

INSIDE

Arena of Death- Part II- Battle Report – Shadow and Flame



CDO



THE WORD OF HASHUT

VOL.II—NO.8—SPRING 2010

Warhammer



Mordheim



Bloodbowl



This one was another tough one to keep under my hat! I got this back in August, and I can finally let the whole world see it, awesome job Skink!
I'd also like to thanks Skink and the rest of the artists for their patience as well!- Willmark

THE WORD OF HASHUT UPCOMING EVENTS

VOL II NO. 8— SPRING 2010

WWW.CHAOS-DWARFS.COM

EDITORIAL

Editor-in-Chief: Willmark
Editing Goddess: Sojourn
Content Editor: Cornixt
Assistant Editor: Swissdictator
Submissions Coordinator: Maul

PRODUCTION

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

ARTWORK

Cover Artist: Skink
Back Cover Artist: Grimstonefire
Artistic Slaves: Anno, Baggronor, Forgefire, Grupax,
Igorvet, Ishkur Cinderhat, M3lvinMalorn, Matt
Birdoff, Skink, TwilightCo, Xander
(GW minis depicted for Areana of Death Part II.
Also some art from Hand of Hashut as well)

WRITERS

Ancient History, Auretious Taak, Border Reiver,
Captain Crayon, M3lvinNicodemus, Thommy H,
Swissdictator, Thorne, Willmark, Zanko

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 - 2010 (C). This ezine is a free publication, no money is allocated for advertising in any form. Any advertisements contained within are for non -profit. For any other correspondence regarding the Word of Hashut contact Willmark: willmark@chaos-dwarfs.com

ARTISANS CONTEST VII
March 2010

THE WORD OF HASHUT ISSUE 8
SPRING 2010
Saturday, March 27, 2010

GOLDEN HAT XII
April 2010

ARTISANS CONTEST VIII
June 2010

THE WORD OF HASHUT ISSUE 9
SPRING 2009
Saturday, June 26, 2010

GOLDEN HAT XIII
July 2010

ARTISANS CONTEST IX
August 2010

THE WORD OF HASHUT ISSUE 10
SUMMER 2010
Saturday, September 25, 2010

GOLDEN HAT XIV
October 2010

ARTISANS CONTEST X
November 2010

THE WORD OF HASHUT ISSUE 11
WINTER 2010
Saturday, December 25, 2010

Note as always all dates are tentative subject to change).

DO YOU HAVE SOMETHING FOR US?
SUBMIT YOUR ARTICLES!

Contact Mail
@www.chaos-dwarfs.com



The Words of the Dark Lord of the Word of Hashut

“Cry Havoc and let slip the Dogs of War!”

Clichéd? Maybe. But when one talks about the Bard, can anything be clichéd? I digress however as this is not about Shakespeare, but about everyone's favorite mercenary scum of the Warhammer world: the Dogs of War and naturally, its interactions with the Dawi Zharr.

To me there are a lot of similarities of the plight of the Dogs of War in Warhammer as I noted in Gold and Glory #1 early last year. The two armies in many ways are the most notable examples of "abandoned" (with the title going to Dark Eldar in 40k) in the world of Warhammer Fantasy Battle. So it was late last year when we were wrapping up Issue #7 of the Word of Hashut that I started working on the long range plan for all of 2010 and came up with the idea of tying an issue's content even further to a specific army; not just the obligatory Battle Report and tactical article. I've been doing this for a number of reasons not the least of all being to increase the sense of camaraderie amongst the various army specific sites. I hope you enjoy the efforts. Also stay tuned to www.dogsofwaronline.com for more tie-ins with Gold and Glory #4. And yes I do plan these things out that far in advance, but you are not complaining are you?

Moving on you'll also notice that the Mordheim section makes its return this issue. Last issue we hit a wall with content on it and the timing did not work out for a number of reasons. As such I'm pleased to see it return. And as always Bordertown Burning gets a nod from us as they have appeared in nearly every issue of the ezine since its inception.

Looking further afield and speaking of the inception of the ezine is Issue #9 of the Word of Hashut, two years and my how time flies. I wont give away the details of it but I will say that we have some interesting things in mind that I started dreaming up last September. The only hint I will give a hint on this s that we hope to link several games together. Stay tuned for that.

Next up you'll see that I'm continuing to tinker with the layout and hoping to have a definitive look and feel to each section. I imagine for a while it will be work in progress, but I have already started over the last two issues.

So as always enjoy this issue and a special thanks to Skink whose cover which finally graces this issue has been juggled around multiple times now. I glad it finally made it to the front page. Through it all he was a model of decorum and deserves to be commended not only for his patience but his outstanding artwork. If is its any consolation Skink, I blame the editor-in-chief, hey wait a minute that guy is... erm never mind that.

WILLMARK

Editor-in-Chief of the Word of Hashut

CONTENTS

PAGE 1- Front Cover

This time the long awaited cover... this time by Skink!

PAGE 4- Editorial

Time to take a moment to discuss some general notes as well as some thoughts on Dogs of War.

PAGE 7- The Slave Pen

The Slaves are at it again, attempting to answer your questions.

PAGE 10-11- 2009 Community Awards

Congratulations to the 2009 Community Award Winners.

PAGE 12-13- Earthshaking Cannon-

Ancient History returns this time to discuss one of the most controversial Dawi Zharr topics: Hats!

PAGE 14-16- Golden Hat XI

The awesome minis of the 1st, 2nd and 3rd place winners for Golden Hat XI.

PAGE 18-19- Testament of a Dawi Zharr

Loki a Community Award Winner for 2009 forms the focus of our quarter member interview.

PAGE 21-27- Shadow and Flame

Baggronor is back at it again with another installment.

PAGE 28-29- The Wide World of Warhamer

Orcs and Goblins, Skaven and Tomb Kings forums form the focus of this quarter's discussion.

PAGE 30-39- The Arena of Death Part II

Join Swissdictator and myself as we try to find out just who is the baddest of the bad in terms of special characters in the game of Warhammer.

PAGE 40- Aritsan's Contest VI Winner

Take a look at Grimstonefire's winning entry.

PAGE 42-46- Mordheim 101 - Sorcerors

Auretious Taak takes us through the particulars of a Black Dwarf Sorceror for the game of Mordheim.

PAGE 50-53- Demon of the Plains

Outstanding Member fiction by Thorne.



By QiaoZhong

<http://www.coolminiornot.com/35120>

PAGE 56-60 - Movement Trays

Learn to make Movement Trays the M3lvin way.

PAGE 62-70- Chaos Dwarfs vs Dogs of War

The Chaos Dwarfs battle the money grubbing mercs of the warhammer world.

PAGE 74-77- A Ziggurat Fighting Pit

With the Areana of Death article what is better then a place for such battles!

PAGE 78-81- Warhammer Quest

Part II of Nicodemus' Chaos Dwarf installment for Warhammer Quest.

PAGE 82-87- Defeating the Dogs of War

Border Reiver tells us the strategies necessary for defeating the Dogs of War.

PAGE 88-89- Fire for Effect!

Swissdicator continues with another article about how best to use your Dawi Zharr to full effect.

PAGE 94-96- For Hire! Dogs of War Regiment

Thommy takes his special characters from Word of Hashut #1-5 to the playing surface.

PAGE 98-100- Bloodbowl 101

Captain Crayon details the construction of his Blood Bowl team from start to finish.

Cry haue and let slip the Dogs of War!



THE SLAVE PEN

LETTERS FROM THE FORUM AND ANSWERED BY OUR INTREPID HOBOGLINS...



