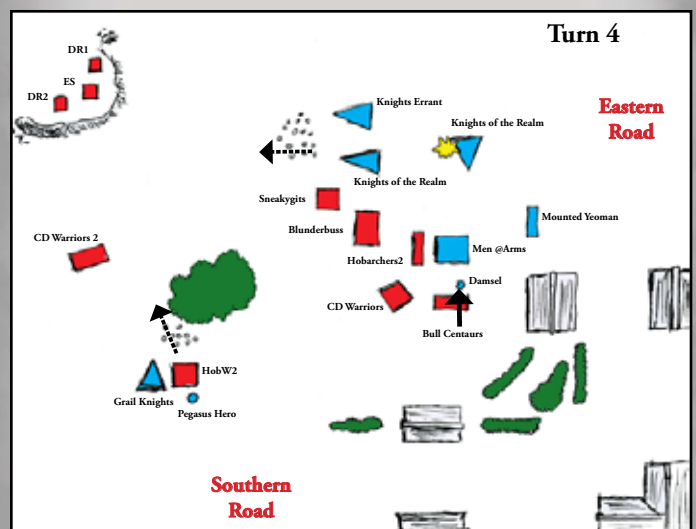
Dwarf lines. To his left, he viewed the men-at-arms' charge faltered short of the Hobgoblin archers, leaving them in the open between Hobgoblins in their front and the Bull Centaurs to their flank. Onward he yelled and as the other Knights units charged forward, he wheeled his unit to the south. The Knights Errant and Knights of the Realm broke through a unit of light Hobgoblin infantry after just barely completing an impossible charge through craters and pitfalls. On the southern road the fighting was fierce, the Chaos Dwarf slaves were eager for the slaughter of the Flower of Bretonnian chivalry. Then as if lightening bolt from the sky, the ancient Knight Roland de Lemur also known as the "Old Man of the Mountain", joined the battle from the southern pass, atop his royal Pegasus. He crashed into the Hobgoblins flank, chaos ensued, and the Hobgoblins were seen off.

Turn 5: Chaos Dwarfs

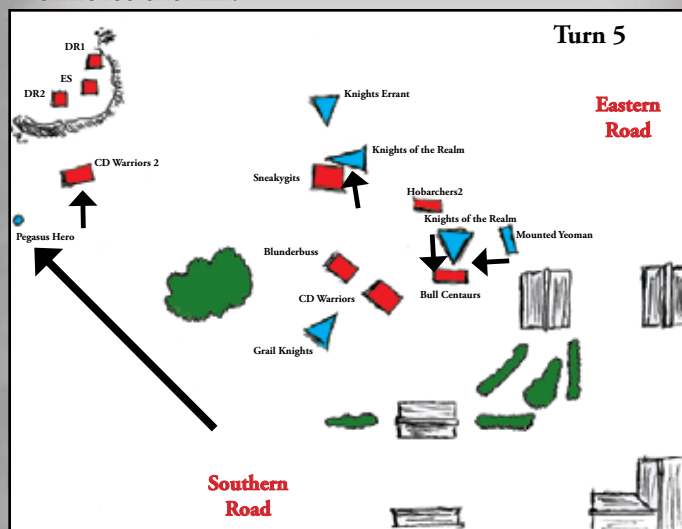
The battle now hung very much in the balance; Lord Vi-siagoth seized his chance and bellowed commands. The Temple Guardians changed the Damsel of Bretonnia, lopping her head off, and crashed into the men-at-arms flank just as the Hobgoblin archers charged the front. The Sneaky Git Hobgoblin moved to envelop the flank of the Knights of the Realm, and between foul magic, artillery, and shot from the blunderbusses, more Knights fell. The dual charge seemed too much for the remaining commoners, and they broke, run down by the archers' right in front of the White knight and his men.

Turn 5: Bretonnians

Burning with rage, Mannfred the White led a devastating charge into the slave archers, killing them all except one; their thunderous charge carried them into the Bull Centaurs themselves, and a titanic struggle began. Galloping far from the south, the Grail Knights crossed the plain toward the main battle, just as the crows began to gather. The Old Man of the Mountain, sped his Pegasus, Swiftwind, across the battle-



field, knowing that the Grail Knights would have no cover from the artillery out in the open. Unfortunately, a small brigade of Chaos Dwarfs were marching back to reinforce the hill.



Turn 6: Chaos Dwarfs

Captain Gargoth spied the Grail Knights coming from the rear; he ordered the immortals to about face, to see



to the threat, just as the Death Rockets and Earthshaker shells rained upon the Grail Knights killing half their number. But yet titanic events were taking place behind them, for despite their valor, the Sneaky Gits flank charge overwhelmed the remaining Knights of the Realm, and the dishonored the Knights fled the field as well.

Meanwhile the swirling melee in the center of the field so great was the White Knight fury, even the prized temple guardians of Hashut could not hold them, and the Bull Centaurs were broken; as a more tempting target was revealed to him.

Turn 6: Bretonnians

As the evening wore into night, the final battle was about to begin. With stunning clarity, the Grail Knights, and Knights of the Realm combined charged into the main Phalanx of Dwar-

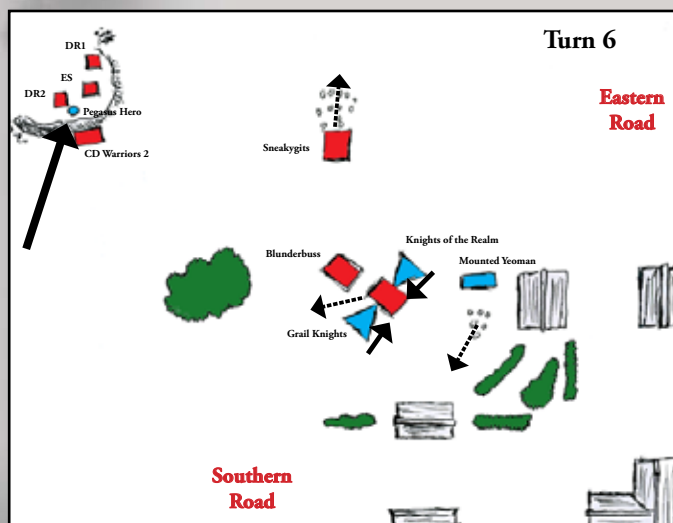


ven warriors. Seeing that the immortals were surrounded, the Dawi-zharr captain pushed to the rear of the swirling melee. Calling out a challenge to the manling in gleaming white armor, Sir Mannfred le Vraius, the White Knight, leveled his lance, recognizing the Chaos Dwarf hero as the General of the Army. With a resounding crack, the White Knight buried his lance into the Chaos Dwarf, yet the Dwarf stood unbowed. Gargoth swung his great axe in a wide arc, smashing aside the shield of Mannfred the White, cutting him deeply. But that was the last the two saw of each other, as the Chaos Dwarfs retreated in good order under the cover of the coming night.

Chaos Dwarves Total losses: 1387 points
Bretonnian Total losses: 1652 points

Chaos Dwarfs: 1 Building Destroyed (100 points)
Bretonnians: 3 Buildings Preserved (300 points)

Battle Report Result –Draw- 65 total Point Difference



THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

THE IMMORTALS

BY THOMMY H



*CLAD BLACK STEEL ARMOUR THAT IS REINFORCED WITH SOLID PLATES OF MARBLE
AND GRANITE MARCH THE IMMORTALS*

*THEIR CURLED BEARDS ARE PROTECTED BY LONG SHEATHES OF METAL, AND THEY CARRY
LARGE BLADED AXES, CURVED AND DEADLY. THE STANDARD THE IMMORTALS MARCH UNDER IS A
GOLDEN BULLS HEAD, AND THEY MUSICIAN CARRIES A DRUM MADE FROM A MONSTROUS SKULL*

— GRUDGEBEARER

SPECIAL UNIT

CHAOS DWARF IMMORTALS

15 points/model

The Immortals are an elite unit of Chaos Dwarf Warriors who do not serve a particular Sorcerer. Instead they act as bodyguards for high-ranking Chaos Dwarf leaders, assigned by vote from the conclave of the Temple of Hashut in the direst needs. The Immortals are based in the Tower of Zharr itself, an annex of the Temple. A Chaos Dwarf Lord can only obtain a detachment of Immortals to serve in his army if he wields sufficient influence amongst the Sorcerers. Immortals are grim-faced soldiers, clad in impenetrable Chaos armour: suits of plate mail forged by the Daemonsmiths, into which is bound a fragment of the very essence of Chaos. To better smite the enemies of their masters, the Immortals carry wide-bladed axes that bear twisted Daemonic runes, or sometimes the more traditional two-handed axes. However they are armed, Immortals know no fear and stand immobile, shoulder-to-shoulder, against even the mightiest foes.

Immortals are recruited from ordinary Chaos Dwarf Warriors and, with the exception of their leaders, the fearsome Baneguards, they serve for a fixed period of seven years, whereupon they return to their warband. A Lord may volunteer his followers for induction into the Immortals for, while he will lose the services of a capable warrior for some time, the returning veteran will bring new skills and experience which he will pass on to his fellows. Many Chaos Dwarf Lords served with the Immortals in their youth, a service for which they are permitted to keep the suit of Chaos armour they wore.

	M	WS	BS	S	T	W	I	A	LD
Immortal	3	5	3	4	4	1	2	1	9
Baneguard	3	5	3	4	4	1	2	2	9

Unit Size: 10+

Equipment:

- * Cursed Axe
- * Chaos armour (4+ armour save)
- * Shield

Special Rules:

- * *Stubborn*
- * *Bondage of Hashut*



Minis by Slim

Options:

- Replace Cursed Axes with great weapons - 2pts/model
- Upgrade one Immortal to a Musician - 6pts/model
- Upgrade one Immortal to a Baneguard - 12pts/model
- Upgrade one Immortal to a Standard Bearer - 12pts/model
- may have magic standard worth up to 50pts

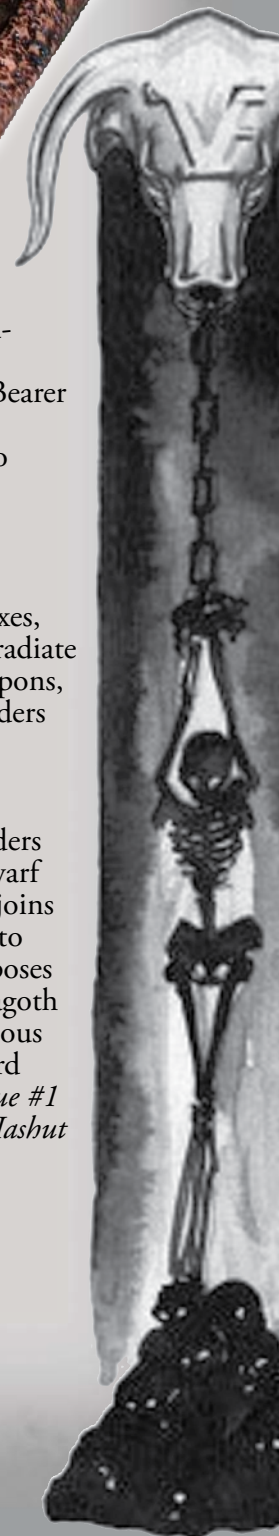
SPECIAL RULES

Cursed Axes

Immortals bear wickedly sharp black axes, etched with foul daemonic runes that radiate dark power. Cursed Axes are hand weapons, but they make the attacks of their wielders count as magical.

Bondage of Hashut

Immortals are sworn to defend the leaders of Chaos Dwarf society. If a Chaos Dwarf Sorcerer, Sorcerer Lord, Hero or Lord joins a unit of Immortals, they are immune to fear and terror (Note that, for the purposes of this rule, the special characters Astragoth and Zhatan the Black featured in previous issues count as a Sorcerer Lord and Lord respectively). (*Astragoth appeared in Issue #1 and Zhatan in Issue #3 of the Word of Hashut respectively- Willmrk*).



THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

THE LORE OF HASHUT

By Thommy H & Willmark

(Note these spells are predominately from the 4th edition/5th edition Army book- White Dwarf Presents – Chaos Dwarfs.

In essence we have converted them into 7th edition Warhammer Spells). We thought why should all the other races be the ones having fun with their own custom spell lists?- Willmark).

In addition to being able to cast spells from the Fire, Metal, Shadow and Death lores, Chaos Dwarf Sorcerers are also able to select spells from their own, unique spell Lore: The Lore of Hashut, sometimes known as the Lore of Lava for its many effects, they concern themselves with the control and manipulation of said substance. Lava is plentiful in the plains of Zharr Naggrund and long ago the first of the Chaos Dwarf Sorcerers learned to harness its power in mighty spells.

In addition some of the spells invoke the power of the mighty chaos god himself, Hashut, patron deity of the Dawi-Zharr. This is all together proper as he is often depicted as a mighty bull wreathed in flames and ash.

