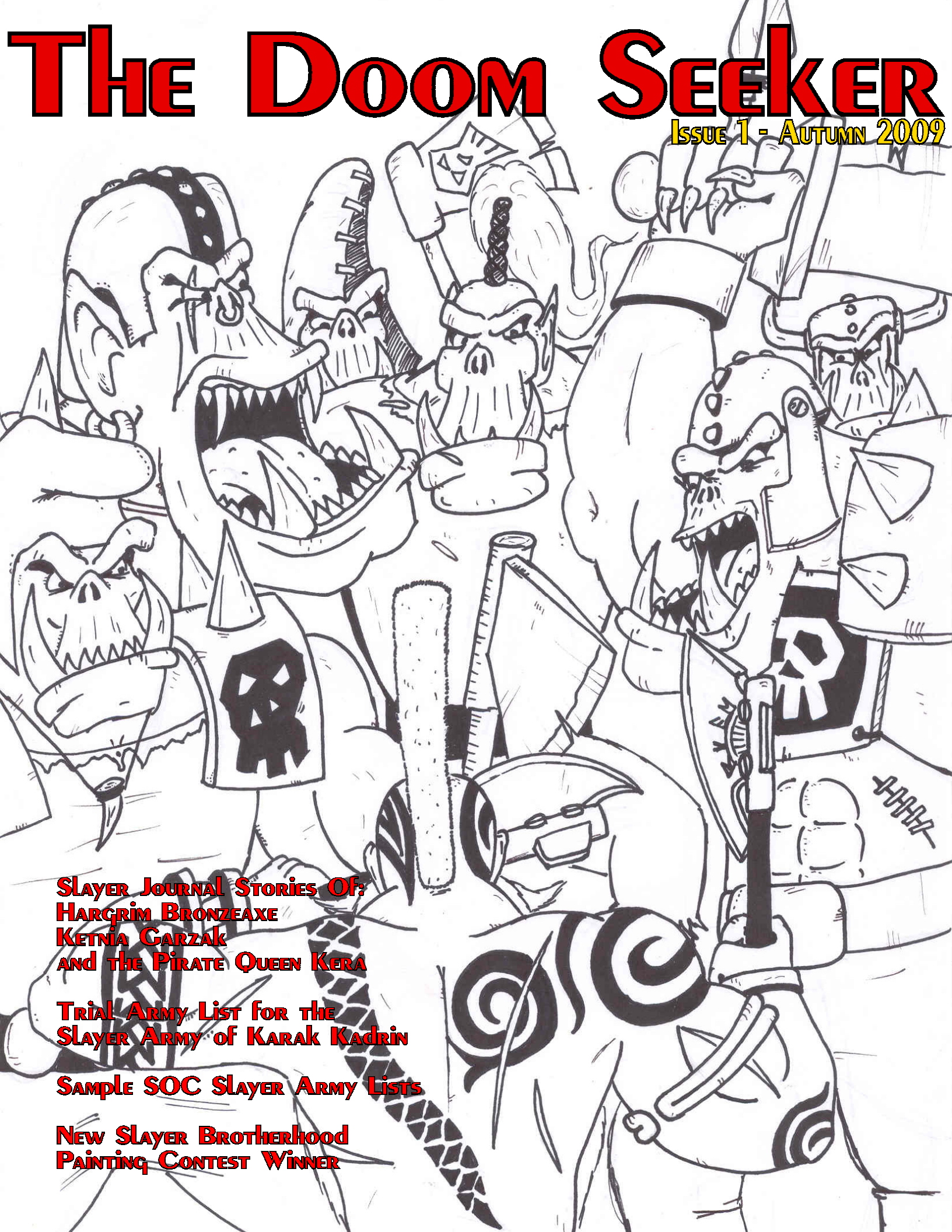


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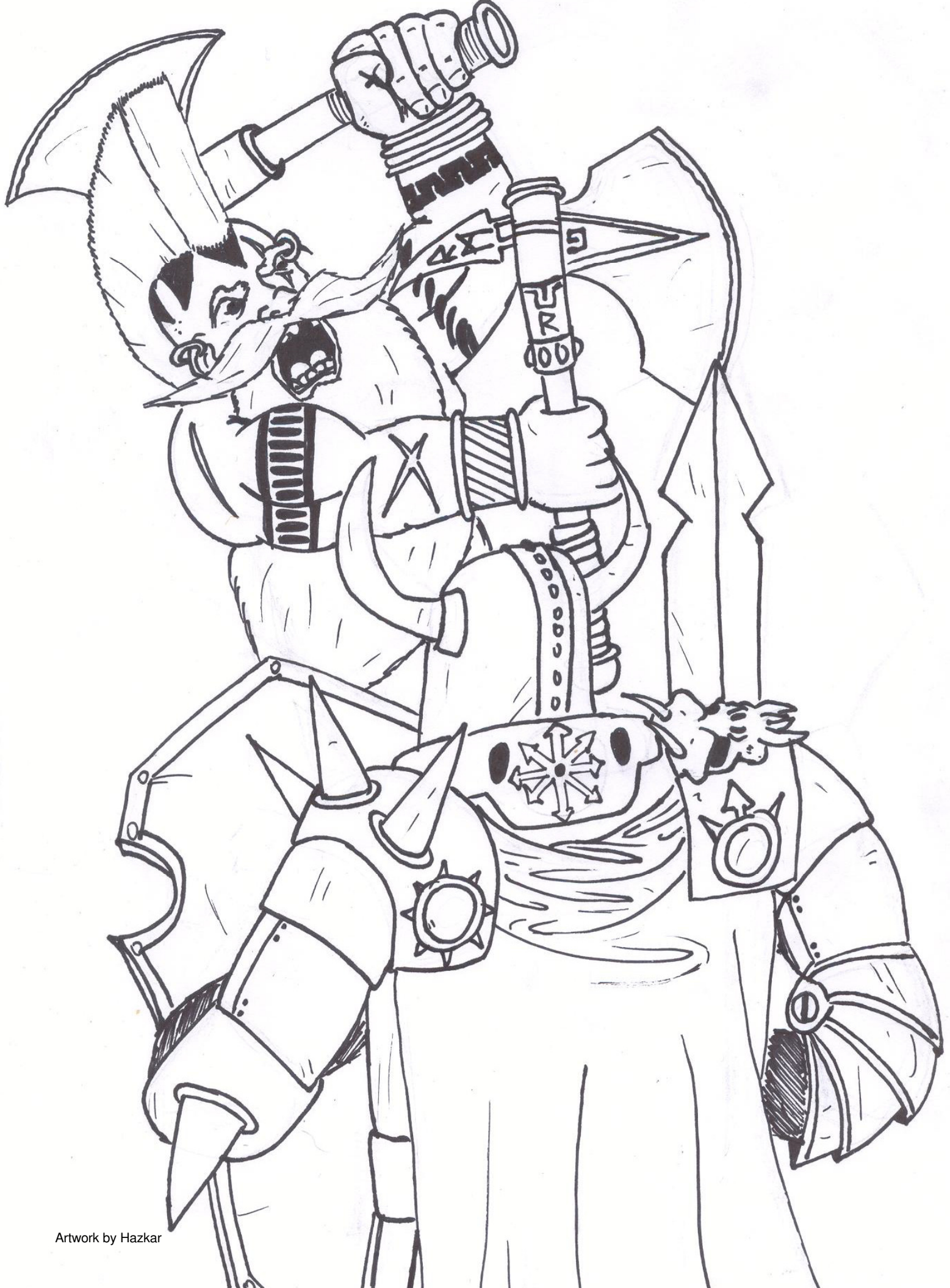
ISSUE 1 - AUTUMN 2009

**SLAYER JOURNAL STORIES OF:
HARGRIM BRONZEAXE
KETNIA GARZAK
AND THE PIRATE QUEEN KERA**

**TRIAL ARMY LIST FOR THE
SLAYER ARMY OF KARAK KADRIN**

SAMPLE SOC SLAYER ARMY LISTS

**NEW SLAYER BROTHERHOOD
PAINTING CONTEST WINNER**



The Doom Seeker

The Webzine of The New Slayer Brotherhood and Ravening Hordes

Issue 1 - Autumn 2009

The New Slayer Brotherhood

<http://z8.invisionfree.com/SlayerBrotherhood/index.php?>

Ravening Hordes

<http://games.groups.yahoo.com/group/RaveningHordes/>

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Images and artwork must be in JPEG (.jpg), GIF (.gif) or Bitmap (.tif and .bmp). All Articles, Stories and Battle Reports must be submitted in MS Word (.doc) or Text (.txt) formats. Articles and Battle Reports should include images clearly marked of where they would be in the article. Submissions can be sent to SubmissionsTDS@hotmail.com. Deadline for submissions to be considered for the next issue of The Doom Seeker is 1 November 2009.