Dirty, worthless Hobgoblin slaves,
Why are you so weak and useless?

Recently, while I was walking through the fair streets of Uzkulak one of your kin nudged me... He did not apologise nor beg me for forgiveness, Instead, he quickly ran off. A little while later, as I was looking for my pocket watch to see what time it was, I noticed this foul, wretched creature stole it from me.

And guess who paid for it? Exactly, my dearest slaves! I have given them such a thrashing that they look even uglier.

Do not dare to do this again, or all of your kin will regret it.

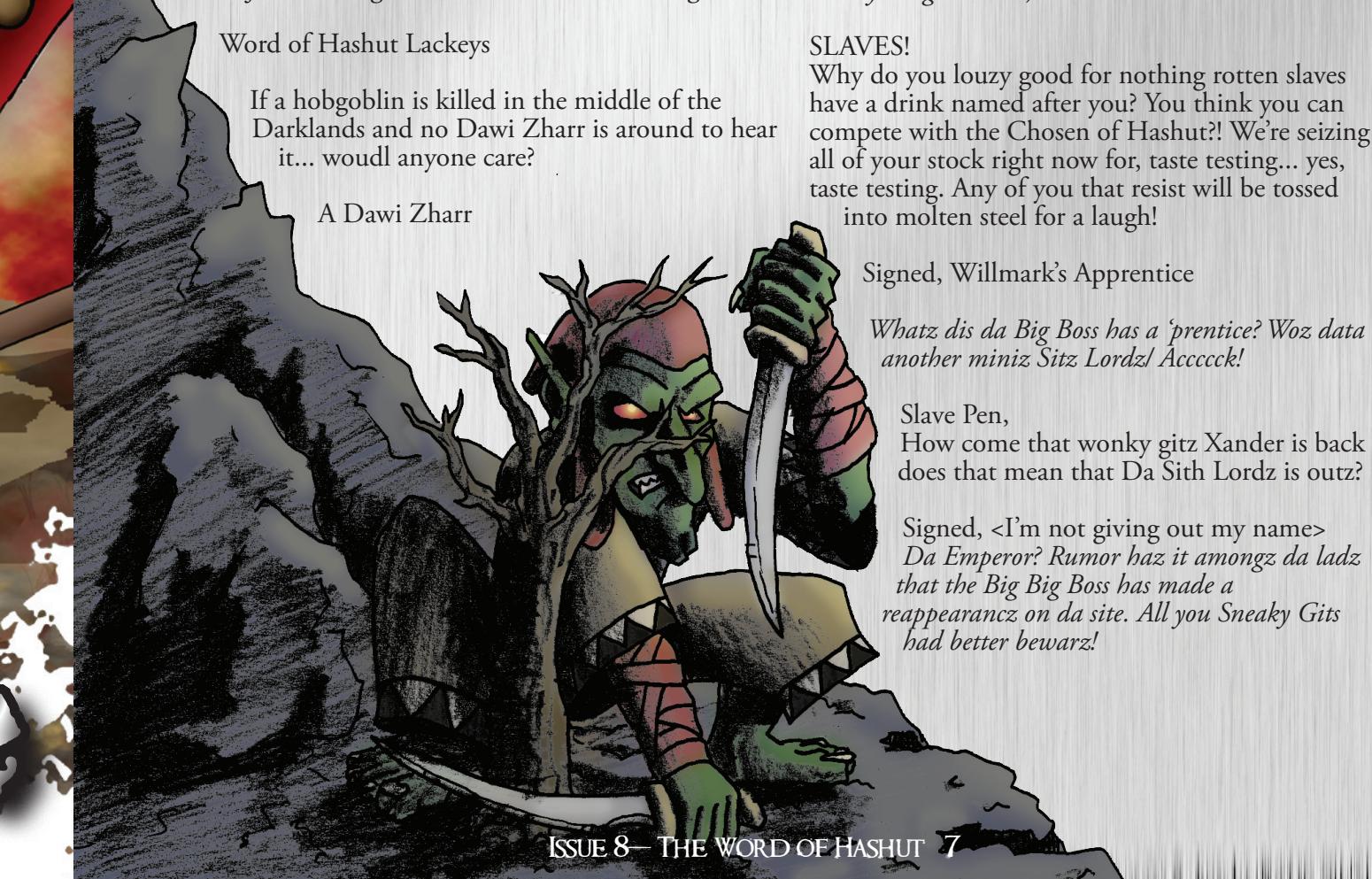
Grandmaster-aviator Borador of Uzkulak.

"EEEEEEPPPPP we swearz it was that rottenz gitz Sabakz, wasntz dat right ladz?" (General sounds and murmurs of acknowledgement). Hez a UNTRUSTY gitz!

Word of Hashut Lackeys

If a hobgoblin is killed in the middle of the Darklands and no Dawi Zharr is around to hear it... woudl anyone care?

A Dawi Zharr



Umm whaz you talking boutz? Dis is one gitz who has da brainz to figure itz out... whta waz dat?

Direct to the top,
I shall not waste my time with mere underlings and demand an audience with the Dark Lord himself.

ACK! Youz one crazy gitz, 'no onz interuptsz da Big Boss. Last time dat happen one 'O da ladz was killed right dere, choking he watz saw it with myz own eyez!

(queue rasping sound of mechanical breathing)
What ist this you worthless scum, prattling on and on. You have failed me for the last time! (dramatic sound of the Dark Side of the Force and general choking, wheezing an gasping...).

Perhaps sending you to a distant sand planet wrestle jawas is in order... (sends stormtroopers to round up unruly hobgoblins....)

SLAVES!

Why do you louzy good for nothing rotten slaves have a drink named after you? You think you can compete with the Chosen of Hashut?! We're seizing all of your stock right now for, taste testing... yes, taste testing. Any of you that resist will be tossed into molten steel for a laugh!

Signed, Willmark's Apprentice

Whatz dis da Big Boss has a 'prentice? Woz data another miniz Sitz Lordz! Acccck!

Slave Pen,
How come that wonky gitz Xander is back does that mean that Da Sith Lordz is outz?

Signed, <I'm not giving out my name>
Da Emperor? Rumor haz it amongz da ladz that the Big Big Boss has made a reappearancz on da site. All you Sneaky Gits had better bewarz!



chaos dawi
on taurus

By jarhead
<http://coolminionnot.com/173638>



**Best Attitude-**

"It's people like Loki that makes CDO such a great place."

"Loki comes around every day - and shows his friendly nature in nearly all threads at the site."

"Generally one of the most welcoming people on the site and very eager to give a kind word."

**Best Overall Member-**

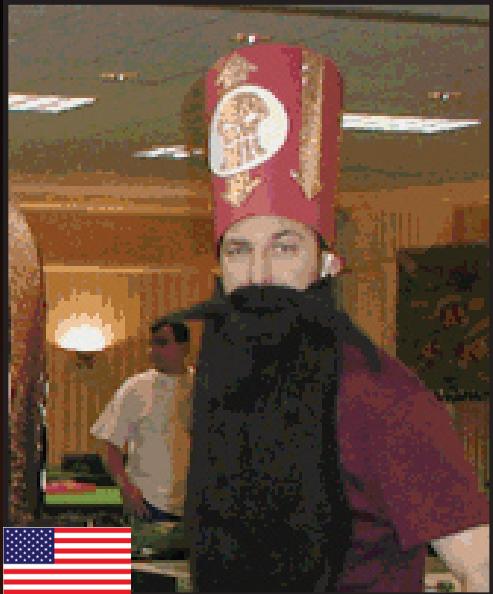
"Helpful on all parts of the site".