But as with any spell casting with a Chaos Dwarf Sorcerer such power comes at a price; even the Lore of Lava, blessed by Hashut himself. That is to say that eventually a Chaos Dwarf Sorcerer will eventually succumb to the stone curse, and once the curse has started his fate is sealed.

Chaos Dwarf Magic Spells

Most of the Chaos Dwarf spells deal either with the manipulation of fire/lava or the reference to Hashut, the bull god of the Dawi-Zharr.

To randomly generate a spell for the Lore of Hashut, roll a D6 on the table below. If you roll the same spell twice, roll again. Any Chaos



Mini by Arashi

Dwarf Sorcerer may swap one spell for Magma Pool if you wish.

D6	Spell Casting	Value
1	Magma Pool	5+
2	Doomroar	7+
3	Flames of Azgorh	7+
4	Lava Storm	8+
5	Ash Cloud	9+
6	Eruption	12+

Magma Pool

Cast on 5+

Summoning a magically created pool of magma, the Chaos Dwarf Sorcerer is magically transported to another point in the battlefield.

Mini by Kyte



This spell may be cast upon the Sorcerer himself. The spell may only be cast on a model with unit strength 1, even if engaged in close combat.

If successfully cast, the model may be placed up to 18" away anywhere on the battlefield, which may be a charge (the charged unit may only choose to stand as a charge reaction).

Mini by
Snotling



Doomroar

Cast on 7+

A shadowy visage of the Chaos Dwarf god Hashut appears and bellows forth a mighty roar that terrifies foes and stiffens the resolve of his followers.

If successfully cast, each enemy unit within 18" of the Sorcerer is affected. Each unit must immediately pass a panic test or flee

away from the Sorcerer.

Alternatively, the spell may be cast on a single friendly fleeing unit within 18". If successful, the unit rallies immediately, regardless of how many models are left in it.

Flames of Azgorh

Cast on 7+

The Chaos Dwarf Sorcerer inhales deeply and belches forth mighty gout of heat and flame scorching all those in its path.

If successfully cast, the Sorcerer may make a Strength 4 flaming breath weapon attack as described in the Warhammer rulebook.

Mini By
Willmark



Lava Storm

Cast on 8+

Jets of molten lava spring forth from the casters hands striking out to slay his foes.

Lava Storm is a magic missile with a range of up to 24". If successfully cast, the Lava Storm hits its target and causes 2D6 Strength 4 hits. This is a flaming attack.

Ash Cloud

Cast on 9+, remains in play

A storm of volcanic ash rains down from the heavens at the behest of the Chaos Dwarf Sorcerer, blanketing the battlefield. The targets sputter and choke on the dark soot

billowing in tempests before their faces.

This spell may be targeted on any single enemy unit within 24" of the Sorcerer, even if engaged in close combat. If successfully cast, they suffer a -1 to hit for both shooting and close combat.

Eruption

Cast on 12+

Chanting powerful magic in praise of the god Hashut the Chaos Dwarf Sorcerer calls for a massive eruption of the ground as magma and ash spew forth from the bowels of the Earth.

Eruption may be cast on any one unengaged enemy unit within 24". If successfully cast, the ground beneath the unit's feet erupts with magma and ash.

Take the small round template and place it over the unit. All models in the target unit completely under the template are automatically hit and partially covered are hit on a 4+ on a D6. Models hit must pass an Initiative test or be consumed by fire and magma. If passed the model is not affected, but models failing the test are consumed by the magma and removes as casualties, regardless of any magical protection or special rules they may have. War Machines and Chariots affected will not take an Initiative test, but instead are destroyed on a 4+.

Update

The rules for Astragoth, the High priest of Hashut appeared in the Word of Hashut #1, (http://www.chaos-dwarfs.com/pdf/word-of-hashut_issue-01.pdf) – he may use the Lore of Hashut and, if he does so, gets his bonus power dice just as if using the Lore of Fire.

See page 42 and 43 for spell cards that can be printed out and used for your games.



MAGMA POOL

Summoning a magically created pool of magma, the Chaos Dwarf Sorcerer is magically transported to another point in the battlefield.

This spell may be cast upon the Sorcerer himself. The spell may only be cast on a model with unit strength 1, even if engaged in close combat.

If successfully cast, the model may be placed up to 18" away anywhere on the battlefield, which may be a charge (the charged unit may only choose to stand as a charge reaction).

Cast on 5+

DOOMROAR

A shadowy visage of the Chaos Dwarf god Hashut appears and bellows forth a mighty roar that terrifies foes and stiffens the resolve of his followers.

If successfully cast, each enemy unit within 18" of the Sorcerer is affected. Each unit must immediately pass a panic test or flee away from the Sorcerer.

Alternatively, the spell may be cast on a single friendly fleeing unit within 18". If successful, the unit rallies immediately, regardless of how many models are left in it.

Cast on 7+

FLAMES OF AZGORH

The Chaos Dwarf Sorcerer inhales deeply and belches forth mighty gout of heat and flame scorching all those in its path.

If successfully cast, the Sorcerer may make a Strength 4 flaming breath weapon attack as described in the Warhammer rulebook.

Cast on 7+

LAVA STORM

Jets of molten lava spring forth from the casters hands striking out to slay his foes.

Lava Storm is a magic missile with a range of up to 24". If successfully cast, the Lava Storm hits its target and causes 2D6 Strength 4 hits. This is a flaming attack.

Cast on 8+

ASH CLOUD

A storm of volcanic ash rains down from the heavens at the behest of the Chaos Dwarf Sorcerer, blanketing the battlefield. The targets sputter and choke on the dark soot billowing in tempests before their faces.

This spell may be targeted on any single enemy unit within 24" of the Sorcerer, even if engaged in close combat. If successfully cast, they suffer a -1 to hit for both shooting and close combat.

Cast on 8+
Remains in play

ERUPTION

Chanting powerful magic in praise of the god Hashut the Chaos Dwarf Sorcerer calls for a massive eruption of the ground as magma and ash spew forth from the bowels of the Earth.

Eruption may be cast on any one unengaged enemy unit within 24". If successfully cast, the ground beneath the unit's feet erupts with magma and ash.

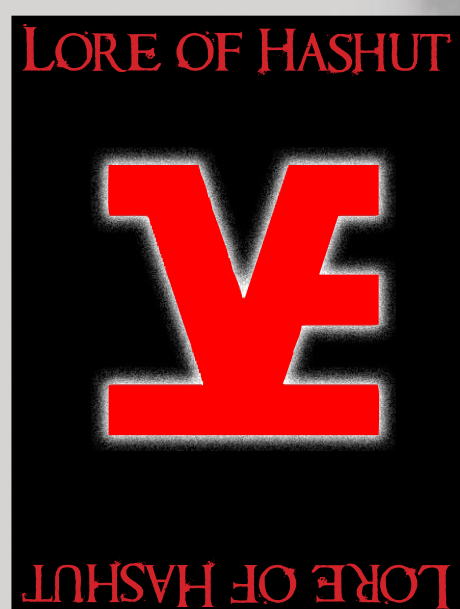
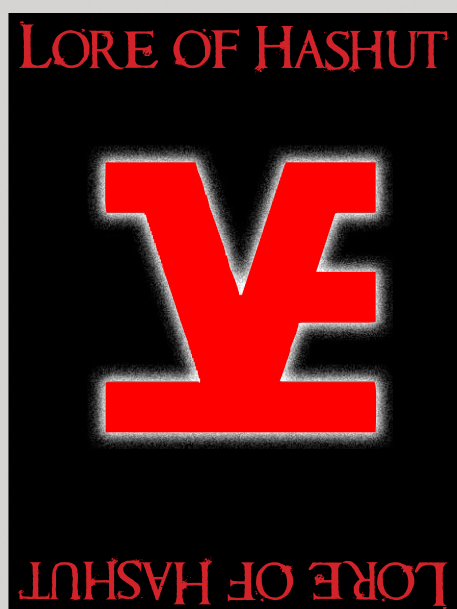
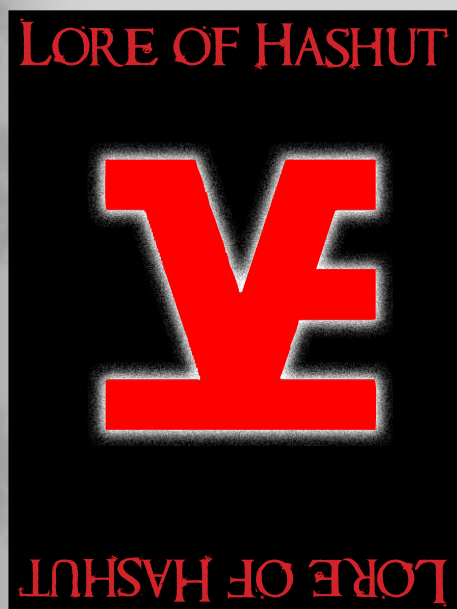
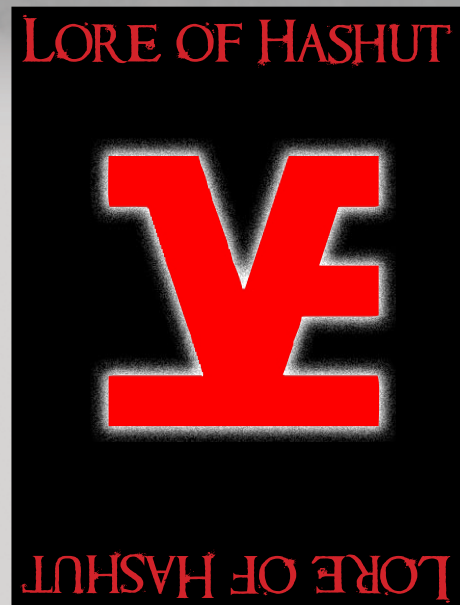
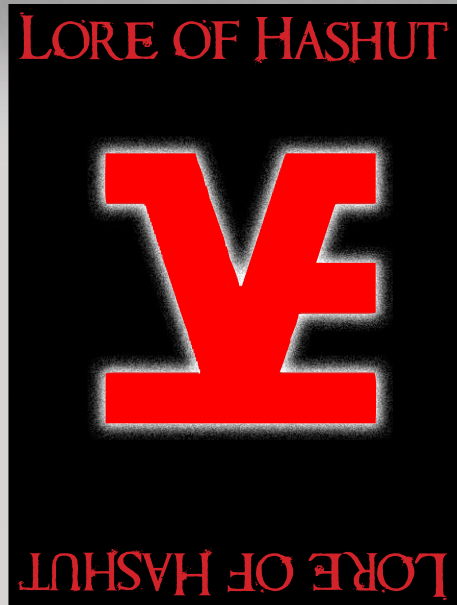
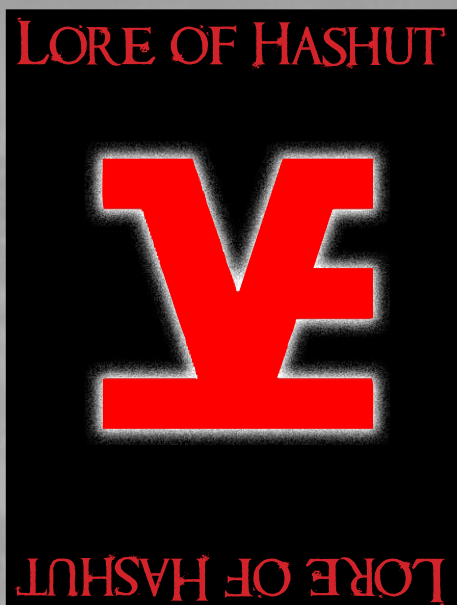
Take the small round template and place it over the unit. All models in the target unit completely under the template are automatically hit and partially covered are hit on a 4+ on a D6. Models hit must pass an Initiative test or be consumed by fire and magma. If passed the model is not affected, but models failing the test are consumed by the magma and removes as casualties, regardless of any magical protection or special rules they may have. War Machines and Chariots affected will not take an Initiative test, but instead are destroyed on a 4+.

Cast on 12+

COMPLEXITY RATINGS

The Word of Hashut uses a system of Hats in the Hobby Section (Diabolic Furnaces) This shows off how difficult a given conversion is. 1 hat=easy, 4 hats=hard! 5 hats= you must be Markus working on the Chaos Dwarf Mining complex...





DO YOU HAVE SOMETHING FOR US?
SUBMIT YOUR ARTICLES!