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The forum for the Slayer in you.



<http://z8.invisionfree.com/SlayerBrotherhood/index.php>



From the Desk Bilbo Baggins

The opinions expressed here are those of Bilbo Baggins and do not reflect those of the staff, contributors, advertisers, the administrators and moderators of the New Slayer Brotherhood or Ravening Hordes Forums, and possibly any sane people in the world.

Hello and welcome all,

Yes, welcome to the first of hopefully many issues of the Webzine for the people who love the Warhammer and the Storm of Chaos Army of Slayers, or for that matter any army that Games Workshop has decided not to support anymore. I'm going to give a little background of the army of we of the New Slayer Brotherhood love.

Now I think I'll do a good Dwarf grumbling, even though I'm more of a Halfling to my friends. For those who don't know but Games Workshop (GW) had released a Supplement Army book in 2004 for a world-wide campaign called Storm of Chaos (SOC). The SOC book was released and people looked at the 10 armies listed and many people gravitated to one army or another to have a new build for their existing models. But there were a few that required people to make a major investment in models to build the army. I know I asked GW staff from red-shirts to Managers to District Managers and even heard what was being said at that year's Games Day. It was the impression that the armies would remain legal for tournaments even after the current tournament season was done. Since in typical GW fashion many of the models weren't released until the end of the campaign the players seemed to be happy.

The next year they released Lustria and the players were being told the same thing, but the models in the Lustria list could work with the main armies of the book (Lizardmen and Skaven). There were a bunch of SOC armies in tournaments and some were being tooled out for the Power Gamers, there were a lot of Daemon armies being fielded by GW staffers.

In 2006 the edict came down from on high that with the release of new army books for the 7th Edition of Warhammer Fantasy that the SOC and Lustria armies would no longer be legal (their term) to play in tournaments. Now I don't know if they expected the backlash they got, especially in America, but they got it in spades. They relented and allowed the SOC armies in the tournaments in America (but not the UK) for that year. The one theory was that players who spent loads of money making cool armies of Metal models (like the Slayer Army) may have threatened to sue but I'm hoping that GW just heard so many complaints they relented.

That lasted a year, and the new Orc and Goblin (O&G), Dwarf and Empire books came out and GW told the players for 2007 the SOC armies for them are now gone from the tournament list since updated books came out. Empire's Cult of Ulric and Middenheim, O&G 'Ard Boyz and the Slayers are Gone. Worse is they didn't put the cool units into the new books even as Rare units.

OK, it's been 3 years and people are complaining less because they have started new armies. There are a few die hard players (like me) but it was less than previously and GW got their way.

But what about those Daemon players, GW rewarded them with a army book just for them that made the SOC list that people complained about seem tame.

Now legal only means that they can be played in GW run tournaments, some independent (Indy) tournaments still allowed the SOC armies to play. So Tournament Legal should be the term used instead. I get people every time I show up with my Slayers (and even my Chaos Dwarfs) saying that it's an illegal army. It's only not legal for tournaments. If you have a Slayer Army, or any other unsupported army, pull them out and play them. It'll impress the people at the stores. I play at GW Franklin Mills (Philadelphia, PA) and when the Slayers, or my Chaos Dwarfs, hit the tables people gather around.

PS: I'm hoping to hear more from you and see some submissions to The Doom Seeker in the future.

Bilbo

Slayer Journal

The Legend of Hargrim Bronzeaxe and his Legion of Slayers

By Bilbo Baggins

Hargrim Bronzeaxe was a well-respected Dwarf. He led his clan of Dwarves that lived in the Empire on the border of the Empire state of Stirland and land of the Halflings called the Moot. He was well known for leading his clan of Dwarves in battles against many of the foes of the Empire. Many times he allied with the State Army of Stirland when his friend and battle brother the Grand Master of the Blazing Sun Wilhem Eckstein led it. He was also known for the treaties he negotiated, many times with both sides feeling they got the better of the bargain.



Image by Bilbo Baggins

After the Emperor allowed the Halflings of the Moot the chance to rule their own lands the newly appointed Elector Count of the Moot Daniel Longbottom realized that he would need a strong alliance to help protect his homeland from incursions of nefarious tribes seeking Chaos and Destruction. He Invited the Elector Count of Stirland, Tomas von Corridan and Hargrim Bronzeaxe of the Dwarf clan of the Free Dwarves of the Empire to sign a treaty of mutual defense. The meeting was scheduled to meet at the Dancing Dragon a place known to all for the Atmosphere, Dwarf Brew and Elegant Cuisine. It was also run by a Human (Teddy Eckstein - Wilhelm's older brother) a Dwarf (Brew master Grombar Stronghand - Hargrim's baby brother) and a Halfling (Chef Perry Longbottom - Daniel's Cousin.)

On the day of the summit Wilhelm, Daniel and Hargrim were just getting seated to formally sign the treaty when a band of Orcs attacked. Quickly the leaders rounded their troops, leaving a token defense and counter attacked the Orcs. The Orcs fled and were chased down and slaughtered to a man.

As the troops returned they found that the Dancing Dragon was quiet as a graveyard and soon they found out why. They found one Halfling who was a waiter who somehow escaped. He informed them that three Skaven Assassins stealthfully entered the in during the Orc raid and kill all they found, including the three owners of the Dancing Dragon Inn.

Upon hearing the news Wilhelm and Daniel tried to persuade Hargrim from doing something rash. But knowing him as they did realize what he and his troops planned to do. They rent their clothes and took the Slayer Oath. They found a quantity of dye and shaved the hair off the sides of their heads and colored their hair the orange color of the Slayers. Wilhelm and Daniel pledged their support and Tomas Corridan made all the troops of Stirland available to set right this horrible wrong that has committed. It took several months but they finally tracked down the Skaven Clan Eshen and Hargrim killed several hundred himself including the Master Assassin Swarg the Stealthy on the day Archaon retreated from the walls of Middenheim.

Hargrim and his clan decided to leave the Empire for a pilgrimage to Karak Kadrin to speak to the Slayer King Ungrim Ironfist. Not much is known of their journey except it is said that no enemy of the Dwarves or the Empire survived any encounters with his Legion.

As soon as they arrived in Karak Kadrin they heard the name that may finally lead them to the doom they seek. Lustria. Lustria the vast Jungle Continent. A place where it is rumored that there are creatures that are worthy to die to.

Ketnia Garzak and the Pirate Wenches

By Bilbo Baggins

"They are Daemons, Daemons I say. They stuck with a ferocity that is unparalleled to anything I've ever seen. I've been to some of the most remote regions of the world and there is nothing that can compare to the pure destructive power those women shown that night." – Isabella von Condrick from her book 'Travels with my Father'



Work in Progress Image by Kera Foehunter

Ketnia Garzak was once a wife and partner of the pirate Dimund. Constantly traveling the seas with her husband because she had an uncanny knack to convince people (mainly women) they needed what they were selling. Their ship was crewed by many dwarf families working for them. They made the looping trip several times a year and only occasionally did they run into any trouble. When they did they always dispatched them with little effort that their reputation was usually enough to halt anyone from trying. It didn't deter their trips and they loved each other and their extended family.

Unfortunately when on a trip to Miragliano all went wrong. A large group of Skaven snuck up on the while in port and attacked. The group woke and went to repel the attack. Dimund grabbed his axe and ran directly into the largest group of Skaven. Ketnia saw her beloved husband start killing all the Skaven in the range of his axe but some Rat Ogres came from behind and grabbed him and tore him apart. Ketnia grabbed an ancient Cutlass her husband purchased for her on a recent trip that was engraved with runes they thought beautiful but didn't understand their meaning. Her faced was enraged and she threw herself into the fray. The Cutlass started to glow and Ketnia swung at the closest Rat Ogee cleaving him in two. She when further into the fray and with each swing of her Cutlass more Skaven and Rat Ogres fell before her.

Within a few minutes the few remaining Skaven retreated and Ketnia fell still. She turned around and saw the damage that was done. All the men were dead and the Caravan was burning and she thought nothing could be saved. The women all gathered around and all began to wail, the wail of those who have lost all and had nothing left to live for. They tore their clothes and were thinking of what they should do. Ketnia then saw a chest in the middle of a fire that didn't burn. She ran to it and kicked it from the embers of the fire. She reached towards it and found that the chest was cool to the touch. On it was the rune of Grinnir and when opened she found a large banner All felt that the chest and banner were a sign and the women began to take the oath of the Slayer. They took what they could salvage and left towards the seas.