"A good ambassador for Chaos Dwarfs as well as a consideration for most of the other categories as well too".

**Best Contributor-**

"For his outstanding work on the creation of the Dwarfs of Chaos Armylist/book."

"A combination award for Kevin Coleman and Mattbird for the Indy GT list."



CHAOS DWARFS ONLINE COMMUNITY AWARDS 2009

**Best General-**

"Plays many tournaments and is even successful!"

"Showing up with well painted Chaos Dwarfs in tournaments."

"Swissdictator for his battle reports in the Word of Hashut."

"For getting to the 3rd round at 'Ard Boyz"

**Best Hobbyist-**

"Tjub for his work on his awesome army."

"For his stunning conversion work and instantly recognizable style with Chaos Dwarfs."

"Have you seen how many Golden Hat medals he has won?"



EARTHSHAKING CANON

CHAOS DWARFS & BIG HAT'S

By Ancient History

The Chaos Dwarf models produced for Warhammer Fantasy Battles (4th edition for whoever is keeping count) represented a serious investment by Games Workshop in the new army. These models were affectionately referred to by their iconic "Big Hats," which helped set them apart from Dwarfs and other Warhammer armies. What many Chaos Dwarf players don't know is where the Big Hats came from.

The Chaos Dwarf models (1986) were Chaos Dwarf Renegades—Dwarf mutants and Chaos Warriors who were part of the Chaos army for Warhammer Fantasy (2nd edition). These diminutive Chaos Warriors did not have a unified look about them, aside from a general fondness for spiky bits. These models did not appreciably inform the style of the classic Big Hat, or of Chaos Dwarfs in general from this point forward.

White Dwarf Presents: Chaos Dwarfs (1993) and the accompanying Chaos Dwarf army—complete and original—presented a drastically new vision of Chaos Dwarfs. Whereas Citadel miniatures to this point had predominantly been based on Medieval European arms, armor, clothing and equipment, these new Chaos Dwarfs had a distinct Near East influence. Swords were curved in the style of non-European blades, their armor consisted not of plate metal (or even breastplates and greaves) but of lamellar cuirasses (i.e. coats with small plates of metal laced together in parallel rows) similar to ancient Assyrian soldiers, their beards were coiled in front of them...and of course there were the Big Hats.

What is a Big Hat?

In general, Chaos Dwarf Big Hats can be divided into four types: *çıçak*, the Phrygian cap, the chimney pot, and the bullet-head. All are brimless, and these helms are often decorated with horns, mimicking those of a bull, and arrows, lightning bolts, skulls, dwarf-skulls (you can tell because they have beards), and the like, all symbols of Chaos Dwarfs.

The *çıçak* is a conical helm that rises to a point or ball on the top and in the middle of the helmet, which is almost always topped with a skull or a bull's head. The style is essentially a taller version of the Turkish *çıçak* helms, hence the name, but the conical helmet design is common to the Near East, having been used in ancient Greece and Assyria through the rise of the Ottoman Turks in various incarnations. Some Bull Centaurs wear a "ziggurat" variant which has three distinct "levels" formed by parallel pairs of horns and rows of skulls.

The Phrygian cap rises high above the head and hangs forward in the direction the facing. Much

rarer than chimney pots and *çıçaks* among Chaos Dwarfs, Phrygians are usually decorated with studs and skulls. It is, however, the primary form of headgear among Hobgoblins, and is generally plain, with heroes and wolf riders having theirs decorated with horns, studs, and skulls. The general form of the helmet is very similar to ancient Phrygian, Scythian and Macedonian designs (which originated in the cloth or leather Phrygian cap), but grossly exaggerated in terms of height, though many ancient Greek crests would rival or equal it.

The chimney pot helm rises as a cylinder and

then flares out to a flat crown that is wider in diameter than at the bottom, sometimes rising in distinct levels. In basic appearance it appears to be a brimless version of the top hat, which in its most extreme form was very high with a larger crown than brim, causing slightly concave sides. Chimney pots may also owe something to simple "barrel helms," which tended to be flat-topped,



Mini By Igneous Bull

brimless, and sometimes wider at the crown than at the brim, but these helms never reached such heights.

The bullet-helmets are unique to the Chaos Dwarf artillery team that accompanies the Death Rocket, and their helmets owe more to the shape of the artillery shells they mimic than any ancient influence. The lower part of the helmet has an attached half-mask to protect the Chaos Dwarf's face, perhaps a precursor or foreshadowing of future developments.

One Nation, Under Big Hats

All of the 1993 Chaos Dwarf models described above were designed by Alan Perry. Original artwork for White Dwarf Presents: Chaos Dwarfs was produced by Mark Gibbons, John Blanche, and Dave Gallagher. It's obvious that the artists and the sculptor were working off the same set of notes, even if the final details of the models are not reflected in the earliest artwork for the new army.

One often-overlooked aspect of the Big Hats theme is how closely it was tied in with the new depiction of the Chaos Dwarfs at many levels. While some felt the hats were comical or ridiculous, it served to easily differentiate the Chaos Dwarfs from normal Dwarf models, and provided additional room for Chaos Dwarf iconography. The chimney-pot hat served as the model for the design of the Thunderfire and Great Leveler Battlebarges for the Chaos Dwarf fleet in Man O' War.

The Death of the Big Hat

Aside from Blood Bowl figures (which still have Big Hats!) the Chaos Dwarf model range was discontinued, and this signaled the death knell of the Big Hat. In 2004, Games Workshop produced new Chaos Dwarf miniatures to act as the crew to the Hellcannon. These Chaos Dwarfs, while still bearing the long, coiled beards of their predecessors, did not have Big Hats—rather, they had simple metal helms (one shaped as a skull and another with the eight-pointed star of Chaos embossed on it) with integral full-face masks.

Fan questions to Jervis Johnson have confirmed that the new Chaos Dwarf army (when and where they get made) will no longer sport Big Hats.

Uncanonical—but Interesting!

The purpose behind the Big Hats remains a matter of debate among fans. In general, it might have been a means to help denote characters—the Chaos Dwarf, Bull Centaur, and Hobgoblin Champions, Heroes, and Lords all generally have larger, more highly-decorative or distinct hats than their fellows. Leaders and standard-bearers generally have horns while the rank-and-file do not.

On an interesting note: comparison of the various Big Hats on the models to the map of the Dark Lands will show that some of the Big Hats actually closely resemble

(or perhaps represent) Chaos Dwarf settlements, particularly the Flayed Rock (a horned skull topping a *çıçak*), and the Tower of Gorgoth (a chimney pot topped with three spikes). There is nothing to indicate that this means certain styles of Big Hat were intended to indicate troops from different settlements, but the idea has a bit of appeal.

Alfred "MadAlfred" Nuñez Jr.'s extensive article on the Chaos Dwarfs includes a brief discussion on the Dawi'Zharr's distinctive headgear. Warpstone is a popular and high-quality fanzine for Warhammer Fantasy Roleplay that will soon be ceasing publication, and Nuñez is perhaps best remembered for his work on the first edition WFRP supplement Dwarfs – Stone and Steel. You can find the article in Warpstone #28—and that's really uncanonical.

Mini By Igneous Bull

*"Diz Magz Needz a taka ova!"
And youz Stuntie ladz are gonna
getz it!*



IGORVCA

GOLDENHAT - XI

GOLD - M3lvin



I have for a while now had thoughts about trying to sculpt and cast my own miniatures.