Contact Servius
@ www.chaos-dwarfs.com



THE WORD OF HASHUT



JUNE 2009

DIABOLIC FURNANCES

HOBBY SECTION

BUILDING YOUR OWN BOLT THROWERS

BY BASSMAN



The power of the Bluebeards' clan lies in the massive forges hundreds of metres below the ground of Zharr Naggrund. In those places, never touched by sun light, the Clan Sorcerers and Engineers carry dark rituals for the production of evil machineries of war like the infamous Death Rockets, the rightly feared Heartshakers and the ultimate abomination: the Hellcannons! But the power of the clan comes also from the endless factories just outside their sector of Zharr Naggrund. There, thousands of slaves, men and other breeds of lesser races, work under the scourge of hobgoblins' slavers to produce simpler but not less effective machines of war...

Every Chaos Dwarf player knows the importance of missile fire in our army list. Hashut gave us many different bizarre machines of war: death rockets, earthshakers and hellcannons. We can deliver massive short ranged fire thanks to the blunderbusses and fill the gaps with hobgoblins and arrowboyz, but everybody knows there is another option. This option is cheap and really effective: bolt throwers! 30 points each is such a bargain everybody should think about purchasing them.



Even players that want to skip hobgoblins to make an all-dwarf list sometime replace hobgoblin crew with dwarfs to include them. I normally field 4 or 6 of them but I know some people use even 8 bolt throwers!

Official GW hobgoblin bolt throwers are OOP and really expensive, so I decided to create this tutorial to show you how to build your own in a simple, fast and effective way!



Step 1

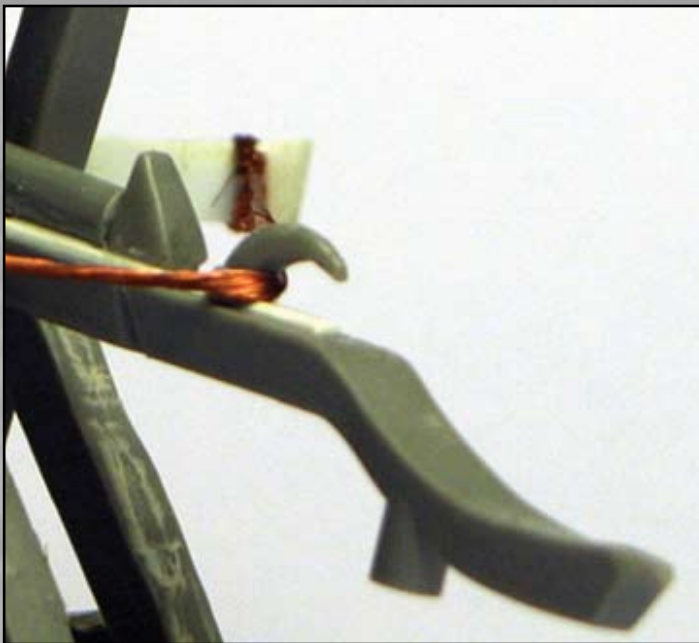
Checking my bits box I found old orc boyz sprue leftovers, the 6th edition starter set ones, in each one there are two curved pieces, they are perfect for the slider beams. They lightly differ each other but do not worry, these are supposed to hobgoblin machines. Arms of the ballista's bow are made out of plasticard, prepare two pieces for each arm, one shorter than the other. You will understand why in Step 2.

Step 2

Shape the bow using the two pieces of plasticard, carefully bending the largest piece of plasticard and then fixing the smaller one, in this way the larger one preserves its bended shape. Once the glue is sealed, you can start to shape the bow using an hobby knife.

Step 3

Once you have shaped the arms with an hobby



knife, you can use green stuff to make the four ring of metal that should keep the two part of the bow together. Now you are ready to glue the bow and the slider beam together. The slider beam could be decorated as you prefer, I just added a strip of plasticard and a trigger. The trigger is made out of a plastic dwarf horn and a square block of plastic. I like to keep it simple but you can elaborate more complex and realistic triggers.

In the meanwhile I started to assemble the stand and the pedestal, as you can see I simply cut pieces of sprues shaped to look like wood beams, random cuts help to resemble the raw processing or the weathering effect.



Bolts are made out of boar boyz spears but can be taken wherever you prefer.

Step 4

Bolt throwers are finally taking shape.

I glued the pedestal over the base, do not worry about precision, they are just hobgoblin stuff, just pay attention to the inclination of the pedestal and glue them carefully as they could be very fragile. Remember they are just glued not casted!

Step 5

Job almost done! Be careful to place bows in position on the frame **BEFORE** placing the strings!

For the chords I used copper wires of old cable I had lying for ages. If you do not have bended enough the bow you can use the wire tension to keep them in place, be careful, they are fragile!

Glue the spear in position and you're ready to shot your enemies.

Step 6

Now you have the structure and if you like you could add trophies, decorations, basing, whatever you prefer to make your bolt throwers sexy and deadly.



We want pics of your Dwarf Lords of Chaos!



Adventures of War

We would love to feature painted pics
of your your Dwarf Lords of Chaos in
our next issue! So get painting and
email your pics to:

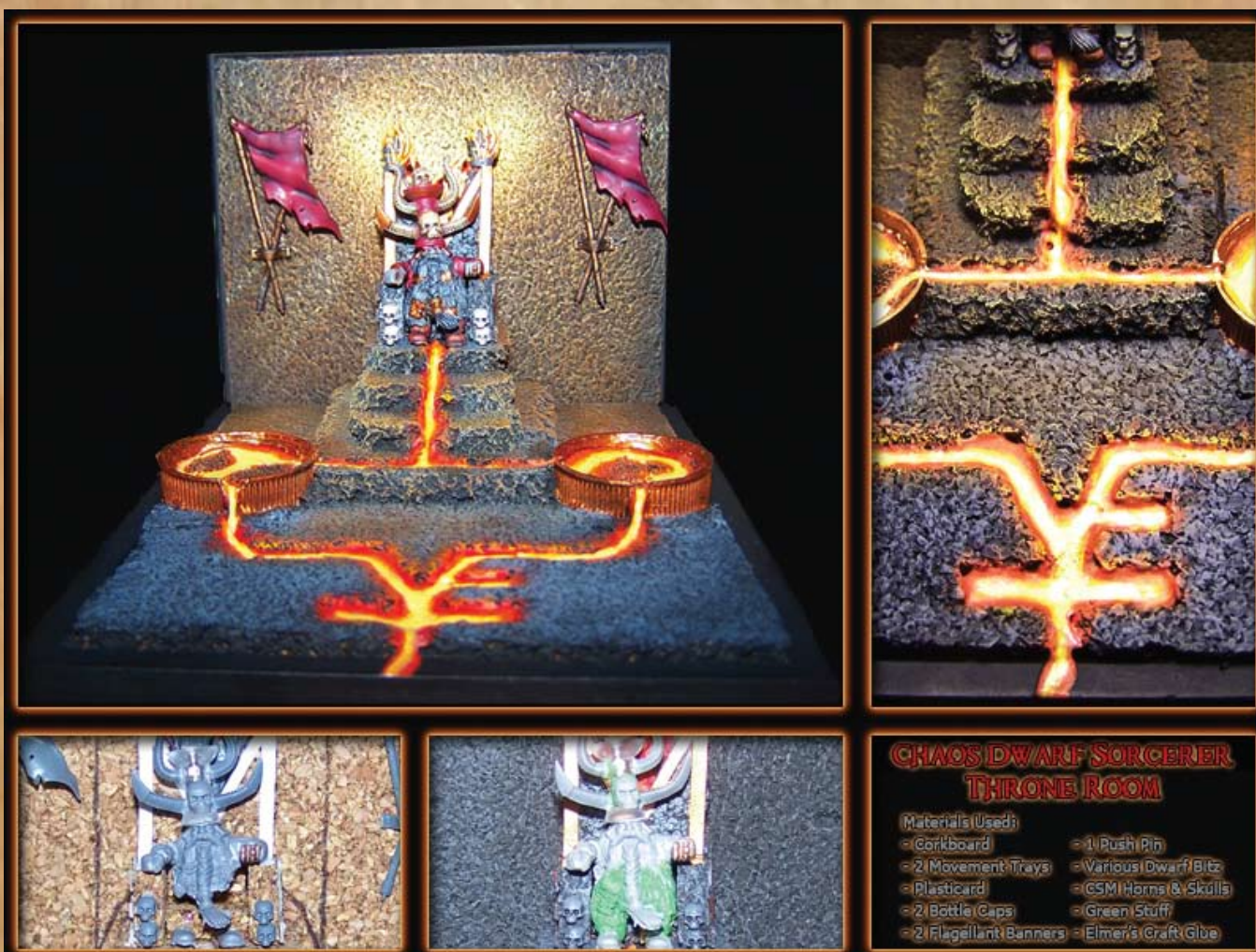
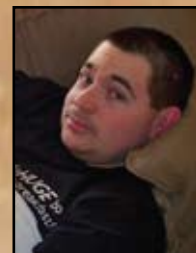
xander@chaos-dwarfs.com

ARTISAN'S CONTEST IV

www.chaos-dwarfs.com

1ST PLACE BUILD CATEGORY—SERVIUS

Below you can find Servius' First place entry for the Build Category for Artisan's Contest III.
Awesome job Dude!



CHAOS DWARF SORCERER THRONE ROOM

Materials Used:

- Corkboard
- 2 Movement Trays
- Plasticard
- 2 Bottle Caps
- 2 Flagellant Banners
- 1 Push Pin
- Various Dwarf Bits
- CSM Horns & Skulls
- Green Stuff
- Elmer's Craft Glue

1ST PLACE WRITTEN CATEGORY—WILLMARK



Willmark's winning instructions on how to create a foam based chaos dwarf statue can be found at the following url: <http://www.chaos-dwarfs.com/forum/showthread.php?tid=4112>

DIABOLIC FURNANCES

HOBBY SECTION

MAKING YOUR OWN HELL CANNON

By Cazgar



This conversion is for people wanting a daemonic looking war-machine. I use mine as a plastic hell cannon (as I hate metal models). First things first you need the corpse cart and empire cannon/mortar kits. The only other bits required are just little decorations.

Here are the bits required:



Step 1) take the 2 cannon halves and file the empire iconography off. You don't need to be neat about this.



Step 2) using a sharp knife cut the 2 cylinders that stick out the side of the cannon.



Keep them safe as they're required later.

Step 3) take the 2 pieces from the cannon bits that have like handles on the side and are for hold-

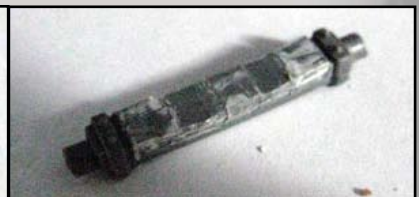


ing either the cannon (big one) or mortar (small one). Cut the ends so they are perfectly flat and not raised up at all and then glue them to one another, so they look like this:



Step 4) take the mortar and cut the cylinder bits off of it (put these to the side for later as well) and cut the end off. Then file away any empire iconography. Again, neatness isn't required.

Step 5) next take the cannon piece that has an axel on the bottom and cut everything away so you're left with JUST the axel.



Step 6) glue the cannon barrel and mortar barrels together and then from the corpse cart bits get the 2 quarter spheres and the flaming skulls. Glue the spheres together. I had forgotten to get the flaming skull bit ready when I'd taken this picture.



Step 7) glue the flaming skulls bit onto the end of the cannon. Whichever way the flames point is going to be up. glue the spikey half sphere bit to the side of the flaming skull bit. We want it to look like the loading door at the back has been pulled open and the daemonic fire is



bursting out. You might have to hold it a bit so that it doesn't drop off (it's quite a heavy piece)

Step 8) once that is dry glue the mortar onto the other end of the cannon. Neatness doesn't matter as greenstuff'll be going over the top.



Step 9) take 2 wooden strut bits from the corpse cart and cut the bobbles off the bottom of the struts so they are flat.



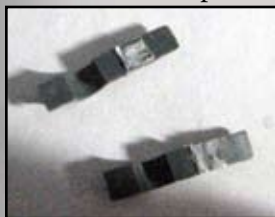
Step 10) get the corpse cart bit that has the 2 vampire faces on it. cut the shaft hanging down from the middle of it and cut one of the faces flat.

Step 11) place the barrel of the cannon in between the base but don't glue it. Take the 2 corpse cart struts and the bit with that you just cut the face off of. Glue the 2 struts to the long part of the base. And glue the face bit



between the struts, with the cut off face facing forwards.

Step 12) take the empire cannon wheels and make them look suitably battle damaged so they match the ones from the corpse cart.



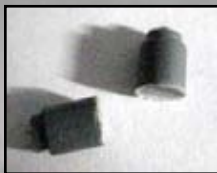
Step 13) glue the strips of metal from the empire box to the sides of the base. This will help cover the join between the cannon and mortar base.



Step 14) now take the bit from the corpse cart that looks like some planks of wood with horns and glue it to the front of the base on the mortar section.

Step 15) cut all the extra bits attached to the 2 bits of rope from the corpse cart off. If you leave them then on the rope won't fit.