Work in Progress Image by Kera Foehunter

Kera, The Pirate Queen

By Bilbo Baggins

OK in the fluff she isn't a Slayer, but she is a mean pirate if you cross her.

"She fought like none I've ever seen. Her followers fought like they were possessed but nothing compared to their Queen. I personally have seen her take out over 3-dozen Ogres, including a couple of Bruisers, a Butcher, a Slaughtermaster and finally a Tyrant by herself. Don't let her appearance fool you, she may be one of the most beautiful women in the world but with a sword in one hand and a dagger she is a match to any warrior in any army in the world," Tilean Explorer Tomas LaPointe from his report of an attempted Ogre invasion of Sartosa to Merchant Families of Luccini.

No one knows from where Kera has come from before her ship was first seen arriving on Sartosa. She claimed to be a Dwarf, and there were many Dwarfs as her crew, but she was taller and had a regal bearing. But it was her beauty that stunned them all. Those who have met her face to face have stated that she may have a Dwarf in her heritage but she is definitely more than just a Dwarf.

Her love of rum and good fight became well known, any that tried to beat her in single combat found that she is a formidable warrior. She holds grudges against all whom have betrayed her, and very few have survived very long. She became a pirate to survive after being betrayed during an expedition to Araby. After finding some ancient artifacts her former friend Tobias Dreamweaver put her under a spell and sold her to a Sultan. When she awoke she found that she was in the harem's quarters and was expected to service the Sultan when he called. She saw the treatment of the women and figured the Sultan didn't deserve her service. She also declared that Tobias would pay for his part and she formulated a plan.



Kera Foehunter by Kera

After a week in the harem the Sultan called for her. She came before him and he wanted her to submit to his will. She stood tall and wouldn't allow this man the satisfaction. After many minutes he started screaming and then he made the fatal mistake, he slapped her. Moving with a speed that he didn't expect she grabbed him and with her bare hands she broke several of his bones but stopping short of snapping his neck. She grabbed a dagger he had sitting on an altar in the room and carved a "K" into his chest, deep enough to scar but not enough to kill. She did it to force him to remember not to harm a woman again. She left the Sultan's bedroom she decided to go back to the harem room. When she arrived she dispatched the guards and opened the doors to free the women. Some left with her but a few stayed because they were afraid of what was outside because their lives were only one they've known. 10 women left the room with Kera and they ran the corridors and courtyard until they hit the stables. Kera and the women found 5 wagons that were sitting there loaded for a trade with a Tilean captain. She persuaded the wagon masters to allow them to ride to the sea; Kera had a talent to persuade men to do whatever she needed them to do for her.

After reaching the port she charmed the Pirate Captain Wilhelm Eckstine to allow her and the women to join the crew, since the captain lost some of his crew to other ships he took them on. She served him for nearly a year and they became friends because he treated her and the women with respect and in turn she helped him increase his holdings and gold in his chest. The captain blessed her luck and thanked Stromfels for her assistance. As a reward the captain purchased two larger ships and appointed Kera to be Captain of the one he called Glory, he called his flagship Pride and appointed himself Admiral of his fleet. On the first voyage a rival Pirate captain who was jealous of Wilhelm and his recent increase of fortune followed the Admiral's fleet.

The rival captain happened to be Tobias Dreamweaver and he attacked the Pride while a second ship attacked the Glory simultaneously. He shortly took control of the Pride, taking Wilhelm captive but his troops

were quickly repelled from Glory. Kera seeing the trouble on Pride and the Flag of Tobias being unfurled filled her with immense hatred. She readied her crew and went on the attack.

She had the Dwarfs on her crew firing their handguns laying covering fire while the rest of the crew prepared to board the Pride. Once the Glory was alongside the Pride she unleashed the firepower on to Tobias' Flagship the Rapier. Within two minutes the Rapier was heading to a watery grave and Kera's crew were now onboard the Pride. She saw that Tobias had tied Wilhelm to the mast and was torturing him. Kera's eyes flashed with Rage and Hatred and she waded through the fighting to get to Tobias. Tobias saw her and his mind was reeling that she was here. It took him a second to comprehend that the woman he betrayed and sold into slavery was here now. He barely got his sword up in time to fend off the first blow. He and Kera started to go after each other, Tobias with reckless abandon and Kera with pure hatred. The clash of swords was heard throughout the ship and all fighting stopped to see this beauty and beast going after each other. After 20 minutes of fighting over the entire deck they were back at the main mast. Tobias thought he saw an opening and pressed an attack but Kera got her sword up to defend the blow. They were locked with swords above them; Tobias was about to release one hand from the sword when Kera did so first. They were off-balance for a second and with blinding speed Kera's free hand took a dagger from her belt and pushed it deep into Tobias' heart. He felt the pain stepped back and looked down not believing that a woman could beat him. He pulled the dagger out and the blood flowed from his body and his heart quickly stopped pumping. He dropped the dagger and fell backwards over the side of the ship. None bothered to go after the body; all felt that his body would better be served as shark food.

The sun peered through a cloud and fell upon Kera and all that looked upon her thought that she was the most beautiful woman they had ever seen. This beautiful warrior went back to Wilhelm to find him badly injured but still alive. She ordered the ships to return to Wilhelm's homeport. After seeing Tobias' body fall off the Pride the remaining of his ships waited to see what the outcome of the battle was. Kera sent the first mates of the Pride and Glory onto those ships and had them follow the Pride back to port.

Once back at the unmarked homeport of Wilhelm she arranged for medical attention for the injured. Wilhelm's injuries were so bad that he decided to retire with the riches he had and gave the ships to Kera for saving his life. He vowed to spend the remainder of his days maintaining the port for Kera and her fleet.

The crews on the ships that were of Tobias fleet were brought before Kera. She was wondering what to do with them but to a man when they came before her they swore loyalty to their Queen. Kera never thought of herself as beautiful let alone as royalty but after a few prostrating former combatants she grew to like it. She accepted their oaths and assigned them to duties, mixing them with the crews of the Pride and Glory. She accepted their oaths but she had the wisdom not to allow them all cause trouble on one ship. This happened many years ago and she has since increased the size of her fleet to over 30 ships, and some of those former combatants are now her most loyal subjects and serve as captains on ships in her fleet.



Kera Foehunter by Kera

Pirate Slayer Clan History

By: Spinningpond

Grab a seat and have ale. Sit back to here the story of the Pirate Slayer Clan. Ever since that day a dwarf first sailed across the waves they became one with the sea. They soon found that the sea had many gold and riches that could be profitable to the adventurous dwarf. Most of the pirates were merchants in the beginning, but some were in the dwarf navy and others plain dwarfs that just fell in love the sea. Through some misfortune, grievous error or bad luck they decided to take the Slayer Oath and become Pirate Slayers.

There are three different types of Pirate Slayers, the Pirates (the best know in Long Drong), the Blockade-runner and Rumrunners.

The pirates of the Pirate Slayers are rough-cut rouses. They are the type that hangs out at taverns looking for battles. They are easy to find and most are ex navy folks, are drunk most of the time and personal hygiene is nearly nonexistent. These are the ones that are most commonly used as dogs of war troops. They are sometimes deformed, but always heavily scarred and tattooed. They also would go out of their way to sink an Elven ship, not caring which race of Elves. For the Pirate Slayer the only good elf is a drowned elf.



Pirate Slayers - Image by :Kera Foehunter

The blockade-runners are the Slayers that have the fastest ships, twice as fast as any ship made by elf or man. They excel in their main job of getting goods to the drop-off location as quickly as they can. They will carry anything or anyone and have been know to smuggle contraband into many lands. They have been known to attack larger ships, and to liberate merchant ships of their cargo. Most of these Slayers still wear their old dwarf navy outfits to confuse the other ships so they do not think that they are pirates unit the moment before boarding. They have the most cannons then any of the other Pirate Slayers. They make explosives out of gunpowder to help when they are boarding other ships to acquire their cargo. This group tends to have the oldest dwarves because they are the most successful out of all the Slayers.

The rumrunners will kill you on the spot; they are the meanest of all the Pirate Slayers. They usually carry twice their weight in guns then other slayers, preferring Dwarf Handguns instead of the more common pistol. This group is more of a business than the other Pirate Slayers because they want to run the entire run market. They will destroy other rum dealers just to get ahead of the game. Rumrunners have iron clad ships with armour that is thicker than a dwarf is tall. They commonly deploy Ogres as guards on their ships. The Ogres are willing to work because they just want the dwarfs to continue delivering rum to their people. The rumrunners will hire blockade-runners as scouts because they have faster ships and to engage the enemies that might try to stop them.