After hearing the theme for the upcoming GH, I decided to give my first sculpt a wizard look.

Since I had plans of casting and selling it later, I had to make it very original, so as not to infringe any copyright laws from other miniature companies.

I went for a pretty basic layout for my wizard, giving him a cloak, a staff, a weapon and some cool magical flames. Since he is an evil wizard, I crammed as many skulls on the model as I possibly could to give him a sinister look. Making the mould and casting the miniature was much harder than I thought, but I managed to get a cast that I was satisfied enough with to paint.

While painting it, I wanted to make it stand out as much as possible.

The magical flames I sculpted were perfect for source lighting, and choosing a cold blue as the color made it the best contrast with the warm lightning from the lava, coming from underneath.

Thanks to everyone who voted for me, I'll continue to do my best to contribute to the best forum on the web.

If you're interested of getting this model for yourself, or want to see all progress photos, send me a PM, or visit my website;

<http://www.nocturnal-miniatures.com>

GOLDENHAT - XI

SILVER - Snotling



"From the very beginning of my army project I planned to make some puppet masters that would count as sorcerers of death. One of them should have a hood and carry a cross. Years later, I continued envisioning this project when this opportunity came up to make this model happen: a mixture of Chaos Dwarf, Master Yoda, Jesus, the Grim Reaper, and a Voodoo priest. He is totally scratch-built and is my first self sculpted miniature, so there are some mistakes in it. I gave him several symbols of death and painted him in dark colors. I avoided going all black, because that would look boring.

Even if he doesn't look exactly like I planned him, I'm pretty proud of my first sculpt and I like the combination of colours. In the end, he won't be a sorcerer in my army. He will be a two point naked Hobgoblin, the summoner of my Dolls of Doom unit...

Praise Hashut!"

GOLDEN HAT - XI

BRONZE- Bassman



This time the Golden Hat rules were very simple: a Chaos Dwarf Sorcerer on foot. I really liked the challenge to work into such limited boundaries.

When I started my Sorcerer I wanted him with a Staff of Sorcery as during my gaming experience I found it very useful, providing an excellent magic defence. I start to search into my box of plastic "regular" dwarf I use for my conversion projects. Looking at the Dwarfs banner I found it perfect for my idea. Runes and Dwarf imagery reflects the ability of the Staff to repel magic and they looked perfect after a little bit of conversion with green stuff. Then I gave my Sorcerer the 5th edition style ringleted beard and a big hat. I am really proud how the sculpting of the hat turned and which respectable Chaos Dwarf does not like a bull image on his hat?

Final touch was the basing where I wanted something different and found a place for a small hole in the rock where somebody placed a skull. I think this little touch helps to give the idea of a story behind the setting: who placed the skull? What does it mean?

Then it was time for painting. Being such a small miniature I had the pleasure to work slowly with multiple thin layers of colour, each one really watered down to smooth the transition between each layer and the others. Clothes were painted to look like dark leather, to give him a different feeling from the main colours of my army. Red is my classic recipe to match him with my other miniatures.

His beard is a "fashionable" blue, we are the Bluebeards' clan after all!

Then it was time for the Staff. I painted using my NMM technique, like the rest of my army. Gold was chosen because I think it matches the idea of a magic artefact, iron gives the idea of a sturdy stuff and copper is here to differentiate it a little bit.

As you can see there is nothing particularly fancy as I wanted him simple and plain, not overdone. My great satisfaction was to see you appreciated it and gave your vote to my miniature. Ah, I forgot to tell you I name all my characters, he is Barak Dzharr!



TESTAMENT OF A DAWI-ZHARR

— MEMBER SPOTLIGHT — — LOKI —



Who are you ?

My name is Lawrence Arnold , I am 24 years old and I live and work in Folkestone a small town on the south east coast of England. I have work for the Valuation Office an executive agency of HMRC (Her Majesties Revenue and Customs) for the last 5 years. I have been collecting Warhammer and Warhammer 40k since 1997 and have amassed a huge collection of models much more than I can paint but that still has not stopped me from buying more, the first models that I every brought where a squad of Tallarn Desert Raiders which I still own, I couldn't bring myself to part with them as they where the models that started it all..

I am also in to air softing, playing on my Xbox 360 (modern warfare at the moment), and films, I am a massive film buff and am always going to the cinema with mates to watch the latest releases.

When did you start playing Warhammer?

I have always been much more of a painter and collector of models than a gamer so I only started to learn to play in 2004 after finishing my A Levels, I first started off playing 40k but then saw the light in late 2006 and switched to warhammer with my first army being a dwarf one and now 4 and a bit years later I have 11 armies for warhammer all over 2000 points.

Why Chaos Dwarfs

I have always liked the idea of dwarfs in the warhammer world that's why my first army was a dwarf one, I really love the back ground fluff to the dwarfs a race that live in huge hold in the mountains with powerful weapons and awesome heros like the white dwarf, I had always been aware of Chaos Dwarf but never paid them much attention as there was so little background fluff for them I sort of passed them by that was until a year or so ago when on a whim I typed in Chaos Dwarfs in to Google and found CDO.

After looking at the Snotling's and Ishkur's armies I was hooked and converted my first CD from the BFSP thane and soon after that joined the site and discovered like the dwarfs that Chaos Dwarfs have a rich and interesting past and have been pulling the strings behind allot of the events in the Warhammer World for a long time. I also liked the idea of having an opp army that no one else would have at my local store, little did I know that I had already been beaten to the punch by my friend Ubertechie who already had a sizeable CD army , he took me under his wing and taught me the tactics of the Dawi-Zharr and helped me in creating my first army list.

Since then I have gone from strength to strength and now have a fully painted 5000 point CD army to crush the enemies of the Hashut.

With Ubertechie selling his army I was left as the only CD player at my local club so in true dark side style I have now taken on a apprentice to teach the ways of the Dawi-Zharr too, JOliver who has recently joined the site is a good mate of mine who I have converted to the path of Hashut.

Other Armies

I have a lot of armies as I mentioned earlier I have 11 armies for fantasy and these are Chaos Dwarfs, Dwarfs, Empire, Kisley, WOC , VC, Bretonnians, DOC, Ogres, Orks and goblins and Dark Elves + a wip Slayer army, for 40k I have Ultra Marines, Thousand Sons pre heresy, Red Scorpions, Dark Angels, Space Wolves, Sisters of Battle, Chaos, and Tau these are just my games workshop armies, I also play a couple of other games systems I have a bone griffins fleet for uncharted seas, I have British Para's , German 21st Panzer Division and British 7th army for Flames of War along with a American 7th Calvary for the Vietnam version of Flames of War. I also have 2 blood bowl teams a dwarf one and a wood elf one and I will soon be getting a CD on, a CD man o war fleet and a imperial thunder bolt squadron for the forge world Aeronautica Imperialis game. As you can see I have a lot of armies for a lot of game systems I would have to say about 90% of this is fully painted, with spending so many years being a painter rather than a games I have gotten to be a bit of a speed

painter which explains why I have so much stuff painted.

What are your goals with your army? Do you ever think you'll be "done" with Chaos Dwarfs?

With a 5000 point army which is still on the grow I don't think so, I have been set a task by my good friend Clam to convert some more bits from the Indy GT book so I am busy cooking up ideas for that now, but I also have a plan to have at least 1 of every CD figured produced by GW so I have a long way to go yet as I only have a few marauder models and I want a complete collection of these guys.

What models interest you as a collector?