Step 16) now, remember those little cylinder bits we cut off of the cannon and the mortars. You only need 2, but the spares are just in case you mess it up. you want to

cut them in half, maybe a little smaller. Then place them between the cannon barrel and the corpse cart struts. This is perhaps the fidliest bit, making them big enough to wedge the barrel in place and small enough to fit. leave this to dry for a while so there's no chance of knocking it out of place.



Step 17)

now get the

rope bits and after trimming each a little glue them between the inside corner of the struts and the top of the mortar.

Neatness between the mortar and the rope doesn't matter, as it'll be covered in greenstuff.

Step 18) get the corpse cart bit that has the 5 curved wood pieces on it. cut them all off so each curved wood piece is individual. And then cut the squares off the blunt end of the curve.

Step 19) glue these 5 curved pieces of wood to the mortar part of the barrel, putting the longest at the bottom and then placing the other 4 at 9, 11, 1 and 3 o'clock around the barrel.



Step 20) take the corpse cart axel and cut the bobbles off the top of it. then glue it to the base



on the mortar side. And then glue the empire cannon axel to the back end.



Step 21) now take the 2 heads on ropes and glue them to the back side of the vampire head bit. You want them to look like some sort of sick looking pulley that is used to change the cannons firing angle.





Step 22) now glue the wheels on. The corpse cartwheels onto the corpse cart axel and the empire wheels onto the empire axel



Step 23) for extra decoration I glued the torches to the sides of the struts. If you don't feel comfortable painting fire then I guess you could leave them off.

Step 24) I took a

chaos warrior banner top, flattened the back of it and then glued a marauder chain thing to the bottom of it. Wait for this to dry fully before sticking it to the vampire face that you cut flat.



Step 25) get a marauder horsemen shield and cut the 2 bits on the back that stick up so that the shield will lie flat. Then glue it to the wooden bit on the front of the mortar base.



The past 2 steps could be easily altered depending on whether you have those bits or are looking for some



different iconography.

Step 26) now the cannon itself is built. You might agree it looks very plain and pretty messy. The thing that defines the hell cannon as a daemon warmachine are



all the skulls and daemonic faces along the barrel, so it's time to recreate them. Take a piece of

greenstuff about the length of a chaos warrior shield and not too thin (as we want it deep enough to be able



to leave fairly deep indentations) and wrap it around one of the sections on the barrel. The barrel will have these raised bands and I think it's best to leave these untouched. Spread it

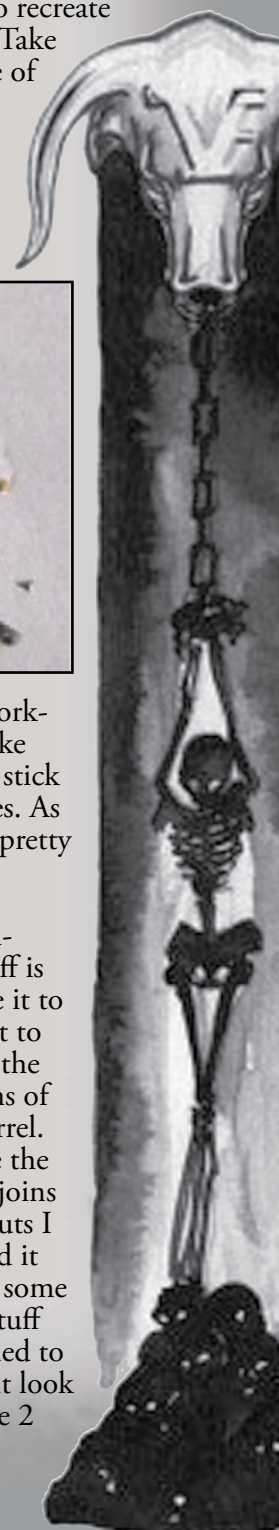


out so it fully covers the section you're working on. Now using a wet tool start to make some simple faces in the green stuff. Just stick to angry and sad faces. As you can see I kept it pretty simple.



Step 27) once the entire piece of greenstuff is covered in faces leave it to dry as you don't want to smudge your work. Repeat this along all the

sections of the barrel. Where the barrel joins the struts I covered it with a some greenstuff and tried to make it look like the 2





were fused together.
user posted image

Step 28) be sure to cover every section of the barrel and use the green stuff to make the

unsightly joins between things look more



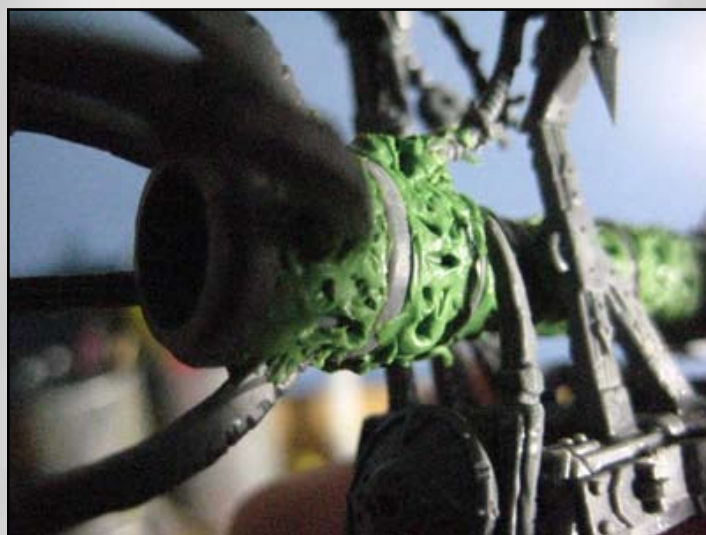
like they're fused or melted together.

Step 29) finally put a very thin layer of green-stuff on the inside of the barrel that can be seen and put some faces in it.



After that stick it to a base (I use a 50mm by 50mm one) and it's ready to be primed.

And here is the final piece:





(Many thanks Cazgar, that is exactly how a tutorial should be done- Willmark).

You can find Chieftain Cazgar at: <http://underempire.net> and also under the alias of Cazgar on the Beasts forum of the Chaos Star, the Herdstone: <http://z2.invisionfree.com/herdstone/index.php>



HEAVY HAT



By Loki



ORC WARLORD

PAINTED BY ALEXEY BUZDIN



By Grimstonefire



By Clam



By so.sad



By Ubertechie



By Border Reiver

NOW AVAILABLE AT WWW.BORDERTOWNBURNING.DE.VU

Border Town Burning



This is not a
**GAMES
WORKSHOP**
Product

A Supplement for
MORDHEIMTM

MORDHEIM

ASTRANAGANT'S GOLDEN HAT VIII ENTRY



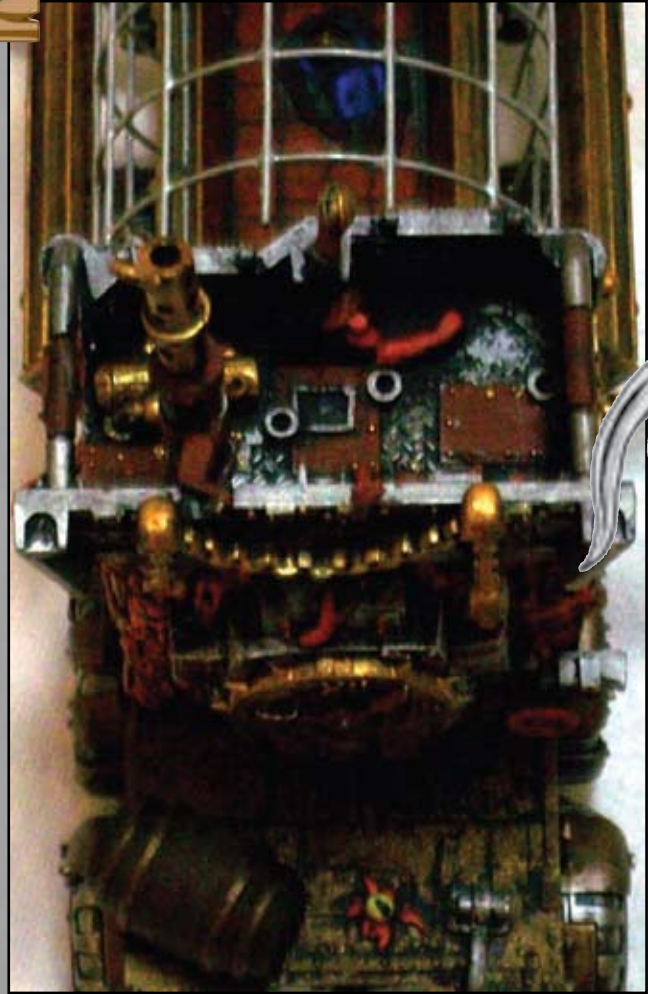
"Fell Sorcerer Priests mastermind tactical raids harvesting prisoners on the Silver Road to expand their labour force. Scouting for rich mineral veins and metal ores while scouring the land for wyrdstone deposits, has led detachments of the Children of Darkness to Mordheim".



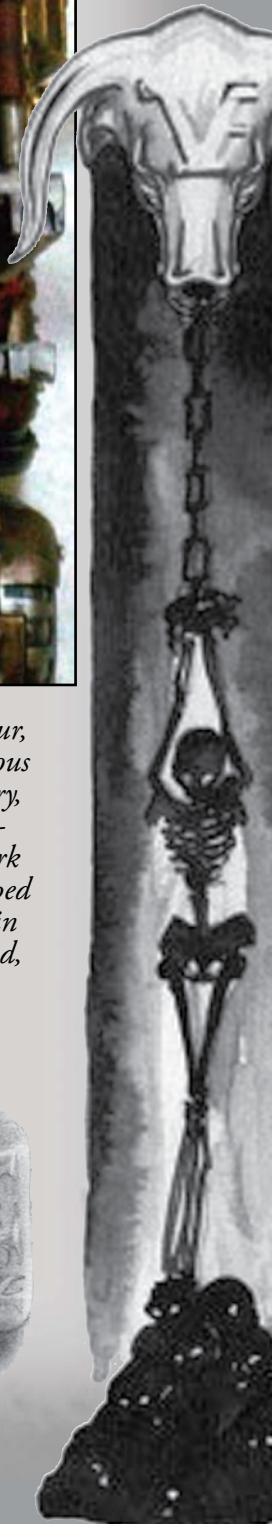
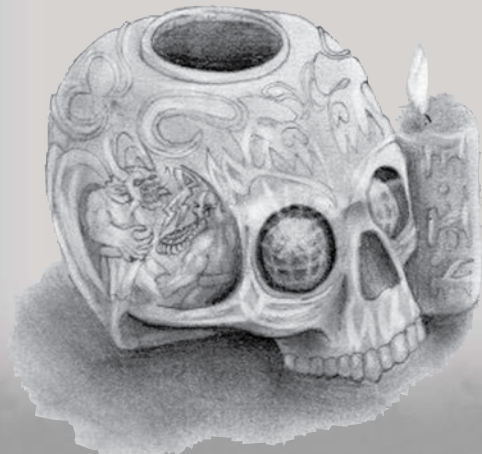
PRISON WAGON

"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..."

MORDHEIM



"The Black Dwarfs constantly trade armour, weapons and machines forged out of precious metals with their hammers and vile sorcery, for fresh supplies and victims. Those condemned souls are brought back to the Dark Lands. Deep beneath the the ziggurat shaped obsidian tower they are sentenced to toil in the labour pits of Mingol Zharr-Naggrund, the City of Fire and Desolation".



THE WIDE WORLD OF WARHAMMER

WARHAMMER REVIEWS

THE REPTILES AND HOW A DAWII ZHARR CAN BEAT THEM

BY WALLACER

Well, now that I've tried the new Lizardmen book I shall take the time to jot down some thoughts.

Slann – They have had their stat line weakened, but on the other hand this is not such an issue since Slann ideally shouldn't be getting into combat anyway, and with the new abilities available they shouldn't be getting harmed from shooting much either.

The points drop as a consequence of the stat line decrease allows you to purchase some of the new abilities for them:

Focussed Rumination is great. A free power dice for every spell turns your Slann into a casting monster, and I imagine this will be at the top of the list for most people as far as abilities go.

Transcendent Healing gives Regeneration, which is nice, although not as good as Higher State of Consciousness, which makes the Slann immune to non-magical attacks. The latter ability should help protect him far better against cannon sniping, which has been a bane of my Slanns in the past.

The Harrowing Scrutiny grants Terror, which has its uses, although personally it wouldn't be one of my top picks.

The Becalming Cogitation makes an enemy wizard within 24" discard any power dice that roll sixes, which could be useful if you're facing a Tzeentch Lord trying to get Infernal Gateway off or some other killer spell that needs a huge number to cast.