The Slayers Clan has confiscated an island off the coast of Lustria where they now use to honour the Slayer Pirates that have gone before them. It is said that a couple times a year a thousand rum bottles are lit with candles in honour of the fallen, the smoke rising from them could be seen several hundred miles out to sea. In reality it is usually just a two day alcohol fuelled drunk-fest that includes bonfires and lots of shooting.



Blockade Runners - Image by :Spinningpond



Rumrunners - Image by :Spinningpond

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Tales Of Karak Kadrin

We shall discuss Sample Army Lists, Trial Rules, Game Play, as well as New Regiments of Renown and Heroes that have arrived to meet the Slayer King Ungrim Ironfist seeking favour and orders to meet their doom.

Trial List for Slayer Army Karak Kadrin

By Bilbo Baggins

The goal is to make a list that can be submitted to both Games Workshop and the Independent tournaments for a Slayer Army. Yes, making Slayers a legal list for tournaments. I know the odds are long and most likely will not happen but one can always dream of a field of Orange facing your enemies.

Slayer Army Special Rules

“Look Snorri, Trolls!”: Only change to move from 2D6 inches to 6 inches plus D6 inches.

A Glorious Death: Same as SOC book

Dispel Dice: Same as SOC book

First among Slayers: Same as SOC book

Limited Specialists: Slayer Engineers and Runesmiths are rare because most that choose the path of the Slayer abandon their old lives. To represent this you must have at least 2 Slayer heroes for each Slayer Engineer or Runesmith. If you wish to have both that means you need 4 regular Slayer heroes in the army first.

Slayer Skills

Wards of Grinnir: Same as SOC book

Deathblow: Same as SOC book

Killing Blow: Same as SOC book

Beastslayer: Same as SOC book

Monsterslayer: 40 points - This gives Killing Blow capability on models up to and including Unit Strength 3.

Vampireslayer: Same as SOC book

Skavenslayer: Same as SOC book

Master Rune of Grinnir: Same as SOC book

Lords

Slayer King Ungrim Ironfist: Same as SOC book

War-mourner Garagrim Ironfist: Same as SOC book

Hargrim Bronzeaxe _____ **250 points**

	M	WS	BS	S	T	W	I	A	Ld
Hargrim Bronzeaxe 3		7	3	4	5	3	5	5	10

Equipment: Dragon Axe (Runic Weapon with Master Rune of Swiftess, 2 Runes of Fury)

Slayer Abilities: Monsterslayer, Beastslayer

Daemon Slayer: Same as Warhammer Armies: Dwarfs

Heroes

(Slayers can take one more hero than normally allowed in an army)

Snorri Deathseeker _____ **175 points**

M	WS	BS	S	T	W	I	A	Ld
3	6	3	4	5	2	4	3	10

Equipment: Battle Standard bearing the Master Rune of Grinnir, Rune of Battle, Rune of Stoicism

Slayer Ability: Killing Blow

Dragon Slayer: Same as Warhammer Armies: Dwarfs

Slayer Master Engineer _____ **70 Points**

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

Equipment: Slayer Axes

Options: May take one Slayer Ability

May choose a pistol (+5 points), Brace of Pistols (Two Pistols +10 points), or Dwarf Handgun (+10 points)

May choose Runic Items from Weapons List.

Slayer Runesmith _____ **70 Points**

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

Equipment: Slayer Axes

Options: May take one Slayer Ability

May choose Runic Items from Weapons and Talisman Lists.

Core

Troll Slayers: Same as Warhammer Armies: Dwarfs (Except Unit Strength: 10-30)

0-1 Slayer Rangers _____ **14 points/model**

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

Equipment: Slayer Axes

Unit Strength: 10-30

Special Rules: Scouts (Do not get to use "Look Snorri, Trolls" rule), Skirmish

Options: May take throwing axes (+1 point/model)

May upgrade one Slayer Ranger to Musician for +6 points

May upgrade one Slayer Ranger to Standard Bearer for +12 points

May upgrade any number of Slayer Rangers to Giant Slayers for +15 points/model

Doomseekers: Changes from SOC book, 1 for each troll slayer unit of US 10 and 2 for each troll slayer unit of US 15. So you need 10 models in a single troll slayer unit to get 1 Doomseeker and 15 models to get 2 Doomseekers.

Special

0-1 Long Drong's Pirate Slayers: From SOC book

Brotherhood of Grinnir: Changes from SOC book, +1 point per model for Killing Blow. Banner may take Master Rune.

Ogre Slayers _____ **14 points/model**

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

Equipment: Slayer Axes

Unit Strength: 10-30

Special Rules: Killing Blow against models up to and including Unit Strength 3

Options: May upgrade one Ogre Slayer to Musician for +6 points

May upgrade one Ogre Slayer to Standard Bearer for +12 points

May upgrade any number of Ogre Slayers to Giant Slayers for +15 points/model

May upgrade any number of Slayer Rangers to Giant Slayers for +15 points /model

Slayer Miners

12 points/model

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

Equipment: Slayer Picks (Counts as Slayer Axes)

Unit Strength: 5-20

Special Rules: Underground Advance

Options: May take throwing axes (+1 point/model)

May upgrade one Slayer Ranger to Musician for +6 points

May upgrade one Slayer Ranger to Standard Bearer for +12 points

May upgrade any number of Slayer Rangers to Prospector Slayers for +15 points /model

May have one Prospector Slayer take Steam Drill for +25 Points

A unit of Miners may be equipped with Blasting Caps at a cost of +30 points

Quarrellers: Same as Warhammer Armies: Dwarfs, Cannot "Look Snorri, Trolls" and if more than one are taken army loses "Look Snorri, Trolls!" rule.

Rare

0-1 Ketnia Garzak and the Pirate Wench

260 Points

	M	WS	BS	S	T	W	I	A	Ld
Pirate Wench	3	3	3	3	4	1	1	1	10
Ketnia Garzak	3	4	3	4	4	1	1	2	10

Equipment: **Ketnia Garzak:** Skaven Slayer Cutlass, Dwarf Handgun

Pirate Wench: Hand weapon, Brace of Pistols

Unit Strength: 10+

Special Rules: **Slayers, Resolute and Relentless:** See Warhammer Armies: Dwarfs

Chest of Grimmir: This chest covered with runes of Grimmir provides protection of the unit against all attacks. The unit gets a 5+ WS against all attacks.

Skaven Slayer Cutlass: This well-balanced runic weapon that is armor piercing and grants Ketnia a killing blow special ability against all enemies (up to and including Unit Strength 3).

Points: The regiment may be increased at a cost of 14 points for each additional model.

0-1 Malakai Makaisson's Goblin Hwer (SOC)

Thunderers: Same as Warhammer Armies: Dwarfs, Cannot "Look Snorri, Trolls" and if more than one are taken army loses "Look Snorri, Trolls!" rule.

Dwarf Cannon: Changes from Warhammer Armies: Dwarfs, crewed by Slayers and +5 points

Dwarf Bolt Thrower: Changes from Warhammer Armies: Dwarfs, crewed by Slayers and +5 points

Gotrek and Felix: From Regiments of Renown part 2 PDF and Warhammer Annuals.

Please PM BilboBaggins at New Slayer Brotherhood or send an email to TheDoomSeeker@hotmail.com with play testing results, comments, suggestions and impressions of the army and how it plays and what your opponent thought about playing it. With this information we can alter the list to make it a balanced, fair and competitive army to play with and against.



Sample Slayer Lists

Using Storm of Chaos army book - Bilbo Baggins

There are still people you are intrigued by the Army that hails for the Dwarf hold Karak Kadrin. The Slayer army of Karak Kadrin has been called evil, broken, unfair by opponents of players that took the list and made a list to win at all costs. I don't believe in the win at all costs philosophy but I love my Orange Haired Freaks of Nature army. To help new players I have made up some sample lists that are a good starting point for a fair and competitive list using the Storm of Chaos book. These are just a starting point and you use or modify to fit your playing style.

500 Points (Flash rules - Unit Champion can be General)

15 Troll Slayers - 1 is Giant Slayer (General) - Banner
12 Troll Slayers - 3 are Giant Slayers
2 Doomseekers

Notes: The 500 point level there are 2 (really 3) rule sets you can use. You can use the Normal Warhammer rules or the War bands (and Warhammer in a Flash) rule sets. In most cases people will agree to the Flash/War Bands rules for these small games. Technically you could put 3 Doomseekers in the list but that is pure overkill in small games. I might even drop one Doomie and replace with Dragon Slayer to be the General.