Any thing that is limited and or what I like really, I have a lot of the GW limited models I even have one of the models produced for the staff only Christmas present that I was able to get my hands on, I also have a lot of random models from lots of different armies. If I see a model that I like I just buy it and paint it up for show, this does not always work out to be cost effective as I brought the Konrad Von Carstein model as a show piece and now I have a 2500 point VC army because I liked the model so much and wanted to use it in a game.

What Do You Listen To While Painting?

It really depends on what sort of mood that I am in, I normally have a film playing in the back ground which I watch a bit of when I am painting . If I just want to listen to something I will listen to Planet Rock on the internet as I like classic rock or some Iron Maiden.

Favourite Chaos Dwarf Model?

My favourite one has to be Hero with axe 1 I love every thing about this model, it has huge big hat , it has a great pose which I think shows utter contempt for who ever he is facing in combat like he knows he can take who ever it is with ease and that he is just resting on his axe but at any second he is ready to whip it up and start hacking limbs of , these are the reason that I chose it enter in to last years golden daemon and Games Day UK 2009.



By Loki



By Loki

The Daemonic Legion

WWW.THEDAEMONICLEGION.COM

Chaos Dwarfs Online

WWW.CHAOS-DWARFS.COM

THE CHAOS STAR

Your Warhammer Fantasy
Chaos Army Forums

Chamber of the Everchosen

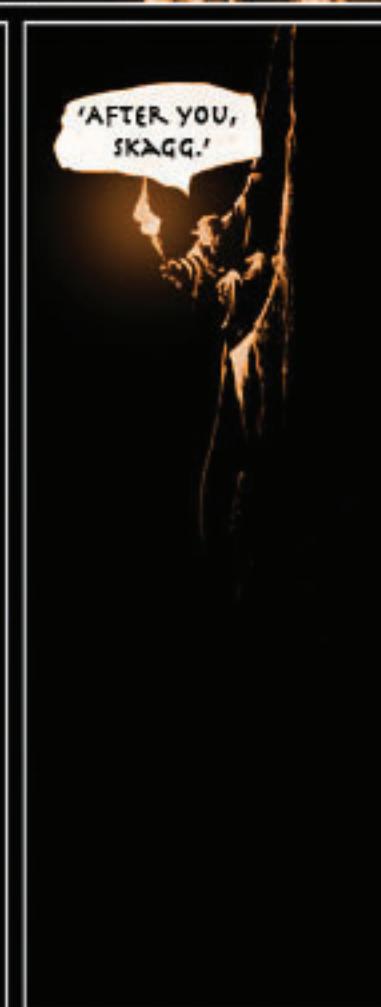
[HTTP://S4.INVISIONFREE.COM/COTEC/INDEX.PHP](http://S4.INVISIONFREE.COM/COTEC/INDEX.PHP)

[HTTP://Z2.INVISIONFREE.COM/HERDSTONE/INDEX.PHP?ACT=IDX](http://Z2.INVISIONFREE.COM/HERDSTONE/INDEX.PHP?ACT=IDX)

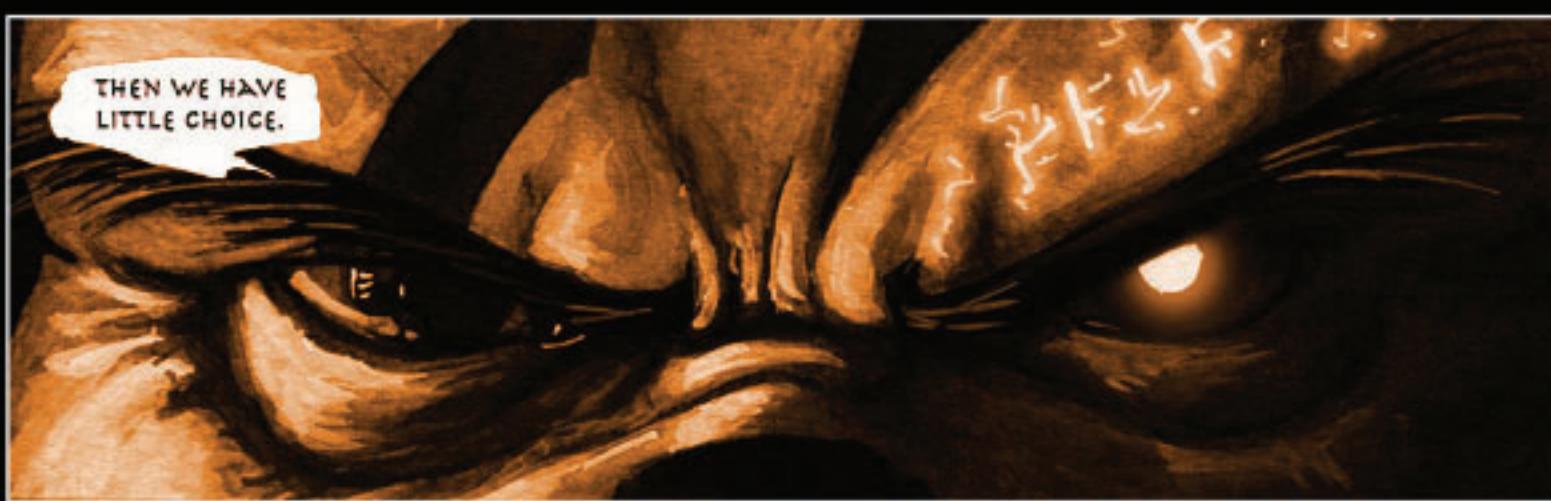
The Herdstone

SHADOW AND FLAME

GO ON, CHUCK
IT. LET'S SEE HOW
DEEP IT GOES.







THE WIDE WORLD OF WARHAMMER

HIGHLIGHTING ARMY FORUMS AROUND THE WEB

BY WILLMARK

ORCS AND GOBLINS

<http://www.da-warpath.com/>



Hello again and now we are coming up on the second to last article for this series. This time around I will be covering the following army websites: Orcs and Goblins as represented by the Da Warpath www.dawarpath.com; Skaven as represented by www.underempire.net and Tomb Kings which can be found at <http://z4.invisionfree.com/Khemri/index.php>?

So diving right in lets talk about Da Warpath. As imagined its focus is Orcs and Goblins and you really could not have asked for a better resource as a Greenskin general. There is a wealth of Lore here and it is well presented.

Another point of favor for Da Warpath is the fact that they have their own ezine now on (at the time of writing this) Issue #15. In the world of ezines that is truly an impressive feat. Da Warpath Quarterly (also know as the DWQ) is a fine mag and always a good read. I look forward to it each time and have read quite a few of the issues.

My criticisms of Da Warpath are largely minor. While I like the main page, the forum is always clashed a bit in my eyes. The green and red while complementary colors makes it a bit eye straining to read for long periods of time. While not as bad as white text on a black background it still is noticeable.

My second minor quibble is that some of the forums are not necessarily clear on what they are for in terms of posting what goes where. With this said I like the site very much and any interactions I have seen with the Staff have been positive ones.

In short if you like Greenskins or are looking to create a Greenskin army this place is an excellent resource for the Orc and Goblin player and comes recommended by me.



SKAVEN

<http://www.underempire.net/>



Skaven, the filthy rat things of the Warhammer world; if you base a website on the number of members that it has then this is one of the bigger ones out there with something like 13,000+ members. And in keeping with Skaven, this is entirely fitting.