Unfathomable Presence gives MR3. Useful enough, although if you're going for a Slann/Skink build you'll probably have at least 5

Mini by Dino



dispel dice to start with.

Soul of Stone allows the Slann to reroll a miscast result, which seems like a must-have unless you're a gambling man.

The Old Blood, like the rest of the army, no longer has any spawning option. On the bright side, his scaly skin save has gone up to 4+. Even better, the Carnosaur mount (my favourite Lizardmen figure) is now worth taking. It is strength 7 and does not count as a Large Target anymore, so can easily be shielded by Skink skirmishers. I would go so far as to say the Carnosaur is now the best argument in favour of buying an Oldblood.

The Scar Veteran now has toughness 5, the same as the Lord. Unless you want a Carnosaur the Scar Vet is probably better value for points.

In my games I tried both the Lord on the Carnosaur and a Scar Vet. The Scar Vet is not quite the same without the old Charm of the Jaguar Warrior (which now only does a Power Level 5 Steed of Shadows spell). The new Charm is alright, but less reliable than the old one.

The Lord on the Carnosaur, on the other hand, was a monster. I equipped him with the Blade of Realities, which now instantly kills any target that is hit and fails a Ld test. He wiped out a Chaos Sorcerer, and half a dozen Chaos Warriors, holding my opponent's best unit in place for 3 turns.

Skink characters are more interesting now, primarily because of their mounts (Priests can ride on an Engine of the Gods, and Chiefs can ride a Stegadon, Ancient Stegadon or Terradon).

Since there is now a magic item called the Stegadon War Spear, which improves the Stegadon's impact hits to 2D6+1 (and counts as a lance for the rider) mounting at least one character

on a Stegadon will probably be a fairly popular choice.

I mounted my Chief on a Terradon, which wasn't overly effective but is a lot of fun. I gave him Venom of the Firefly Frog, which makes his mundane weapons poisonous, and assigned him to Wizard killing and War Machine hunting duties. This didn't work overly well, however, as I was playing against Mortal Chaos, which has no artillery (except the Hellcannon) and wizards in Chaos Armour. Against most other armies I think it would be a viable strategy. The Staff of the Lost Sun (strength 5 bow with 3 x multishot) would also be a good choice for a chief on a Terradon).

Saurus Warriors are another highlight of the list. I fielded mine 5 wide with spears, giving them 20 strength 4 attacks. This, combined with Cold Blooded, makes them a superb anvil unit. Mine held up a unit of 6 Chaos Knights with the Mark of Nurgle and never even looked like losing. As an added bonus, Saurus are cheaper than they were before.

Skink skirmishers are more expensive than they used to be, but still as useful as ever. The points increase won't discourage people from taking them, and nor should it. They are still great.

Skinks also now come in a rank and file variant. I used these in units of 10 for redirecting charges and it worked extremely well.

They can also be fielded with Kroxigors in mixed units again (1 Kroxigor for every 8 Skinks). I'm not overly sure about this as it pushes the cost of the unit up considerably, and the Kroxigors can still be killed on the charge fairly easily by most heavy cavalry. If the Kroxigors and skinks got the charge in, however, it would be a different story.

Mini by Dino

Jungle swarms were something I wasn't sure about at first, but I have come around to them somewhat. The important thing to bear in mind is that they can be fielded in units of a single base. So if you're buying a skink unit intending for it to be a march blocker, then why not save yourself 25 points and buy a swarm base instead? I tried this and it worked well. I snuck it into a

forest to march block units moving past the forest and when my opponent sent a spawn in to get rid of it my swarm charged his spawn and after a couple of turns killed it (mostly thanks to the fact that Lizardmen swarms have poison, of course).

Chameleon Skinks are a tricky one to judge. I didn't use any as there were other things in the special slots that caught my eye. They are the only scouts available, however.

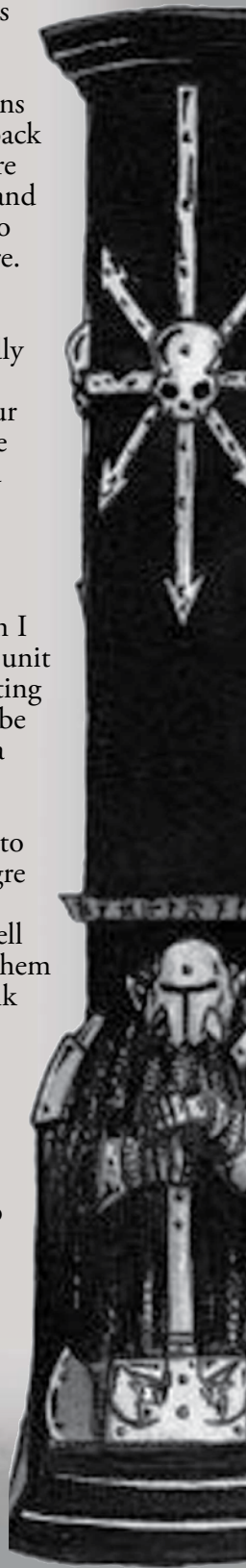
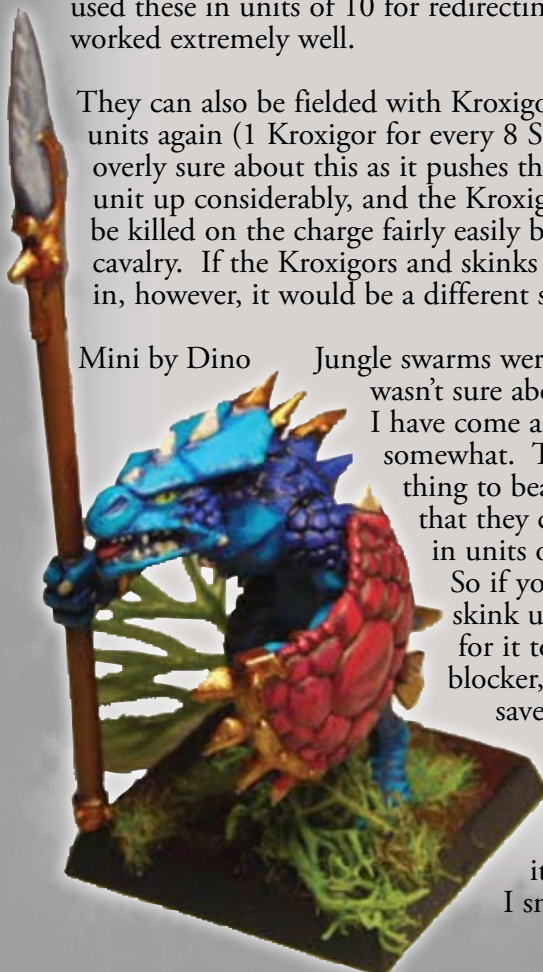
Terradon Riders are one of the highlights of the list. They can now do a one-off drop rocks attack, where each Terradon inflicts D3 S4 hits. This is pretty good, as it means that against expensive infantry the Terradons could conceivably make their points cost back in that one attack. Aside from that they are still as useful as always at march blocking and war machine hunting, although they are no longer as good in close combat as they were.

Temple Guard are 16 points each, which seems somewhat pricey, although admittedly they have a 2+ save in combat. Probably only worth taking if there is a Slann in your army, as when he joins the unit the Temple Guard become immune to Psychology and Stubborn.

Cold One cavalry now have a 2+ armour save, which makes them seem a lot more tempting than they were previously. When I used mine they killed a Marauder Cavalry unit and a couple of Chaos Knights, before getting run down. The Huanchi Banner will still be a must for any Saurus Cav unit (+D6" to a charge move).

Kroxigors have had their strength lowered to 4, and are now basically just a reptilian Ogre unit. This may well see them fall out of favour in many lists, although they may well see more use in mixed Skink units giving them some hurting power on the charge and rank bonuses.

Stegadons... well, the most obvious change is that they are now in the special slots, so you can field a whole lot more of them. Indeed, it is possible to field almost an entire army of them were you so inclined. It is also noteworthy that Skink Chiefs can now ride Stegadons (as well as Ancient Stegadons) and this may well be how they are fielded, especially with the Stegadon war spear, which increases the impact hits to 2D6+1 (ouch). I find it hard to see how an army of these would be viable as anyone with an



understanding of redirection (or even just some decent artillery) won't have too much to fear from these critters. As a unit mount for a Skink Chief with the War Spear though, they seem like a good option. It is also Ld 6 stubborn now, which is nice.

The Ancient Stegadon occupies a rare slot. It has a better armour save and strength, but less attacks and initiative. It also has some giant blowpipes which do 4D6 shots total at strength 3. Sadly, they are only 12" range, which seems odd when your Stegadon has a charge range of 12". No doubt the blowpipes have their uses (getting rid of redirecting units or charge baiters perhaps) but if my Ancient Steg is within 12", then I'll probably be charging more often than not.

The Ancient Steg can also have a Skink Priest and Engine of the Gods mounted on it, which can lower casting values, inflict damage on units within 2D6" or give a 5+ ward save versus shooting to units within 12" (although buying the Engine means you lose the giant blowpipes).

I've tried the Engine and it is both fun and useful to use, although it is also extremely expensive, and I suspect best value when fielded in a magic heavy army (although the ward save is obviously great versus shooting armies as well).

Lastly, Salamanders and Razordons. I tried one of each of these and they were OK, but nothing more than OK. Salamanders now function in a similar way to a cannon, shooting a flame template artillery Dice" forwards and inflicting a panic test if any wounds result.

This is probably better than Razordons, as the armour save is at -3.

Razordons roll an Artillery dice to determine the number of hits (2 Artillery dice if they're being charged) and roll to hit with virtually no modifiers. I used mine on the flank where they seem to be most useful, peppering fast cav and skirmishers. Not really great, but useful enough. And so now, the inevitable question of how do Chaos Dwarfs beat them.

Well, first of all, blunderbusses are just

as good at slaughtering skirmishers as they have ever been, and remember they can move and shoot. Just make sure you keep your Taurus, Lammasu and Bull Centaurs away from the Skink's poison blowpipes and javelins.

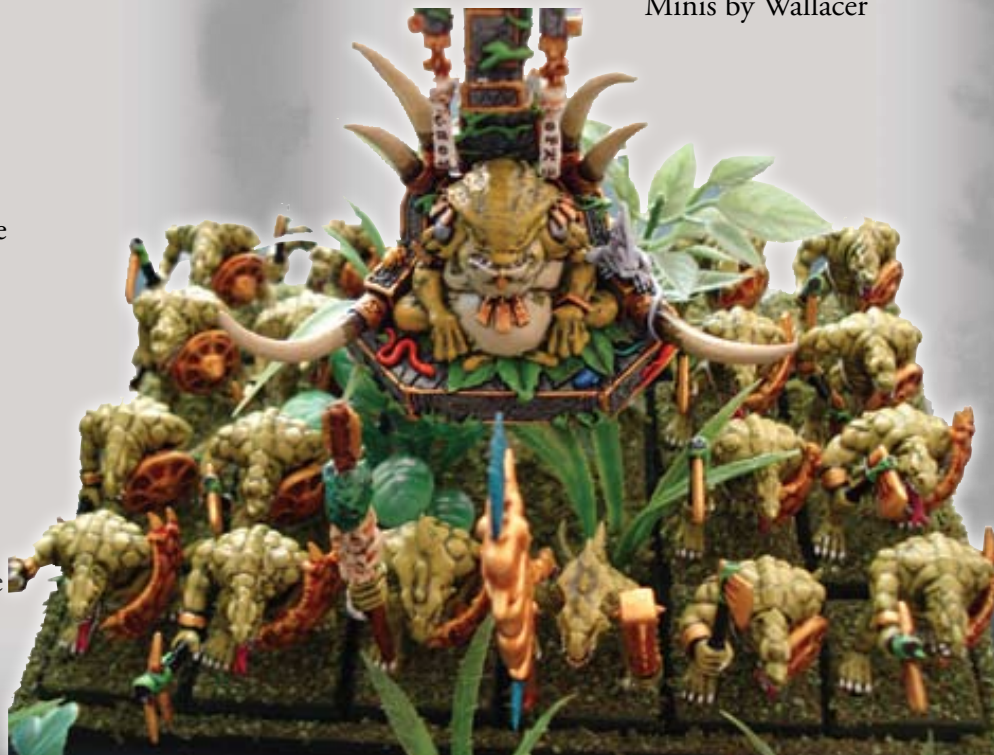
Earthshakers will prove a massive problem for Saurus, as they don't move that fast to start with. Remember though, that Saurus have spears now, so if you can then try to hit them in the flank (use Hobgobs for redirection).

Terradons are not as good at combat as they used to be. I would use Wolf Riders against them as they're probably the only thing we have fast enough to really threaten them (although a Taurus or maybe a Lammasu would do the job just as well).

Watch out for Salamanders as that -3 armour save will really hurt CD warriors. Also bear in mind that the Salamander attacks can overshoot intervening units and hit the unit they were shielding.