1000 Points

Dragon Slayer - General - Killing Blow, Master Rune of Swiftess
Dragon Slayer - BSB - Killing Blow, Master Rune of Grimnir
11 Troll Slayers - 1 is Giant Slayer - Banner
11 Troll Slayers - 1 is Giant Slayer - Musician
2 Doomseekers
10 Long Drong's Pirate Slayers
Malakai Makaissou's Goblin Hower

Notes: At the 1000 point level three things show up in the list that for me are nearly mandatory, the Goblin Hower, Long Drong's Pirate Slayers and the BSB (Battle Standard Bearer). The Hower is a weapon that can thin big blocks of ranked units. It's effectiveness is limited against things like Ogres and Skirmishers but few armies you meet in combat that don't have a block of warriors for this to decimate. Long Drong's Pirate Slayers are odd for Slayers because they have guns (lots and lots of Pistols) and everyone loves a good shooting phase. Now the BSB with the Master Rune of Grimnir is to protect your troops from all those pesky blow pipes, javelins, arrows and bullets. The 5+ ward save against shooting helps get you Slayers where they want to be, fighting in close combat.

1500 Points

Dragon Slayer - General - Killing Blow, Master Rune of Swiftess, Rune of Fury
Dragon Slayer - BSB - Killing Blow, Master Rune of Grimnir
16 Troll Slayers - 2 are Giant Slayer - Banner, Musician
16 Troll Slayers - 2 are Giant Slayer - Banner, Musician
15 Troll Slayers - 1 is a Giant Slayer - Musician
2 Doomseekers
2 Doomseekers
10 Long Drong's Pirate Slayers
Malakai Makaissou's Goblin Hower

Notes: You can choose to increase the size of units or add another unit of 10 Troll Slayers.

2000 Points

Daemon Slayer - General - Killing Blow, Beast Slayer, Master Rune of Swiftiness, Rune of Fury, Rune of Fire
Dragon Slayer - BSB - Killing Blow, Master Rune of Grimnir
Dragon Slayer - Skavenslayer, Master Rune of Alaric the Mad
20 Troll Slayers - 2 are Giant Slayer - Musician
19 Troll Slayers - 2 are Giant Slayer - Banner, Musician
20 Troll Slayers - 3 are Giant Slayer - Banner, Musician
2 Doomseekers
2 Doomseekers
12 Long Drong's Pirate Slayers
Malakai Makaissou's Goblin Hower

Notes: You may say, "only 4 Doomies, WHY". I find that at 2000 points taking more than 4 Doomseekers will get you evil glances and people refusing to play you.

2250 Points

Daemon Slayer - General - Killing Blow, Beast Slayer, Master Rune of Swiftiness, 2 Runes of Fury
Dragon Slayer - BSB - Killing Blow, Master Rune of Grimnir
Dragon Slayer - Skavenslayer, Master Rune of Alaric the Mad
Dragon Slayer - Killing Blow, Rune of Fury, Rune of Speed, Rune of Striking
20 Troll Slayers - 3 are Giant Slayer - Banner, Musician
20 Troll Slayers - 3 are Giant Slayer - Banner, Musician
18 Troll Slayers - 2 are Giant Slayer - Banner, Musician
3 Doomseekers
2 Doomseekers
13 Long Drong's Pirate Slayers
Malakai Makaissou's Goblin Hower

Notes: The current tournament size army is 2250 points and if the tournament allows the Slayers, the Last Midwest Rampage did as long as you submitted the list for review, this is what I would go with.

2500 Points

Daemon Slayer - General - Killing Blow, Beast Slayer, Master Rune of Smiting, Rune of Fury, Rune of Fire
Dragon Slayer - BSB - Killing Blow, Master Rune of Grimnir
Dragon Slayer - Skavenslayer, Master Rune of Alaric the Mad
Dragon Slayer - Killing Blow, Master Rune of Swiftiness, Rune of Fury
Dragon Slayer - Killing Blow, Rune of Fury
18 Troll Slayers - 2 are Giant Slayer - Musician
19 Troll Slayers - 3 are Giant Slayer - Banner, Musician
19 Troll Slayers - 3 are Giant Slayer - Banner, Musician
3 Doomseekers
3 Doomseekers
2 Doomseekers
12 Long Drong's Pirate Slayers
Malakai Makaissou's Goblin Hower

Notes: Yes, you are seeing the list correctly. There are a total of 5 heroes in the 2500 point list. The Slayer army like the Bretonnians are allowed an extra hero than normal for Warhammer.

These are the lists I keep printed and packed up with my Slayer Army and the rule books I take to the tables with me. You will not win every game, you aren't supposed to win every game, but you and your opponent will have a fun day at the tables.

Expression in Runes

New Slayer Brotherhood Painting Contest

The submissions came in and the voting is Completed and the members of The New Slayer Brotherhood have Spoken.

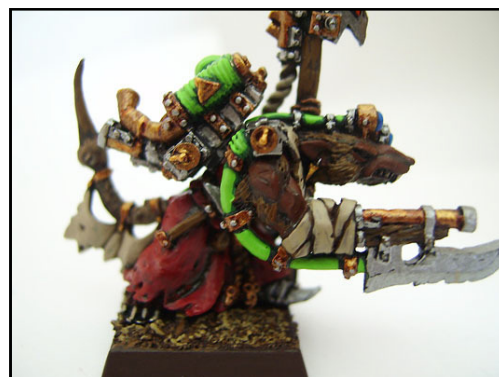
And the Winner is...



Second Place - Kyderdog
Reaper 02924 Bertok, Barbarian



First Place - mousekiller
West Wind Dwarf (from Dwarf Hero Pack)



Third Place - Pyrostick
Games Workshop Skaven Warlock Engineer

First Place:

mousekiller

Second Place:

Kyderdog

Third Place:

Pyrostick

We at The Doom Seeker want to thank all the entrants for submitting their models into the contest. It was The New Slayer Brotherhood's first contest and we are impressed with the quality of the entries. We will announce a new contest on our site in the future.



Lord Marcus



Spinningpond



Kera Foehunter



Unknown

Slayer Fuzzy

Article and Images By Grimstonefire

The article will hopefully be the first of three looking at the various projects and models on my workbench, the others being the growing Dwarf and Chaos Dwarf armies.

I have always been fascinated by Slayers, both for their incredibly evocative background and their beautiful models.

Although part of a larger Dwarf army, eventually they will be a full Slayer Army in their own right, but for now they are covered by the same theme: i.e. Dwarfs fighting Skaven deep under the ground.

The Small unit to the right is an example of this, the deep shading all over being more realistic for being underground than their typical "bright" look.



An example of a model being themed specifically towards being a Skaven Slayer, This model is based on one of the Mordheim Slayers.

The rats are made by sculpting them in a wire with a small "L" bend on the end so they could be pinned later to the model. The wire being filed and bent later to form their tails. The largest hammer was from Thorgrims' Throne bearers and the smaller being made from a 6th Edition Dwarf one.

I love the way the model came out, the theme being one I have wanted to do for years.

Painting Garagrim Ironfist

Article and Images by Grimstonefire

As it might prove interesting, here is a guide to how I painted the Citadel Miniature Garagrim Ironfist. The same method can be applied to all Slayers.

To start with, the model was assembled on the base. As I had removed the existing base, I had to use greenstuff to fill the gaps necessary for the model to be secured on the base. I also had to decide that I wanted something a little bit different anyway, so I gave him a personal Grudge Book made from plasticard and greenstuff. The arms were left off at this stage. The model was base coated white, then all the skin and hair areas were undercoated with Dark Flesh.

Hair

I dry brushed many times over the hair with Blazing Orange until it was nice and bright. I then gave the hair a wash with slightly watered down Brown Ink up to about half-way up. The once dry a quick drybrush again with Blazing Orange on the top half, followed by painting Blazing Orange onto the tips and ridges. Lastly a painted highlight mix of Blazing Orange and Sunburst Yellow is applied.

Metals

After the hair came the metals, I'm not too fussed about painting these, so silvers (except the axe) were done in Mithril Silver base, a watered down wash of Chaos Black and a highlight of Mithril Silver again. The axe was just Boltgun Metal (my Gromil colour), with Mithril Silver highlights painted like the sharpened edges of a Samurai Sword, and watered down Chaos Black on top. The Golds were undercoated with Shining Gold, then a wash of undiluted Chestnut Ink and a further highlight of Shining Gold. Lastly any sharp edges were painted with an even mix of Shining Gold and Mithril Silver.