Mini By Kefas



Mini By Mikkel Nyboe

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

The skin of this website is superb and well thought out. There is an attention to detail here that makes everything just fit together. Unlike most websites that use black as the predominate color of the background this one seems to work here quite well with next to know eyestrain issues. It is an invision board so you will get advertising on the site.

About my only criticism I can think is that the forum tends to sprawl a bit, like the drucchi website this one the forum is vast and can be a bit overwhelming for those that are either new or don't frequent the forum on a regular basis.

No onto my favorite part of my reviews, does the site in question have a ezine or not? In this case the answer is yes and a very fine one at that. The Skavenblight Gazette is one of the best ezines on the web today in my opinion and perhaps the most direct competitor to the *Word of Hashut* itself. The staff there and I have had something of a friendly rivalry which has resulted in making each other better. I'd say that with the release of SBG #8 and the *Word of Hashut* #7 the field is now largely even and it now comes down to a lot to personal preferences in style and taste. Now that I have my blog back up again (thedarksideofwillmark.blogspot.com) I will hopefully be reviewing Issue #8 and beyond, after all, turnabout is fair play.

Of special note is the rather, ahem unique method for registration that the Underempire replete with twists and turns and amusing text, just the stuff one would expect from the rats. Well done here guys.

TOMB KINGS

<http://z4.invisionfree.com/Khemri/index.php>



Lastly for this issue I turn my attention to the dead things of the desert the Tomb Kings.

I'll be the first to admit that I do not frequent this site regularly as my time is limited. I either frequent sites that I have a friendly rivalry with (like Underempire.net), play as an army like Ulthulan.net (for High Elves) or just like in general for example the Ogre Stronghold. So when time becomes a crunch (which if you know me at all is always an issue) I tend to post less and skim the sites I'm not as directly involved with. You'll note, none of this has anything to do with Khemri.co.uk, I'm just telling you where I'm coming from.

First off is a point of confusion is that the header graphic lists the site as "Welcome to Khemri.co.uk" which is not the url of the site so I'm thinking that needs to be cleaned up a bit.

As a look and feel I think they guys there nailed it as it does evoke the desert feel of the fluff and their army book. Like underempire this is another invision board and as such you will get ads. Another thing I've noticed various forums here tend to go in spurts of activity and I'm not sure why; could be wrong its just my impression then.

On my hard drive of my tower at home I have a copy of "The Book of the Dead", if I recall correctly it was Issue #1 of the websites ezine. I haven't been able to locate it so perhaps I'll have to search more diligently for it. I can't say too much as it has been a while since I read through it, but it does represent one of the pitfalls I tell people about in terms of doing ezines: getting Issue #1 off the ground is tough, sustaining it past issue #1 is even harder.

In short I give the site a recommendation mainly based on it being the biggest Tomb Kings site out there. However I think you should judge for yourself as I do not post there except sporadically.

And there we are wrapping up yet another article, join me next time when I close out this series with review of the websites for Vampire Counts, Wood Elves and Warriors of Chaos.



Mini By Wallacer

The Arena of Death

Part II

By Swissdictator & Willmark

Hello everyone and welcome to Arena of Death-Part II! For those not in the know back in the day (the 90's) *White Dwarf* ran an article called Arena of Death, by Jim Butler pitting special characters from the various Warhammer Armies against each other to claim bragging rights as to who is the toughest special character. That however was in Issue #221 and 5th edition Warhammer so Swiss and I were kicking back having some internet beverages and decided on the mad idea of doing this again, but with every army out now. When the original article was written Ogres

THE COMBATANTS— PLAY-IN



Again as there are 17 combatants there needed to be a single preliminary match in order to get to 16 and the bracket as normal. Like the pairings this was determined randomly.

THE COMBATANTS



and Tomb Kings were not even an army yet so we had to expand the field. This created a problem as there are 17 armies to utilize...

I think you'll find this article works hand in hand with the article on how to build your own Pit Fighting terrain by Zanko, mere coincidence? (*that editor in chief is sure a smart guy... Willmark*). So you can build one to either house your own Arena of Death matches at the local gaming club or just use it as a cool piece of terrain.

So with all of this in mind I dug out my stack of White Dwarfs and found the article in question and went through it all and got the rules:

Arena of Death Rules

- No Fear, Terror or Break Tests.
- Each Participant will roll a dice to determine who gets the first turn for the purposes of the Magic Phase.
- Both participants will count as having charged in the first round.
- Attacks are made in order of Initiative. In the event of a draw the character whose turn it is attacks first.
- All spells are determined prior to the combat. Spells were redetermined each round of the tournament.
- When there is a clash of magic items (example: always hits on 2+ vs can only be hit on a "X") a d6 was used to determine which takes precedence.
- No spitting.

Note these are the majority of the rules from the original Arena of Death, we have modified them somewhat in order to work in 7th edition Warhammer as smoothly as possible, but keep the original idea. And unlike the original article I wanted this to focus on special characters, so

no greater daemons were involved in this endeavor.

We were also at a bit of a quandary for Chaos Dwarfs as well since there are no rules currently for Chaos Dwarf special characters. But we did however have a few choices so we opted for rules for Astragoth designed by Thommy H in *Word of Hashut* #1. For the Dogs of War we used the 6th Edition PDF Regiments of Renown. After much discussion I settled on Asarnil mainly because I liked the model.

Swiss and I collaborated on getting the list of special characters together and in the case of Chaos Dwarfs decided which one to use. Since there are 17 special characters for this tournament I had to use a modified 17-team bracket meaning that two randomly drawn special characters would have to fight before the start of the 16. Much akin to the "Play-In Game" in American College Basketball for the NCAA Tournament.

A really interesting thing is that when all 1st round matches were randomly drawn and I did not have the White Dwarf article in front of me while I drew the names; imagine my surprise when I found that a match up from the original article was randomly duplicated in this article: Deathmaster Snikch against Astragoth! It was also cool that in the first round Dark Elves drew High Elves, can't get any better than that.

A final note, much like Jim Butler noted over a decade ago there is no way our choices are going to please everyone, so with that in mind we did not try to. In short this could be endlessly debated instead we decided upon just going with it.

So without further delay here we are and to borrow from *Mad Max Beyond Thunderdome*:

"Remember where you are, this is Death Match, death is listening and will answer the first man who screams".*

Initial Bracket for the Tournament is as follows:

Play in Match: Chakax, Eternity Warden vs. Tomb King Settra
(Winner faces Skulltaker in the first round).

Round 1: Vlad Von Carstein vs. Greasus Goldtooth the Overtyrant

Gorthor the Beastlord vs. Archaon, Lord of End Times

Astragoth, High Priest of Hashut vs. Deathmaster Snikch

High King Thorgrim Grudgebearer vs. Emperor Karl Franz

Shadowblade, Master Assassin vs. Prince Tyrion, Defender of Ulthuan

Winner of Play-in Match vs. Skulltaker

Orion, King in the Woods vs. Grimgore Ironhide

Asarnil the Dragonlord vs. Louen Leoncoeur, King of Bretonnia

THE COMBATANTS— PLAY-IN RESULTS



Preliminary Match

Settra vs Chakax

Settra's chariot causes six impact hits, wound three times. Chakax's armor fails, but he makes one ward, but it isn't enough to save him. Lizards are roadkill in the desert.

Round 1

Vlad von Carstein vs Greasus Goldtooth.

Greasus gets three impact hits, causing two wounds, one of which is saved. Greasus fails his leadership for beguile. Vlad hits four times, wounds twice... but beguile saves him and turns this into four wounds. This heals Vlad to full health as well. Greasus misses entirely, but his sword gnoblars hit twice and fail to wound.