The big problem for CD versus Lizzies is magic, especially if they have a Slann with magic boosting abilities. Probably the best thing to do is pummel the Temple Guard unit with an Earthshaker and other artillery to whittle them down (and slow them down). Remember that Temple Guard do not have spears, so they are not as awful to face frontally as Saurus are. However, they do still have 2 attacks each (like normal Saurus) and a 2+ save in combat. So, while they won't be killing as many of you, you probably won't be killing as many of them either. Unlike Saurus, which get a (Continued on page 73).

Minis by Wallace



SO YOU WANT TO BE A LOREKEEPER...

BY ANCIENT HISTORY

The first step in creating a new wiki article or editing an existing one is to register an account and log in. Anyone can register an account, and it is completely free. The Chaos Dwarfs Online Wiki represents a communal effort on the part of Chaos Dwarfs Online, and everyone is welcomed and encouraged to participate. Regular users receive basic editorial privileges. Very prolific contributors may even receive the Wiki Award medal, much like Thommy H and “so and so”. Certain advanced features, like banning users and editing the navigation bar are restricted to Admin users.

To edit an article, hit the Edit tab at the top of the page. This will take you to an edit screen, where you can see the current article and a word processor window with the code of the page. None of the changes made to the code will be saved until the ‘Save Page’ button is pressed at the bottom of the page, and navigating away from the page before saving will typically cause you to lose your work.

Always hit the ‘Show Preview’ button before saving your work. This will allow you to see what changes your editing efforts will make, including any spelling, formatting, or code errors. Any changes made to a page can be seen – and undone, if necessary – in the History tab.

WikiText

Creating or editing a wiki article is very much like using a simplified word processing interface with buttons to bold or italicize text, create headers and links, etc. However, instead of implementing the changes directly, wikis use a very simple markup language (WikiText) that uses code references (tags) that tell the wiki software what to do.

Tags works very much like quotation marks – they set the text between the marks apart from the rest of the article. The actual tag does not appear in the final article, only the effect that the tag generates. It is very important to include the tags both before and after the selected text, or else the software won’t recognize it.

Styles

When you click the Bold text or Italics text button in the editing window, a bunch of apostrophes appear – those are the tags that represent that style. You can also type in these tags yourself.

Italic text

Bold text

Bold Italic text



'Italic text'

'''Bold text'''

''''Bold Italic text''''

Headers

The easiest way to organize a wiki article, particularly long articles or those with multiple sections, is to use headers. A header is placed at the start (or “head”) of a given section by pressing the Level 2 headline button, and it becomes the title of that section. You can also use subheaders by inserting additional = into the tags, but excessive use of these is discouraged.

One of the advantages of headers is that the wiki software automatically generates a table of contents for an article with at least four headers, which makes navigating long articles much easier. Another advantage is that you can directly link to sections or subsections within an article. Finally, you can also edit sections individually, which makes it easier to clean up large pages because you only have to scroll through a given section instead of the entire page.

Linking

A key aspect of the wiki format is being able to easily navigate from one article to another – and this is the part most users have trouble with. If you have any difficulty with linking, check the Code Reference page (the link is always in the Wiki Pages table on the left-hand side of the browser window.)

To create a link to another article on the Chaos Dwarfs Online Wiki, click on the ‘Internal Link’ button and enter the name of the page. If the article has headers, you can also link to a specific section of that article by adding a # sign and the name of the header afterwards. By the same token, you can also link to specific subsections by using the #.

To create a link to a webpage outside of the Chaos

Contents [hide]

1 Header

1.1 Subheader

1.1.1 Sub-subheader

1.2 Subheader 2

Header

Lorem ipsum dolor sit amet,

Subheader

consectetur adipisicing elit,

Sub-subheader

sed do eiusmod tempor incididunt

Subheader 2

ut labore et dolore magna aliqua.



== Header ==

..... Lorem ipsum dolor sit amet,

=== Subheader ===

..... consectetur adipisicing elit,

==== Sub-subheader ====

..... sed do eiusmod tempor incididunt

=== Subheader 2 ===

..... ut labore et dolore magna aliqua.

Dwarfs Online Wiki such as a Games Workshop article or The Stuff of Legends website, click on the 'External Link' button and enter the web address beginning with http://.

Dark Lands

Links to the Dark Lands article

Dark Lands#Zharr Naggrund

Links to the Zharr Naggrund section of the Dark Lands article

[1]

Links to the Stuff of Legends website

The Stuff of Legends

Links to the Stuff of Legends website



[[Dark Lands]]

Links to the Dark Lands article

[[Dark Lands#Zharr Naggrund]]

Links to the Zharr Naggrund section of the Dark Lands article

[http://www.solelegends.com/]

Links to the Stuff of Legends website

[http://www.solelegends.com/ The Stuff of Legends]

Links to the Stuff of Legends website

Links to a given article can also be named differently, which is useful when you want a link in a sentence without interrupting the flow of the passage. In this case, add a | after the name of the article or address you want to link to and then type in the text of the link.

Links can be made to articles that don't exist in the wiki yet; these appear in red, while "good" links appear in blue. Red links aren't necessarily bad – they tell users what content pages need to be added to the wiki – unless they're supposed to point to existing pages and are just misspelled, in which case you should go back and fix the spelling!

Images

One of the best features of the Chaos Dwarfs Online Wiki is its Chaos Dwarf Hobby Articles, which have images of model conversions fans have put together for a variety Chaos Dwarf units. Other articles also use relevant images when necessary, but few of them require images as much as the hobby articles.

Displaying images is a little different than adding a link to a page. Follow these steps to add an image to a page:

- 1) Make sure the image file is an acceptable file format (.jpg, .jpeg, .png, or .gif are preferred) and less than 200 kb in size.
- 2) Click on 'Upload File' in the Toolbox (lower left-hand corner of any Wiki page) and upload the image. Make sure you get the complete name of the file!
- 3) In the page to you want to add the image, hit the 'Embedded Image' button.
- 4) Insert the name of the file.

Users can also specify some additional features on pictures, such as its relative size on the webpage, its

justification, and whether or not it is a thumbnail of a larger image. These are fairly advanced features by the standard of the rest of this article, but very easy and handy to use. In all cases, changes to a picture require typing | and some information inside the image tag, to the right of the image file name.

Screen resolutions are measured in pixels, and users can specify how many pixels they want an image to take up by adding | XXXpx, where XXX is a number of pixels. Typical image sizes and guidelines are as follows:

Dark Lands Links to the Dark Lands article

the Dark Lands Links to the Dark Lands article

Dark Lands#Zharr Naggrund Links to the Zharr Naggrund section of the Dark Lands article

Zharr Naggrund Links to the Zharr Naggrund section of the Dark Lands article



[[Dark Lands]]

Links to the Dark Lands article

[[Dark Lands | the Dark Lands]]

Links to the Dark Lands article

[[Dark Lands#Zharr Naggrund]]

Links to the Zharr Naggrund section of the Dark Lands article

[[Dark Lands#Zharr Naggrund | Zharr Naggrund]]

Links to the Zharr Naggrund section of the Dark Lands article



Image:Cdo_wiki_main.jpg



Dawi'Zharr



[[Image:Cdo_wiki_main.jpg]]

[[Image:Cdo_wiki_main.jpg | Dawi'Zharr]]

200px is standard for most images

400px allows two images to be seen side by side

800px takes up the width of an entire page

The justification of an image is changed by adding |right, |left, or |center. This will move the image to the right, left, or center of the page, respectively. In most cases, only right justification is used in the Chaos Dwarfs Online Wiki.

The |thumb tag means that the image will be a thumbnail – a user clicking on the image in the page will be taken to a new page where they can see the full-size image. This is handy for when you have a large picture but don't want to crowd the main article page, but you don't want people to miss out on the details either!

Creating a New Page

Before creating a new page, search the wiki to make sure there isn't already a page of the same or similar name or subject. The purpose of the Chaos Dwarfs Online Wiki is to consolidate information, and having the same information on different pages just creates confusion and more work for others when they decide to merge the articles. A good idea is to take a look at the Wiki Plans page, or the Special Pages in the Toolbox, especially the Wanted Pages.

To create a new page, type its title into the search box on the left-hand side of the page and hit enter. If the title doesn't exist, you will be given an option to create this page. Clicking on the link will take you directly to an empty edit pane. Clicking on any red link in an existing article will also take you directly to an empty editing pane for that page, and works exactly as above.

When creating a new page, pay attention to the standard conventions of other pages in the wiki. Include links to other pages as necessary and include a section with references for the material in the article if at all possible – the Chaos Dwarf References article is very helpful for this.

When you are finished adding content to a page, preview it, sort out any errors or bad links, and save. Congratulations, you've added a new page to the Chaos Dwarfs Online Wiki. Afterwards, it's a good idea to go to other related pages and add links back to the new page – a page with no links to it is known as an "orphan" and is difficult to find without the search engine.

Redirects

Users can enter several search terms looking for the same article. For example, users might enter "Dark Lands," "The Dark Lands," and "Darklands" while searching for the "Dark Lands" article. To ensure that the user arrives at the desired page, pages for the other possibilities are created – but they all redirect to "Dark Lands."

By the same token, smaller articles are often consolidated into a larger article. To avoid keeping an empty page, and to help users find their way to the main article, these pages are redirected. Consider the previous example, "Zharr Naggrund," "Desolation of Azgorh," and "River Ruin" all redirect to "Dark Lands."

The WikiText for a page redirect is #REDIRECT followed by a link to the appropriate article.

Conventions and Etiquette

If you have any questions or comments on a page, or about a new page, use the Talk tab. Your fellow wiki contributors are always happy to talk to you about something, and in many cases it is a good idea to solicit input and advice from others before making any major changes that affect many articles.

Please use bold and italics sparingly. These styles are designed to draw attention, and if used excessively can be annoying and ineffective. By the same token, text should almost never be bold and in italics at the same time, unless quoting a source that includes both.

The first instance of an article name in the

article itself should be in bold. For example, in the Chaos Dwarfs article, the first instance of the phrase "Chaos Dwarfs" in the text of an article should be in bold.

Quotations in wiki articles should be relatively short, set apart from the main text, in italics, be relevant to the article, and should always be attributed to their source as you don't want to plagiarize someone else's work. Excessive quotes (a paragraph or more) will likely be removed in short order.

It is bad form for an article to link to itself (outside of the table of contents, naturally), and it is also considered undesirable for every word or term in a sentence to link to a different article. While this does happen, links should be spaced out if possible so that it is easy to read the text of an article and discern where each separate link is on the page.

It is considered good form to include separate sections, designated by headers, for Related Links and References at the bottom of an article. Related Links should contain bulleted links (internal or external) to articles and pages relevant to the page, while References should contain bulleted links to the books referenced in the article. References can be found in the Chaos Dwarf References article and copy-and-pasted for convenience.

Aside from the tags given above, the Chaos Dwarfs Online Wiki uses very little formatting – tables, horizontal lines, and html code aren't forbidden, but are generally used only when necessary. Use your own judgment.

When creating, adding to, or editing an article, use correct grammar and spelling, avoid profanity, opinion, and stay on topic. Personal insults, name-calling, incomprehensible language, offensive images, and anything not related to Chaos Dwarfs (even tangentially – we're flexible) have no place on the wiki. Xander's Rules apply.

To Be Done

The Chaos Dwarfs Online Wiki remains a terrific resource for Chaos Dwarf fans, but a lot of work remains to be done on the wiki – articles need to be fleshed out and cleaned up, book and page references to be added, and any number of conversions waiting to be uploaded. New (or, as it happens, old and forgotten) Chaos Dwarf mentions wait to be added to the Chaos Dwarf References page, and tactical maneuvers added to the Chaos Dwarf Tactics articles. No one is going to bang your door down to make these changes however, so if you have a bit of free time take the initiative and lend a hand; who knows, your efforts may be rewarded!

SUBMISSION GUIDELINES

RULES TO LIVE BY, OR ELSE...

By Willmark

In an ongoing effort to make the publication and assembly of the Word of Hashut easy on the staff and myself (always a good thing!) I thought I would take a few moments on how we would like submissions sent in to help in the quick assembly of articles and pictures, and thereby cutting down on re-work, thus producing better articles, thus producing a better webzine!

- Plain text and unformatted is preferred. If you must format simply make the paragraph headings bold. Don't use a crazy font as this will have to be changed anyways. Use a plain font like Arial or Times.

- Paragraphs. The best thing to do here is simply insert a single line of space between paragraphs. What this does is help facilitate the editing and formatting process.

- A Point Size of 12 is preferred.