Skin

After tidying the Dark Flesh, this was layered up with pure Dwarf Flesh. Then a mix of Dwarf Flesh and Elf Flesh, followed by a watered down wash of dark flesh to bring the colours together.

Slayer Below

This is a model completely sculpted by me. It was initially made to represent a Daemon Slayer who had been lost to time in the Chaos Wastes and had returned to the Old World crazy and rather angry.



Guide to Sculpting Slayers

Article and Images by Grimstonefire



As with painting, Slayers do not have to present a challenge when it comes to building variety into a unit.

Sculpting Hair

For the purposes of this example the model being worked upon is an old Dwarf Flame Cannon Crew. I thought he would make an excellent Slayer Musician for a bit of variety.

Stage 1 - Preparing the model

As with any conversion, the trick to make life easier later on is to have the best groundwork possible done before you even touch the greenstuff. Here I had an easy job as there was not much hair anyway, but on other models I first saw off the bulk of the material I wish to remove then go in with a craft knife and needle files. Giving the area a lick of paint afterwards allows you to see if it looks flat.

Stages 2-4 - Build the Base

After scraping off the paint on the area to receive the hair (the greenstuff sticks better) glue down a piece of plasticard to shape. Looking through this article you will see a few different styles I have used. Next put some greenstuff down either side and let dry, this will secure the join. After this bulk up the hair with greenstuff, being careful not to go too wide at the base.

Stage 5 - Sculpt the Hair

Once the Base layer is completely dry, carefully go along sculpting the hair strands. Generally avoid having parallel lines and do the detail on the top first. Add a few deeper cuts in places for realism.

Sculpting Beards

As with hair, beards need bases to work from. Long thin strands to avoid 'flat plaits,' or large flat bases for loose beards. Plaits can be done by first evenly covering the base with a long sausage of greenstuff, then doing a series of heart shaped cuts into it. Finally press down into it lightly for texturing and deeper to make in a realistic plait (look for examples of this). Details should only be added on once the beard is dry.



Although the model to the left was scratch sculpted, perhaps beyond those new to sculpting, it serves as an example of what can be achieved with a little practice.



Letters to Karak Kadrin



Hello all, this is where we answer questions you have for the editor of The Doom Seeker. Questions can be about the Webzine or questions on rules of armies and the game of Warhammer Fantasy. Warhammer 40,000 and Lord of the Rings will also be considered. All submissions must be in text (.txt) or Word (.doc) format and photographs must be in JPEG (.jpg) GIF (.gif), or Bitmap (.tif or .bmp) format. We reserve the right to edit for content.

This Issue's Question: How did you get drawn into war gaming?

Bilbo Baggins: I'll start by saying it was when the Lord of the Rings movies were in the theaters and my darling wife walked into the Games Workshop in the Franklin Mills Mall. While I was looking at the tables in the back and painted models on display my wife was standing by the demo table for Lord of the Rings. One of the employees asked if she wanted to try it and she brought me over to go against her. After a couple of turns she wiped the table of me and we were asking about the starter set. Nearly 10 years later and I still have the LotR models and we now have several Fantasy armies (me Empire, Dwarfs, Slayers and Chaos Dwarfs and wife has Orcs and Goblins, Bretonnians, High Elves and Lizardmen) to play.

Hazkar: I'm not a war gamer. When I was in elementary school (15 years or so ago) I saw a box of space marines in a hobby store and bought it, just because they looked so cool. Years later I found a white dwarf in an other store with all this beautiful painted minis inside and that one was my entrance to the hobby. Unfortunately I found no other gamers in my town so main part for me was doing and painting miniatures and to be honest that's enough for me, I don't miss the gaming

Pyro Stick: At my old school some kids used to have a Warhammer club in one of the classrooms so that's where I first heard about Warhammer. I didn't ever go because I thought it was stupid at the time. But one day I saw some guy reading a WD and I saw some LotR articles and I asked to read it. So I looked through the issue and thought that the models were actually pretty cool so I decided to get into the hobby. That was 5 years ago (I was 19 a few days ago and I bought my first models on my 14th birthday).

Spinningpond: My kids!! I have been a war gamer since 1975 American civil war the dwarfs in 1976 and in the 80's I kind of got out of it and got into micro armour then in the 90's my children got me into Warhammer and I been in it since I've been playing dwarfs for 34 years and they are better figure now than the first.

Kneecap: A buddy of mine got me into 40k about 12 years ago, showing me some of his stuff. We went to the store to see what army I wanted to try and as soon as I saw it, the Space Wolves codex was it. He then beat me for the next year or so while I learned the game. I got into Fantasy about 7 years ago with Dwarves. Once I heard there was going to be a Slayer Army I started snapping up Slayers for cheap. Before Storm of Chaos was released I had over 100 of them. In 2005 I won a GT with them. I have ventured into many armies both 40k and fantasy, but have stuck with the first armies for each system. Fantasy I currently have Dwarves, Slayers, Ogres, Dark Elves, Orcs and Goblins, and Daemons. After typing this, I did not realize I had that many

the_anti_santa: About 20 years ago a GW store opened up in Edinburgh. My dad took me and my brother as we were both into LOTR and the Fight & Fantasy novels. That was also the time of heroquest and space crusade.

First models I bought were some marauder Dwarfs with spears and I've been hooked ever since. I have managed to acquire close to 500 dwarfs and have had several fantasy armies since then including empire, high elves and wood elves. I got into many of the other games a bit such as Warhammer quest, WHFR, Blood Bowl and space hulk. Later I got into LOTR as I liked the difference in the models and painting and still think it is a better skirmish game than 40K.

Went through a big 40k phase in my teens, collected squats until they were killed off and then went for marines of both loyalist and chaos leaning (they'd never get killed off) and ended up going to the 1st ever 40k Grand tournament.

Tournaments encouraged me to spend more time painting and converting than trying to build a super competitive list, though sadly they seem to have the opposite effect on most gamers today. I ended up studying model making at university and did it as a job for a couple of years.

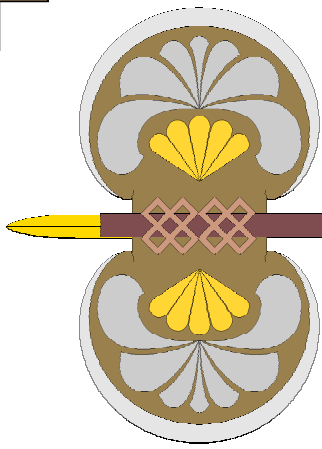
In recent years I've kind of lost interest in gaming as my local GW ended up filled with teenagers who only wanted to play the same 40K games over and over so mostly play Blood Bowl online and make a few extra quid painting teams for my online buddies.

Kera Foehunter: Well my dad and uncle and brother are war gamers so I kind of fell into the game that way. I would watch them and I remember my dad getting me a small box of clan dwarfs (the little fat ones version 3) I think he did that so I leave them alone!! He showed me how to paint them!! Then in 2005 I got my first box of Slayer then I was hooked and then when I joined the Slayer Brotherhood I started converting figures. There was a lot of cool guys here that gave me idea and help this is why I like this site it was like family.

Next Issues Question:

How and why did you choose your first Warhammer Fantasy Army?

Send your responses and home Forum to TheDoomSeeker@hotmail.com.



Slayer Axe

Readers Submissions

Welcome to the Slayer Axe where we put the best images of readers units, armies and single characters, and armies. We may be Slayers here but we will accept images of all armies

To submit your images send them as an attachment (limit of 10 megs of images and files please) to submissionsTDS@hotmail.com. All submissions must be your own and by sending them you give us permission to use them in the Doom Seeker.

This beautiful example of a slayer army is from Detchev Romain a member of Ravening Hordes know as detchevus.

Top Left: A full shot of detchevus' beautiful Slayer Army on it's display board.

Top Right: A very fine example of the Slayer King Ungrim Ironfist

Bottom: Is an gorgeous example of Dragon Slayer and his Tattoos are some of the best I've ever seen.



Grimstonefire's Slayers



This model (left) is my Brotherhood of Grimnir Standard Bearer, but I also use it from time to time as a regular Troll Slayer. It was made from a Doomseeker, with some details cut off the back, a new haircut and hand swaps. The banner was the hardest part; the knot work trolls head required a lot of planning. The Runic writing reads 'Born to Die.'

The Banner itself was made from the Chaos Warriors one, with axes from the Dwarf Warriors sprue.