Greasus fails his beguile check again. Vlad hits four times again, wounds once, but beguile turns it into two wounds killing the Ogre.

Archaon vs Gorthor

I'm neutral on this one as well. Gorthor gets 6 impact hits, two of which wound, but are saved. Archaon activates his Daemons, and hits seven times, and wounds four times killing Gorthor. A bit underwhelming. (I agree with Swiss here; when I pulled the matches randomly I saw this one as the biggest snooze-fest of the first round and it was- Willmark).

Astragoth vs Deathmaster Snikch

Obviously I was rooting for Astragoth, since he is a Chaos Dwarf after all, but I feared he was doomed. Though I also really like Skaven, so if he had to lose, I'd prefer it to be a to Skaven, Empire character, or Vampire.

THE COMBATANTS— END OF ROUND 1



This combat was much more interesting! I had the Dwarfs take down the dragon first, due to its lack of ward and its deadly nature as well. I did a quick run for my amusement to see if trying to take down the Emperor and the Emperor still won, his ward save making the difference enough where the Emperor did do better.

Shadowblade vs Tyrion

I decided to do this match up first, simply due to the classic grudge match between the two elven factions, and in this I was cheering for the Druchii. Shadowblade and Tyrion face off, due to their initiative and both having ASF, I determined who had the first turn. Tyrion wins the toss!

He loses an attack due to Shadowblade's ability, and swings with his two attacks. One misses, and one hits and wounds, but Shadowblade makes his ward save. Tyrion's steed attacks twice, hits once and wounds and Shadowblade fails his ward save. Go figure the steed gets the wound, that seems commonplace. Shadowblade strikes back with a bitter hatred, drinking the potion of strength! Shadowblade gets all hits, although he needed his bitter hatred and wounds three times, including a killing blow! Tyrion fails his ward on the killing blow and is slain.

(So much for a bloody grudge-match, oh it was bloody, just one sided- Willmark)

Settra vs Skultaker on Juggernaut

Settra gets 5 impact hits, 4 of which wound, but nothing gets through the armor. Settra hits three times and wounds once, but Skultaker saves. Skultaker swings, hits three times even after hatred. He wounds twice, one of which saves on armor. Settra makes his ward save. The Juggernaut hits once, but doesn't wound.

Settra swings again, hits three times, wounds twice. One makes it through the armor, but is blocked by a ward save. Skultaker swings, and misses once. One wound gets through, causing two wounds. The Juggernaut wiffs. One skeletal steed hits, but fails to wound.

Settra strikes again, but again is unable to crack the armor. Skultaker misses twice, but lands a single killing blow which is absorbed by Settra's ward save. Again, the Juggernaut fails to hit.

Settra keeps on swinging, hitting three times, wounding twice, but again fails to crack the armor. Skultaker only is able to cause one wound, but Settra makes his armor. The Juggernaut is at this point, seemingly distracted by the pretty scarabs as he isn't even trying to hit anymore it seems. The skeletal steeds only hit once, but wound! Though, as amusing as this is, they don't crack the armor.

Settra hits four times this time, and wounds three times. One wound gets through the saves! Skultaker has to take a leadership check and fails, making him WS1! Skultaker only hits once, wounds, but Settra saves. The Juggernaut finally hits twice, probably angry at the cursing from Skultaker. The Juggernaut also wounds twice! One is saved on armor, the other by the ward. The skeletal steeds miss.

Settra swings and hits three times, and wounds twice. Once cracks the armor, and makes it through the ward save killing Skultaker!

This shocked me. I was expecting Skultaker to slaughter Settra, but when I opened my Tomb Kings book I was reminded Settra had ASF. Settra benefited from this strongly in the two last rounds I'd say. Settra's armor, being hard to negate, and his strong ward also added up very quickly. Skultaker also seemed unable to make killing blows for some reason. Wow.

(This one was a grind. The entire time we kept waiting for Skultaker to kick it up a notch and land some real damage, but it never happened- Willmark).

Grimgor vs Orion

In this one I also have a favorite, Grimgor. Grimgor strikes first, 6 hits... 7 after hatred helps out. 5 wounds on Orion! Orion strikes back and hits 6 times, and wounds four times. At which point I became nervous for Grimgor, but he makes two of his (now greatly reduced) armor save... but neither ward. Only one of Orion's hounds hits, but doesn't wound. Grimgor, now very angry even for him strikes back. Grimgor allocates 3 of his attacks on the hounds, and 4 on Orion. Orion is hit three times, and wounds twice slaying Orion. All attacks on the hounds hit, but only two wounds are inflicted, but it is enough for Grimgor to

win (and survive). Grimgor was lucky this day.

Asarnil the Dragon Lord vs King Louen Leoncoeur
I'm rather neutral on this (finally I get to live up to my screen name). Part of me like Asarnil as I have a soft spot for 'old armies', but I've always wanted to do a Peasant army with Brets.

The Dragon Lord makes his leadership check against The Sword of Couronne, as does his mount. Asarnil attacks only hit once, but he wounds successfully. Louen attacks Asarnil, but is blinded by the Amulet and even with his re-rolls only hits once. However, "rubber lance syndrome" strikes and he doesn't even wounds. Bequis swings, and misses entirely. The Dragon splits his attacks between mount and rider. Two hits on Louen, and both wound, neither of which are warded away. The King perishes. Bequis is hit and wounded twice.

In the second round, the Dragon lord doesn't wound Bequis (who is now frenzied). Bequis hits, twice, but fails to wound. The Dragon then consumes Bequis with seven hits and wounds.

(I was especially glad to see the Dogs of War triumph over the snooty Bretonnian King! That will teach him! Willmark)

Round 2

Vlad vs Archaon

Vlad rolls Raise Dead, Vanhel's, Wind of Undeath, and Summon Undead Horde. For the purposes of this article only the later three matter. Plus he has his base Invocation of Nehek.

Archaon gets the first round, and he activates his Daemon. He hits six times and wounds twice, Vlad makes a ward save. Vlad strikes back, Archaon making his beguile check, and hits three times, but doesn't wound. Dorghar, Archaon's mount, hits once, but doesn't wound.

Next turn, Vlad casts Invocation five times, the first two fail, the next two are dispelled, and the fifth succeeds. Archaon swings away hitting seven times and wounds four times. Vlad makes two armor saves. Archaon also hit himself twice, one of which gets

through his ward save. Archaon makes his beguile check, and Vlad swings away hitting three times and wounding twice. Archaon fails his armor saves, and his ward saves allowing Vlad to also heal both his ward saves. Dorghar manages to get a wound, but Vlad saves.

Archaon hits seven times, and wounds three times, but Vlad makes two ward saves. However Archaon also hits himself twice, wounding himself once and he yet again fails a ward save against his own attack. Archaon falls dead, as much a victim of his own sword than the Vampire before him.

Swiss and Willmark commentary on the battle:
Lord Archaon (Willmark)- "Fear me and my mighty blade-Slayer of Kings... hm? OOOOUUUCCCHHH!"
Vlad Von Carstein (Swissdictator)- "Ah! Ah! Ah! Staying undead! Staying undead!"

Segue to Lord Archaon basically killing himself with his own fickle weapon; if the vampire could sweat he would be standing in a lake right now

Astragoth vs Karl Franz

Again, I prefer Astragoth, but I do love the Empire so even if he loses I will not be heart broken.

Chaos Dwarfs win the toss for who goes first. For spells, the only the matters is he has Sword of Flaming Rhuin.