Word Count: One thing that has made the process difficult is word count. In fact the varying word count is eating up a great deal of layout time. Traditional magazine have very strict guidelines in order to avoid this and we are going to have to adopt some. For starters try to keep you page count to an even number, multiples of two is a good guide. If you have pictures bear in mind that will take up space. If unsure of a page count of how long it will run in terms of layout contact me for guidance

- Microsoft Word, Simple text files and PDFs work just fine for submissions, (If you are on a Mac I can take Pages files too). If you use OpenOffice or NeoOffice those will work as well. Basic point here is don't use something obscure.

- Spell-check and grammar check. Realizing that English is not everyone's first language, I'd still ask that you run it through spell-check before you submit your article. Having someone else read it over is a good idea, as they will catch mistakes that you might not otherwise notice.

- For graphics make sure your resolution/pixel count is high enough. Nothing's worse than trying to zoom tiny pictures. JPEG is preferred.

- Take some time with any photos submitted; better quality makes for a better reading experience.

- Cover submissions are a special case. If you want to do a cover contact me directly BEFORE you start out. I would hate to see someone waste time on one a piece of art and not have it see the light of day.'

- Artwork. Artwork is always appreciated, but keep in mind color artwork always takes precedence. That is not to say you cannot submit black & white, just make it your best effort.

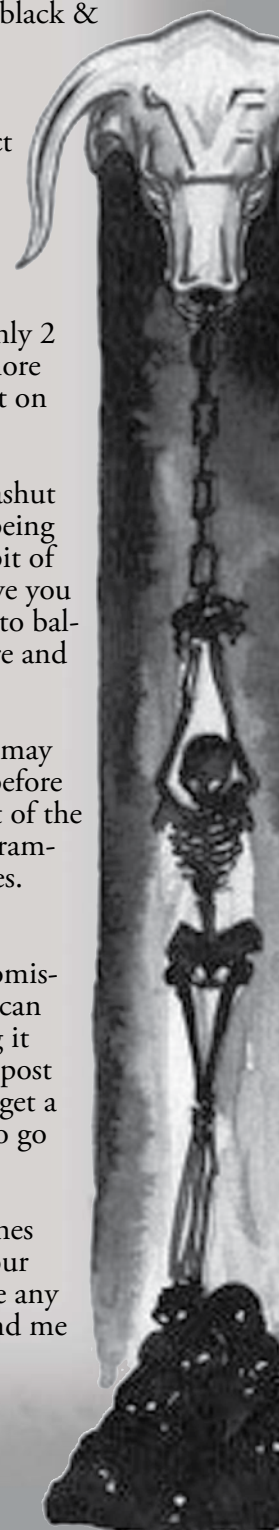
- Testament of the Dawi-Zharr- aka the member spotlight. We will contact you if we want a submission. This is not meant to be a slight to anyone, but generally it's for the more well known posters on the site. That is not to say that we won't consider it, but if you have been on the site for only 2 weeks... Simply is a case of become more active and perhaps we'll do a spotlight on you!

Keep an open mind. The Word of Hashut is published 4 times a year (hence it being called a quarterly) and it might be a bit of time before your art/articles/what-have you see the webzine. Be patient. We have to balance articles submitted with the future and in the context of a particular e-zine.

Next up: Revisions. Bear in mind we may very well ask you to revise an article before submission. Also bear in mind as part of the editorial process we may have to fix grammar, spelling and even rework passages. Don't take this personal. It happens.

Next point: the best place to send submissions is via my attention via PM. We can then work out the logistics of sending it to my email for larger files. I will not post it here in the webzine, if you need to get a hold of me you should know where to go to by now.

In closing, if you follow these guidelines you run a greater chance of having your piece submitted. As always if there are any questions about the process please send me a PM.



BLOOD BOWL

THE GRIDIRON GRIND PART I

Managing Chaos Dwarfs through a season of Blood Bowl

BY GAIXO

Part I: The Regular Season

The mining and slaving camp known as Balahak doesn't have a grand Ziggurat. Just a collection of huts and warehouses nestled in between a blackwater swamp and the foothills climbing up into the Mountains of Mourn. It doesn't warrant any protection beyond a unit of blunderbusses and several packs of wolfriders. It doesn't even have the influence or strategic significance necessary to earn it a place on the official maps of the region. What it does have, inexplicably, is a stadium capable of holding 30,000 screaming Blood Bowl fans. For the High Overseer of Balahak has mad dreams of gridiron glory, and just beyond the watchful eye of Zharr-Naggrund, he has diverted royal funds to fuel his crazed ambition. Even within his tortured mind, the Lord of Balahak realizes that there are only two possible endings to his tale. Either he will capture a major trophy and be honored for advancing the glory of the Dawi Zharr, or he will be exposed as a failure and traitor, sentenced to eons in the dungeons of the capital.

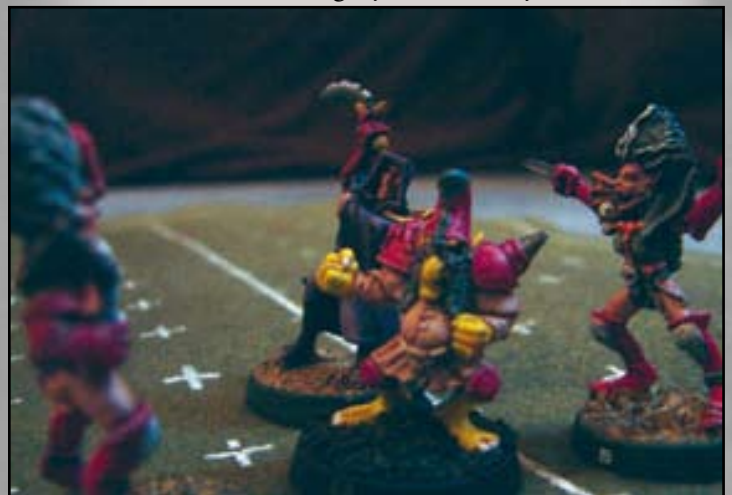
This article was originally intended to appear in *Word of Hashut* Issue 3, chronicling my team's early games in the hopes of revealing the quality of my strategic concepts. Things went wrong, as they often do, when the local Blood Bowl league was suspended for the summer season, due to its commissioner's other commitments. The league's coaches still wanted to play, however, and received permission to run a summer training

league that would consist of nine sanctioned games, but with no playoffs coming at the end. While I participated in this league, I felt that the lack of a post-season would make it less interesting as the subject of this article, and so waited for the following fall season. This had two consequences. One: obviously, this article has been delayed until Issue 4. Two: this article will follow the advancement of a more developed team.



So, allow me bring you all up to speed. My team ended the summer season with a record of six wins, two draws and one loss. I followed the team-building guidelines laid down in my previous article and ended up with a team worth 1,740,000 Gold Crowns. (For those guidelines check out Issue #2- "Maiming isn't everything!"- Willmark).

It consists of two Bull Centaurs: one with Jump-Up and one with Dodge; six Chaos Dwarf Blockers: one with a Claw and a Strength increase, the others have no skills whatsoever; five Hobgoblins: two have Dirty Player, one has Kick-off Return and Sure Hands, one has an Agility increase, and the last has Kick and Block. Lastly, against my better judgment, I added a Minotaur following my last training league match. Rounding it all off, I have four rerolls and a Fan Factor of nine. I expect this to be a very competitive team, despite my inability to add the invaluable skills of Guard and Mighty Blow to my Blockers'



repertoire. Unfortunately, half of the training league coaches decided to make new teams for the fall session, and there was an influx of new blood as well, so I'll be playing against smaller teams in the majority of my games and therefore facing all sorts of handicapping inducements.

Some quick background on the league: The Atlantis Games & Comics Blood Bowl League has been around forever, but is in the sixth season of its current incarnation. Each of the two participating game shops are considered separate conferences. An eight game fixed schedule is played within each conference, followed by a postseason tournament in which the four teams from each conference with the best records play single elimination matches against each other. Eventually the single surviving teams from each conference meet, and the two play each other in the final match for the league championship. My team, the Balahak Butchers, will be playing in the Eastern Division of the Norfolk Conference. The season will consist of a six game home-and-away series against the other three teams in my division, and two inter-division matches. I'll be writing my reports of each match as the season goes along, so that I can give my honest impressions without the benefit of hindsight.

Week 1 - vs. The Gemstoked Privateers. 1-0 Win

The season got off to a grand start, with the Butchers hosting an old-fashioned Dwarf Derby. The Privateers had encountered the Butchers twice during the preseason, and there were well-honed grudges on either side. The Privateers received the ball and drove it right into the Butchers front line. Del Horno the Minotaur, on the first play of his first league appearance, misjudged the height of a Dwarf blitzer and ended up with a groin injury that would knock him out of the match and leave him unavailable for the next. The resulting turnover would give the Privateers the advantage in a scrum that lasted for most of the first half. As the clock ran down, a Trollslayer emerged from the pile with the ball and sprinted toward the endzone. Star Blocker Goikoetxea exhibited surprising speed in racing back to cut the Slayer down at the last moment. The teams went to halftime with no score, and with one casualty a piece.

The Privateers began the second team on defense, and

chose this moment to unveil their new Deathroller. It was perhaps not the best timing, as the Butchers ran their famous "Left Hoof Black" wedge play and the agile Hobgoblin Hater Wreck'ard ran right around the 'Roller and in for a touchdown. With the Deathroller now ejected, the Butcher defense was too much for the Privateers, and the match ended at 1-0.

I knew buying that Minotaur would be a mistake, and he proved it by rolling double-skulls on his first play ever! I absolutely could not get the ball away from these guys, so it's lucky I was able to score so easily. If the opposing coach had brought the Deathroller out on offense he definitely would have been able to score and probably would have knocked half of my team off of the field in doing so. I hope he hasn't figured out how to use that thing by the time the rematch rolls around. One of my CDs managed to get a skill advance, and so I'll finally have a Guard on the team.

Week 2 - at The Darkness. 2-1 Win

Next the Butchers travelled underground to face a group of rookie Skaven led by a renowned coach. Things got off to a troubling start as the Darkness ran a classic reverse, tricking the Butchers into committing on the strong side before racing back around to the other. Caught out of position, the Butchers could only watch as the rodent quarterback called his own number and



scurried in for a TD. Things only got worse as Hobgob Tiko fumbled the following kick-off, leaving himself vulnerable to a blitz. The Butchers were forced to pull the entire team back to cover the ball, though poor Tiko was still sacked and put out with broken ribs. Fortunately, rising star Hater Wreck'ard got hold of the ball and carried it all the way



in for a TD.

In the second half the Butchers settled down and began a slow drive, grinding the young rats into the dust as they rumbled along. The Darkness had one more trick up their tattered sleeves, however, and a glowing orb floated from their sideline to land in the middle of the Butcher's offensive set, exploding with shrapnel and a foul grey smoke. The ball ended up on the ground, along with half of the Balahak Butchers. A Gutter

Runner pounced on the ball, but he was just too inexperienced to avoid being trampled by Zubizarreta the Boar Centaur playing safety. Eventually the ball was back in Wreck'ard's hands and the Butchers left the rat warren with a 2-1 victory.

This was an interesting match, proving that an experienced coach and a ton of inducements can surprise a veteran team if they're not careful. Two Bloodweiser Babes ensured that all of the rats I KO'd came back on each subsequent drive, and the Fireball spell in the second half nearly cost me the game. I will need to be very careful against these guys in Week 6. My MVP roll was lucky again, giving my Jump Up Centaur a second skill upgrade. I rolled a regular skill and took Block, a necessity in his role as a safety. I also bought my fifth reroll, which may be as many as I ever need.

Week 3 - at The Shadow Chargers. 3-1 Win

The Butchers continued their tour of the Underdark with a stop in Naggarond to face another rookie team. This was more of a mismatch than the previous game, and an early blitz left the Dark Elves surrounded by a circle of bloodthirsty Dawi Zharr. Star Player Eldril Sidewinder was among the casualties as the Butchers slowly broke down the Chargers' cage and recovered the ball for a TD. The score was 1-0 at halftime, and things only got worse in the second period. Wreck'ard continued his scoring streak to make it 2-0, and another well-timed blitz allowed Bull Centaur Aranburro

to score the Butchers' third. The Chargers did manage to score one late consolation goal, but it was much too late to affect the outcome.



This team was depleted by injuries and just didn't have the personnel to provide much of a challenge. Dark Elves can get very good very quickly, but in their infancy they're really one of the weaker teams in the game. In retrospect, a Wizard (or some extra Apothecaries) probably would have helped him more than a vulnerable Star Player. In the postgame I picked up Block for my AG 4 Hobbo. Hopefully that will help keep him on his feet and out of the injury box.