I am particularly pleased with the overall effect. It came together very well and combined several ideas I had always wanted to use.

Yet again, this is another member of my Brotherhood of Grimnir unit. (Right) I have a few Slayer Musicians, so this one is kept only for that unit. I am fairly certain it's one of my top 3 hardest conversions, but it ranks as one of my favourites.

The Base model is a regular Slayer Musician. I first carefully carved and sawed off all the existing hair, filing it back to be presentable and rebuilding the damaged horn. Here the model was left and forgotten for many months whilst I worked on other projects.

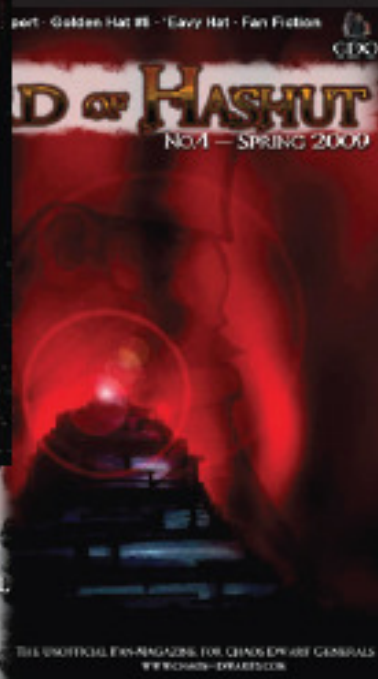
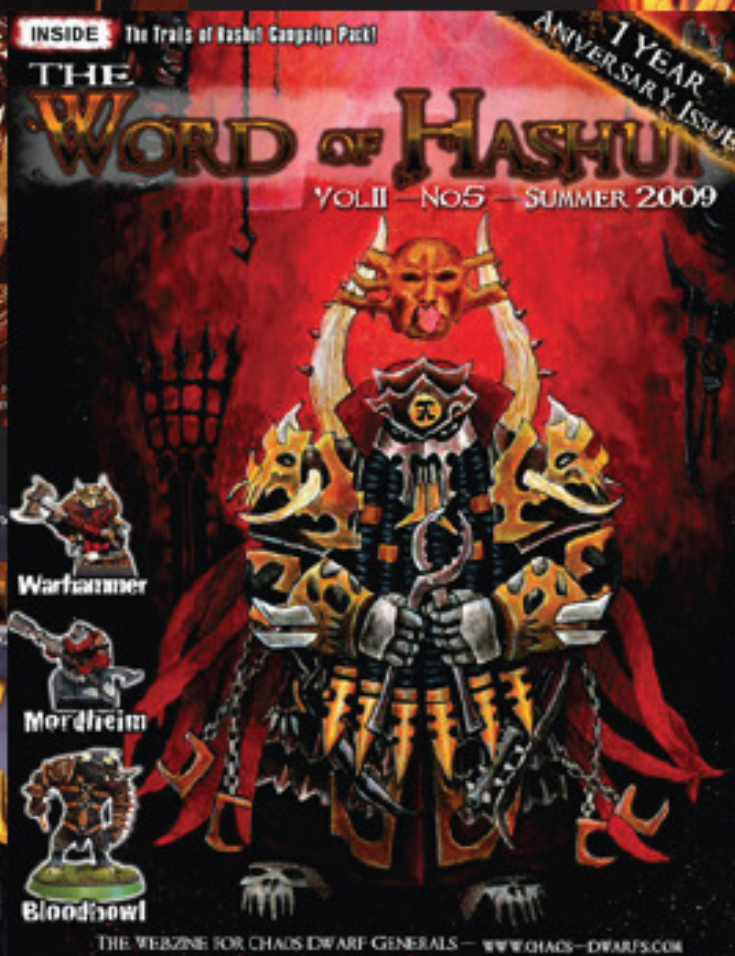
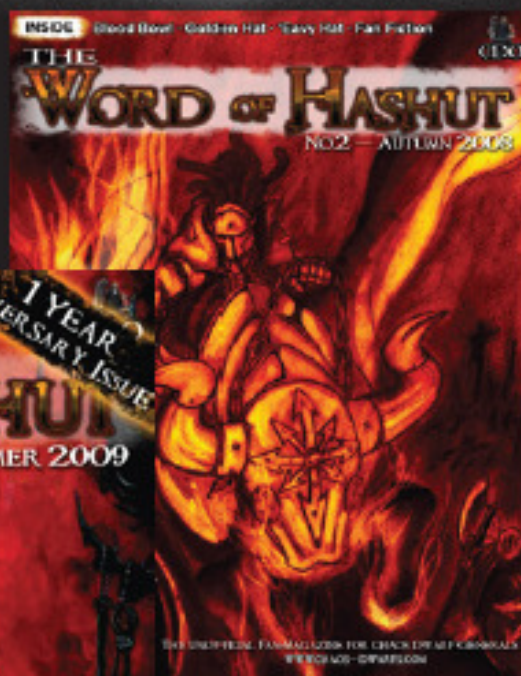
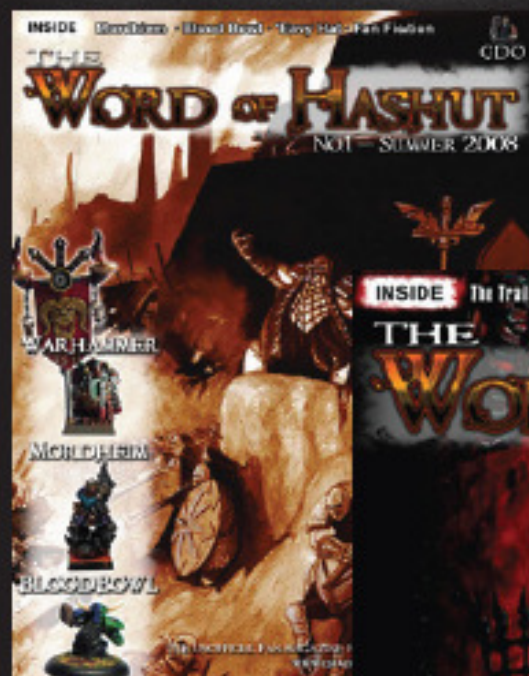
Then in recent months I bent down his old arm, re-sculpting the muscles, gave him a decent haircut (he was bald), sculpted a few details and gave him an axe.

The runes painted on the skin were very carefully done, washing the brush between each stroke. The horn was also the most involved bone I have ever painted, but for such a large area was necessary.

This ranks as one of my favourite models I've done. The painting and conversion came out really well and was worth all the work involved.



THE WORD OF HASHUT



Issue #6 on the way, September 2009

WWW.CHAOS-DWARFS.COM

RAVENING HORDES

The Armies That GW Has Forgotten But We Still Love.

Images and Stories of the armies that players still love but GW seems to have forgotten about. Submissions can be sent to SubmissionsTDS@hotmail.com

Bilbo's 3000 Point Chaos Dwarf Army

Here are images of Bilbo Baggins other favourite army, his Chaos Dwarfs. Even though the army hasn't had an update since the temporary White Dwarf issued Ravensing Hordes list it is still a fun army to field. The Dark side of the Dwarfs can use Magic (Chaos Dwarf Sorcerers) and have an interesting relationship with the Green Skins, They created the Black Orcs and use Orcs as slaves, the most numerous are the Hobgoblins. Some of them, Sneaky Gits, are particularly untrustworthy to the other Green Skin races.



Left: The army (inset Chaos Dwarf Sorcerer Lord on Lammasu.

Above and Below: Units of Blunderbusses.



Above Left: Hobgoblin Archers, **Center:** Hobgoblins with hand weapon shield, **Right:** Sneaky Gits.

Below Left: Chaos Dwarf Warriors, **Center:** Astragoth (Chaos Dwarf Sorcerer Lord), **Right:** Earth Shaker, Bolt Throwers and Death Rocket.



A Great New Gift

by: Ironlord

Pieces

Burulk Var Glorth stood back from his forge, sweating in the heat but ignorant of the searing pain in his arms as he dropped the rune coated metal into the water. It splashed and hissed for a moment before it stopped and sat there, black in the clear water and curved too resemble a face, an angry face, a God's face. With trepidation he removed the mask using his blackened tongs. Holding it in front of the fire he admired the fire's flicker through the eye holes, it would be a marvel too see. How he wished he could see it. But it was his duty to remain here, shackled to this forge because of his father's failure in the battlefield. His bloodline would no longer be trusted. That much was evident when the master Forger came to collect the death mask from his Forge, after taking the mask he spat on Burulk. He was no better to them than the legion of slaves who laboured beside him for the Chaos dwarves.

Birth

The Mask was carried through the corridors of the mountain halls, too the construction area a few hundred feet away from the Slaves forges. They, the untrustworthy, the traitors and scum, were not allowed too view this new marvel, this new avatar of death and destruction that they had created. It would be the toast of many a victory celebration for years to come. Master Forger Germnal Zrugfol shouldered aside a sniveling goblin slave, much too the amusement of the Dwarf handler, he carried on his journey. Approaching the gate as it swung open to his approach, the sturdy, battle armoured warriors straining against the stone and metal doors. His gloved hands cradled the mask as he entered too the hush of his peers. They stood around a score of giant humanoid constructs. They were perfect killing machines, all cogs, gears and pistons, powered by the arcane magic long lost too the foolish beings who do not follow the chaos gods. They had used similar magic only to enslave daemons into the Hell Cannon for Archaon during the Storm of Chaos, but now they were using the magic to power their own device. The Ruling Council of the Hold had commissioned the constructs. The engineers had spent years on the sketches alone. Then they had waged a three-year campaign to acquire the slaves needed to forge the pieces of basic armour. The construction had taken ten years to make these twenty beings. Each one would be a labour of love, if slaves knew such a thing, taking many years. Three generations of goblin slaves had been sent to war in the time taken to construct them, only to buy the hold enough time to finish them. Now the moment was almost upon them. Three more carriers stood ready, masks waiting in their hands. There anticipation lay heavily in the air. Standing on a sturdy ladder Germnal attached the facemask using a trio of bolts to hold it in place after aligning it with the gem eyes that were some twelve feet above the ground. He descended, almost scraping his large nose on the ladder steps, to join his fellow fifty engineers on the floor. The ladder was carried away by two doubled over humans, their backs red and raw from their master's just whips. The lowly creatures hid in the corner as a white bearded Sorcerer stood before them, a heavy tome under one arm and a mighty golden staff, tipped with a miniature gargoyle daemon.

"Brothers of Clan Firewolf!" He bellowed, his voice rumbling the chamber, "We have laboured long and hard too bring our dreams to life."

A cheer erupted from his listeners; fists punched the air in joy.

"We have brought this vision to life as the gods brought us to life a millennia ago."

Another cheer.

"And now bare witness, to the breathing of new life into these iron lungs, bare witness to our imminent triumph and bear witness to the conquering of the old world." As he read the cheering began, spreading like wild fire through the halls and corridors of the Hold. Cheers erupted as a smell of fire and brimstone spread from the cannons sitting atop the hill, they were not the god given weapons known as hell cannons, just simple cannons, cheap and flimsy things, "a dozen for a gold piece" as was said. And a dozen he had. They unleashed volley after volley into these rebellious goblins. This was the first obstacle on the road to the clan's domination. A horde arranged by an upstart goblin warlord, to far gone on mushrooms grown in a dank dark cave to realize the error in facing the clinical efficiency of the Chaos Dwarves. The cannon volley

leveled maybe a hundred of the green skin scum but they were like sand in the wind that whipped the black beards of the Host. They were legion. Unstoppable. Neither side was willing to move too the other.

Blooded

With a click of his calloused fingers General Hurloth Ferion, favoured of the council, summoned his herald. One of the few dwarves he allowed within five feet of him. He was ever wary of the jealous minions he commanded and their desire for his power and to take his favoured place in the eyes of the council. The herald arrived with his brass horn.

"First signal," Hurloth grumbled, tiring of this war already, he wanted a real challenge.

"First signal, aye sir!" The herald nodded, returning to his place, on the left of Hurloth before he let fly a single blast, just long enough to hear but not long enough to annoy his beloved general. A dozen other lesser heralds replicated the call. A wall of spears appeared behind the slave battalions and they were pushed forward. Corralled like cattle towards the rushing horde of goblins while the cannons kept booming overhead. The two waves clashed in a frenzy of clawing, stabbing, slashing, clubbing, brawling and dying that Hurloth couldn't care less for. He really was growing bored on this hill. Cannon fire normally brought out a better, more bloodthirsty side of him than he was showing today, but not when he had a much better advantage waiting in the wings. This was something special. Something his brothers in the Firewolf clan had been working on for several years, something he had wanted for several more. The wave of slaves had checked the advance of the goblin horde and the two had come to a stand still. With a sudden rush of dust to the east begat the arrival of a wave of chariots. They sliced through the collision zone of the two waves, tearing up their own lines and the slaves with cruel compassionless murder. There came a series of barked orders and the cannon battery altered its projections. The next blast took out three of a score of chariots. Then another five as the gunners found their range. Soon the cannons were gone and Hurloth laughed at the foolish goblin warlord who had revealed one of his assets to quickly. He had to wonder what the goblin warlord was doing. Why was he on the march with such a large army? Where was he going?

He dismissed it before it could trouble him and simply returned to his golden seat, a gift of the council to watch the broiling melee below, wondering when it would be right to reveal his new weapons.

The battle was a tiresome thing.

This one had worn on for some three hours. The field of stone and patchy grass had become red with blood hours ago and Hurloth was yet to send in his own warriors. The slaves were still mindful of their master's whips but they were being slowly ground down to blood and guts on the stone. Hurloth had watched a lazy attempt to flank his army made by a hundred slaves, only to dispatch some of his Bull Centaur warriors to counter them with a charge of their own. Spears met flesh in a hellish collision of epic scale. The fifty warriors rode down the goblins before breaking off, up hill, to safety and then back into the main army of cheering dwarves. The warriors were proud to have bloodied their blades in this fight, earn some respect and experience before the campaign really got underway and the goblins were reminded of where they could and could not go. The gain was worth the loss of two riders. He noticed that the goblin leader, was getting more desperate, his own horde was diminishing and he still had four thousand armoured and battle hardened Chaos Dwarves to fight. He was seen appearing in the thick of the fighting, taking on several slaves at once then disappearing into his horde, trying to push his line forward by force alone. Cannon fire continued too thud and boom. It gave Hurloth a migraine. He ordered the cannons to stop. It was time for him to bring on his latest plaything. He brought forward a sorcerer now, rather than the herald, knowing that the constructs could not hear normal sound, which was a shame Hurloth knew that such things would love the screams of the dying, but needed to be commanded by magic. He couldn't trust the Sorcerer yet, so the young apprentice would stay five feet away, far enough to allow Hurloth to draw his weapon, as he addressed the magic wielding dwarf.

"Bring out the constructs!" He barked.

The sorcerer made some attempt at flattery that he ignored until the sorcerer opened his book and began chanting the incantation he had been taught. It would activate the constructs and set them on a path to destruction.

There was a sudden rumble from the west flank as a hill started to shake. The goblins rightly drew back in fear. But it was not far enough. It never would be. There was an explosion of motion as the rocks

covering a cave mouth exploded out, ten charging constructs following the smattering of rocks that crushed goblins on impact. Terrified by the arrival of the unknown monsters the goblins began to fall back but were crushed by their own numbers, compressed and slowed. Then killed as the constructs were among them. Hands made from ancient metal crushing their green bodies like over ripe fruit. Metal blades, crafted onto limbs and bodies, ripped the goblin bodies into pieces, impaled them and threw them away like cheap meat. The bull centaurs were told to charge into the flanks on the other side while slaves were pushed faster into the fray with a now very confused and scared goblin force. The cannons were still kept on hold to allow the constructs to be evaluated without cannon interference. Hurloth noted the note taking of an engineer, probably ordered too report back to his masters in Clan Firewolf.

Now Hurloth's blood was up, he marveled at the sight of such destruction as the Constructs carved through the enemy. Taking down scores of goblins each with every step. They were a vision of beauty. The reason why the dwarves who had chosen the ways of the Northern gods were so well blessed by their gods. It was a passion for death and destruction that almost had Hurloth leaping for joy as severed limbs a screaming filled his senses. He watched the constructs draw closer too the goblin warlord in charge of this ram-shackle horde. "You kill a serpent by chopping its head off," He mused to no one in particular, "But with goblins you can tear out the heart and remove their heads with a single blow."

No one seemed to note it down and Hurloth didn't care if they did. He was a commander not a poet. Let poetry fall too the lesser races of men and elves. He relished the thought of unleashing these beautiful beasts of destruction and chaos onto those arrogantly tall races. He had a few chips in his shoulder he planned to fill with the blood spilled by these constructs. He wondered what it would be like to watch the world through their gem made eyes. He knew it was lovely. It had to be. So blood drenched and simple. Was it perfect? Hurloth would never know.

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