Week 4 - vs. The Badland Buccaneers. 2-2 Draw

The Butchers were finally at home and healthy, and they needed every advantage in facing a group of tough and experienced Orcs. Things got off to a rough start as the Buc's strong-armed troll hurled a Goblin over the heads of the Balahak squad and he scampered in for a TD. The Butchers responded with their usual left-side wedge, but the Orcs had one of the toughest defenses they had ever faced. Still, the Centaurs speedy rolling cage provided enough hitting power to escort scoring-machine Wreck'ard in at the last moment of the first half.

The second half was even trickier. The Butchers called again got the ball to Wreck'ard and drove it down the field to the left. This time, however, a daring Orc blitzer vaulted the cage to knock the ballcarrier out of the game. It was a tense moment, but Zubizarreta somehow managed to scoop up the ball (very difficult with thick piggish fingers) and galloped in for a score. Unfortunately, the Butchers failed to adapt to the Orcs trick "Gobslinger" play, and the score was soon tied again. The onset of a blizzard slowed everything down, and the Butchers' last drive ended with a fumbled ball just yards from the end zone.

I completely blew this one by not reacting to his first score at all. I should have set up in a deep defense so that his tossed Goblin would still need to make some Dodge rolls to score, but instead I set up just as I had the first time and could only watch as he scored effortlessly. Rolling up a Blizzard on my final drive was a costly bit of bad luck, as it tremendously limits the speed of the Centaur "escorts" that are indispensable in my offense. Still, it was nice to see that I could match up with Orcs in an all-out brawl, and the snow had more effect on the final score than my opponent's offense.



Week 5 - at The Gemstoked Privateers. 2-0 Win

The Privateers had fallen on hard times since their last meeting with the Butchers, losing two of their most skilled players as well as their Deathroller over the course of two games. Their evil cousins were more than willing to take advantage of the ill fortunes of their former kin, as well as to extend them. The Butchers chose to kick off, and the Privateers stayed true to their usual strategy, running face first into the Balahak front line. In the resulting bloodbath, two players from each team were carried from the pitch with injuries that would cause them to miss the rest of the game. The brawl went on unabated and with no impact on the score line until late in the half, when the ball improbably bounced into Centaur Aranburro's hands and he rushed towards the end zone. Alas, his supposedly sure hooves failed him as he was crossing the line, and he clattered to the ground and the buzzer sent the teams to halftime with no score.

The second half found the Privateers reduced to nine Dwarfs, and Hater Wreck'ard took advantage of this disparity to work on his passing game. Hater threw three passes while running a quadruple

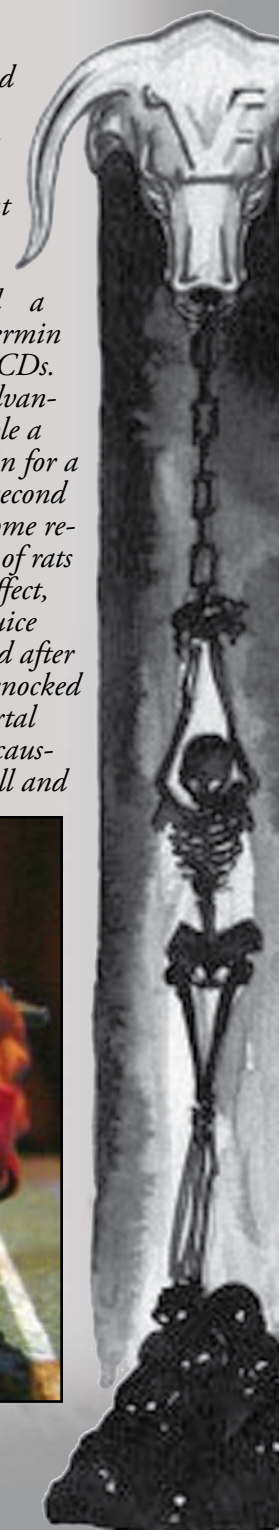


option play that ended with him keeping the ball and running downfield. With the Dwarfs safely outdistanced, the ball was handed off to star Blocker Goikoetxea at the last moment. Following the touchdown, the Butchers blitzed the demoralized Privateers and even an unsportsmanlike lightning bolt wasn't enough to keep Aranburro from scoring the safety TD.

This match really showed the strength of the CD roster. They can mix it up with a strength oriented team at only the slightest disadvantage, and as soon as the ball is loose, they can be away with it in no time. These double-Dwarf derbies are always a good time, but this one wasn't as competitive as usual.

Week 6 - vs. The Darkness. 0-2 Loss

The Butchers, returning home undefeated to face a foe they had beaten a month earlier, elected to kick off, confident that their defense could force a quick turnover. That was the last confident moment of the day known to the Chaos Dwarfs. Immediately after that ball was kicked, the Darkness' Rat Ogre Algernon blitzed a Blocker off of the field while his Stormvermin teammates knocked out another pair of CDs. Finding themselves at a numerical disadvantage, the Butchers scrambled to reassemble a defensive formation, but the rats ran it in for a TD with little difficulty. Following the second kickoff, the Butchers were quick to get some revenge, immediately smashing a handful of rats into the turf. It was to little long-term effect, however, as a bountiful supply of warpjuice had the rats bounding back onto the field after each drive, whether they had just been knocked out or if they had suffered seemingly mortal wounds. The Butchers, overly intent on causing casualties, paid little mind to the ball and



failed to score before halftime.

The Butchers emerged from the locker room for the second half to find a replenished team of vermin and half a foot of snow on the ground, and knew all was lost. A quick rodent blitz and a lightning bolt from the vicinity of the opponent's coaching staff led to another Darkness TD, and that essentially decided the game. The Butchers' Centaurs trudged slowly through the snow while the Skaven

Gutter Runners bounded lightly over the top of it. At such a disadvantage of speed and numbers, the Butchers could only defend midfield and watch the clock tick down to their first loss of the season.

Well, it had to happen eventually. The disparity in team values meant that my opponent could afford to induce two extra apothecaries, enough Bloodweiser to return from KOs on a 2+ prior to each setup, and a Wizard to effectively end one of my drives. An experienced coach can make great use of those resources, and that's what happened here. On the plus side, my casualty count resulted in four skill rolls. Two of these were doubles, so I got another Blocker with Claw and Block for my Minotaur. The other two rolls gave me another CD with Guard and Tackle for my Centaur safety.

Week 7 - vs. The Shadow Chargers. 2-0 Win

Following their first loss of the season, the Butchers were thankful to host a team at the bottom of the league's standings.

Though the Shadow Chargers were coming off of their first win, they were still too underpowered to contend with the Butchers. Just moments after the kickoff the Chargers were already outmanned, losing two players as a Minotaur horn pierced a Lineman's lung and Hobgob Mikky Hearteata, the Butcher's star fouler, broke a Witch Elf's ankle with a well-timed stomp of his heel. The Balahak defense recovered the ball from the shell-shocked Dark Elves, and Hobgoblin kicker Scabby Alonso scored a TD just before halftime. The Chargers could only field seven players for the second half, and the Butchers offense rolled over them. Insult was added to injury, as the ball was handed off to Lizarazu, the least experienced of the CD Blockers, so that he could score the bonus TD.

This was a good recovery match, as the Shadow Chargers have been struggling all season. Elves are so expensive that it's hard to contend with deaths and serious injuries, so it's easy to end up fighting just to keep eleven healthy players in your squad. So, I took advantage of this to take an easy win and skill up one of my Blockers. I have three Guards on the team now, and only one player without any skill upgrades whatsoever.

Week 8 - at Melkor's Marauders. 3-0 Win

This was a match both coaches had been waiting all season for. The most experienced teams in the conference, leaders of their respective divisions, meeting to decide who would hold home-field advantage through the playoffs. It was something of an anticlimax then, as the Butchers beat these Dark Elves even worse than they had an inexperi-



enced squad of the same race a week before. The Marauders' coach won the coin flip and made a fatal mistake in deciding to kick off. Within moments he had one player pushed into the crowd and two more knocked out. The Butchers got the ball to their most reliable scorer Hater Wreck'ard, and spent the entire half grinding down the pitch for a score. The second half started with a Butcher blitz that led to a quick TD, but also contained the tragedy of Minotaur linebacker Del Horno having his skull broken by a frustrated Witch Elf. His loss for next week's playoff match means definite trouble for the Butchers. The Marauders' last drive found them reduced to four men on the pitch and forced to run for cover to avoid injury as the Balahak defense strolled in for their third score.

This was the very first match in which the Butchers were an underdog, and I was excited to try out some inducements. I took a Bribe (potential to keep a player from being ejected after a foul), one Bloodweiser Babe (improves chances to return from a knockout), and an extra Apothecary. None of these were actually of use in the match, but I guess I can't call that unfortunate. The loss of my Minotaur is a big deal, though, as it looks like I'll be facing the Darkness in the divisional playoff next week, and his Mighty Blow would have been a huge help. As well as missing the next match, he also ended up with a permanent loss of Armor Value. I'm tempted to just switch him out for a rookie Mino, as I've hoarded 200,000 Gold Pieces since buying my last reroll in Week 2, but I think I'll at least wait until after the playoffs.

At least my final CD Blocker skilled up and became my fourth Guard. I think I should have taken Stand Firm first on at least a couple of those, though, as I have no one to put on the outside of my defensive formations, for fear of a frenzied Rat Ogre bouncing them into the crowd.

So ends the regular season. Join me in the next issue of Word of Hashut, as we follow the Butchers into the playoffs.

[Thanks to Atlantis Games and Comics for hosting a great Blood Bowl league at each of their three locations in southeastern Virginia]

(Excellent stuff Gaixo! I'm sure the whole community is looking forward to the next article! I for one wonder if I should be toting my Halflings to Virginia to lay the smack down! The halflings being halflings are asking for extra rations however - Willmark).



Minis by Geckilian



(Continued from page 62).

huge number of attacks with spears, Temple Guard rely more on static combat res, so whittle them down with shooting and any magic you can get off before charging them. Remember that the Slann cannot leave the Temple Guard unit, so when they become vulnerable, so does the Slann.

Also bear in mind that the Slann has 4 power dice, the 2 army dice and can get a free power dice every spell he casts (if he takes the Focussed Rumination ability), so he is going to be dishing out a lot of hurt. You will need to accept that some of his spells are going to get through and choose carefully which ones to try and stop. Also remember that the Slann can choose any lore from the Warhammer rule book (and he will know most or all of the spells in it), so he will probably try to suck up your dispel dice with lower level spells (and spells from the Skink Priests using Lore of Heavens) before trying to cast the big ones.

(Thanks Wallacer for this! Please take note, we are not looking to branch out into covering other races. We simply thought it best to keep apprized of our foes! Let me know what you think about this section- Willmark).



HEAVY HAT

IMMORTALS



By angryboy2k



By Tommy



By Loki



By Slim



By Slim



By Khan

check out rites of war

Rites of War has an open & friendly atmosphere to people looking for that much less structured experience. Like other sites, Row is about meeting people of like attitudes and is open to Players of any calling looking for a board of friends.

We have a small, but active membership and are a tight knit group.

Row is akin to your local Pub more than the local GW store. This isn't a replacement for other sites but an accessory to.

We offer our membership many services. From Army Blogs and contests. to an active Off-Topic. If Row sounds like a place for you. Head over and draft a pint on my tab. - Servius

ritesofwar.org



FREE ADVERTISEMENTS

The Word of Hashut is proud to spotlight contributor's websites, in addition to other useful sites that benefit the common cause of Chaos Dwarfs, and all for free!



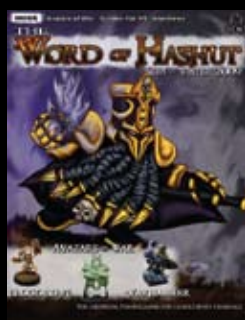
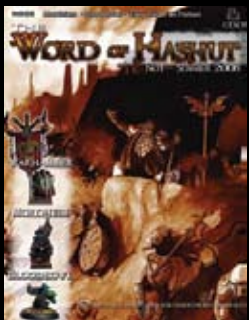
FROM THE ORDINARY TO THE EXTRAORDINARY...

Creative, Collaborative Fiction.
Come read, or start writing.

twistedexperience.com



www.calibancomics.com



ARE YOU A TALENTED ILLUSTRATOR?

The Word of Hashut is looking for talented illustrators capable of producing full color art. WoH is a great place to get your art out to a larger audience.

If interested contact Willmark or Servius at www.chaos-dwarfs.com



Monster Hobbies

Unearthing the Strange and Unsusal.

<http://www.freewebs.com/monsterhobbies/index.htm>

Monster Hobbies
127 3rd Ave SW High River,
Alberta, Canada
1-403-652-5019

Open from 9 am - 6 pm
Tuesday - Saturday
Email us at ursulescu@excite.com

NEXT ISSUE



CHAOS DWARFS VS. CHAOS
IN OUR 1 YEAR ANNIVERSARY ISSUE
ISSUE 5 OF THE WORD OF HASHUT. COMING FOR YOU. JUNE 2009