Astragoth casts Sword of Flaming Rhuin successfully. Karl Franz wiffs, only hitting once, but Astragoth's ward saves him. Astragoth decides to split his attacks. He throws one on the Emperor, hoping for a killing blow, which he makes.. and Karl Franz fails his ward save. The two attacks on the dragon hit and wound. The dragon only hits three times, and wounds twice. One successful ward save later the Chaos Dwarf grins.

Astragoth slams his fists into the face of the Dragon, hitting three times and wounding three times. Sadly, while the wound rolls were all 6's, Astragoth could not killing blow such a large target. The Dragon hits three times, and wounds twice, however Astragoth's luck continues with yet another ward save.

Astragoth hits three more times, evil laughter coursing through the chambers as all three blows land a wound

slaying the dragon.

I am amazed, that Astragoth even made it out of the gate. To killing blow the Emperor, and survive against a Dragon is quite remarkable. (I for one was shocked at this, to get past Karl Franz on a dragon?- Willmark).

Settra vs Shadowblade

Settra gets three impact hits, two of which wound, and one gets through Shadowblade does his dance of doom to save one. Shadowblade drinks his potion and throws one of his attacks on the chariot which misses even with hatred. One of his attacks on Settra also missed, but his bits both wound and bounce off Settra's armor. Settra hits twice, wounds twice, and gets through Shadowblade's dance slaying the Assassin.

So far I am quite surprised by Settra, I figured him for an underdog and he is pulling through.

Grimgor Ironhide vs Asarnil

Grimgor divides his attacks. Knowing he can't slay the dragon outright on the first round, he decides to try and squish the rider to save his weapon skill. He throws three attacks at Asarnil, and four on the Dragon. Benefiting from Hatred he hits Asarnil all three times, and wounds him three times slaying the Elf. His attacks, after hatred, hit the Dragon three times wounding once. The dragon, now frenzied and subject to hatred swings at Grimgor hitting 7 times and wounding 6. Grimgor rolls valiantly on his armor saving four times, and his ward saves once as well.

Grimgor swings again, wiffing and only hitting twice and not wounding! The dragon, has lost frenzy due to losing the last round. It chomps at Grimgor hitting four times, and wounding thrice. One armor save and one ward save later Grimgor has another wound.

Grimgor, sensing impending doom hits seven times and wounds five times! The Dragon hits three times, and wounds twice. One armor and one ward save later Grimgor makes it through the fighting.

Grimgor, perhaps staggering from the onslaught only hits three times, but is able to wound twice. His savage attacks apparently throw the Dragon off, so the Dragon only hits twice, but wounds both times. While Grimgor's

armor fails him, the wards save him.

Grimgor still reeling from the blows only hits four times, but wounds twice finally killing the dragon.

Grimgor barely won this one. Plus it helped killing the rider to save the weapon skill loss.

Quarter Finals

Vlad von Carstein vs Astragoth

Vlad's spells, that matter, are Curse of Years and Wind of Undeath, as well as Invocation of Nehek. Astragoth doesn't generate any spells that can be cast into combat. Vlad wins the first turn. Vlad tries to cast Curse of Years, and is blocked and he fails to cast Wind of Undeath. Astragoth makes his beguile check. Vlad hits four times, and wounds twice. One wound is saved on armor, and one makes it through. Astragoth hits twice, but fails to wound.

On Astragoth's he makes his beguile check, turn Vlad hits twice, wounds once, but his attack bounces off Astragoth's armor. Astragoth hits and wounds once, and makes it through the Vampire's ward.

On Vlad's turn Vlad cast Invocation three times before success, but is blocked by Astragoth's magic (re-rolling the dispel die as per his ability. Two more attempts by Vlad fails, and the next successful cast is dispelled on two dice. Vlad hits twice, but since Astragoth fails his beguile allowing Vlad to land a wound. Astragoth is blessed by Hashut and although he fails his armor, the ward saves him. Astragoth hits twice, but fails to wound.

On Astragoth's turn Vlad hits four times, and wounds three times (Astragoth made his beguile check. However, Astragoth's mechanical chassis is able to take three wounds saving the Dawi Zharr. One of Astragoth's iron fists slam into the Vampire's face landing two wounds, one of which is a killing blow. Vlad's ring saves him from the killing blow, but in its effort to protect its undead master allows the other wound to make it through.

Vlad's turn sees him try to heal himself through the Invocation. His first cast is successful, but it quickly dispelled. Two more attempts fail, but another succeeds

THE COMBATANTS—END OF ROUND 2



Quarter Final #1



vs



ASTRAGOTH
HIGH PRIEST OF HASHUT

VLAD VON CARSTEIN

on a six. The Chaos Dwarf throws two dice and dispels it. The next one fails, but Vlad follows up with a cast that gets through Astragoth's attempts to stop it. Vlad regains a wound. Astragoth makes his leadership check and prepares for the attacks. Two hits, and a wound flow forth from Vlad's fury, but Astragoth's armor allows another wound through. Astragoth hits twice, and wounds twice causing one killing blow. The killing blow finished the Vampire.

This one was not as shocking, once I saw Astragoth could potentially shut down Vlad's magic (and one of his key strengths) I was thinking Astragoth had a chance. Killing Blow is not something that should be underestimated, and with enough hits Astragoth is sure to get one. Vlad made his ward on the first one, saving him. However it was a matter of time before he had to make a second one if he couldn't kill the Dwarf. Astragoth's T5, multiple saves, and high leadership for beguile also helped him out too.

ward. A skeletal steed hits and wounds Grimgor, but doesn't get through the armor.

Settra casts, the Incantation of Summoning and Grimgor fails to dispel. He heals his wound and casts the Incantation of Righteous Smiting. He and a steed hits, but neither wound. Grimgor hits six times, and wounds three times. Two armor saves, and a ward save later Settra is unscathed. Settra wiffs and misses entirely as do his steeds.

Grimgor also wiffs, only hitting three times, and wounding once. Settra makes his armor save though. Settra hits twice, and wounds once. Grimgor makes his saves, but a steed hits and fails to wound.

Settra casts Incantation of Summoning again, but it is dispelled. Grimgor hits four times, and wounds twice. One gets through Settra's saves. Settra only hits once, but his hit lands well and wounds Grimgor, Grimgor's armor fails though his ward saves him. The steeds hit, but fail to wound.

Grimgor hits hits three times, and wounds twice, but Settra makes his saves. Settra hits three times, and wounds twice. One wound makes it through Grimgor's saves. A steed hits, and fails to wound.

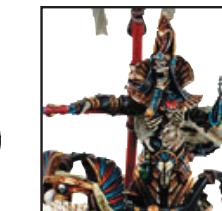
Settra's Incantation of Smiting is dispelled. Grimgor hits three times, and wounds twice. While Settra's armor fails, his ward save protects him. Settra hits three times, and is wounded twice. He fails an armor and doesn't make it up with the ward. Grimgor is slain.

Another slugfest between two with multiple saves! Settra KEEPS on going! Wow.

Quarter Final #2



vs



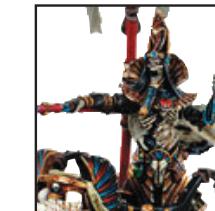
GRIMGOR
IRONHIDE

TOMB KING SETTRA

The Final Match!



vs



ASTRAGOTH
HIGH PRIEST OF HASHUT

TOMB KING SETTRA

Settra vs Grimgor

Grimgor gets the first round. However Settra gets seven impact hits causing five wounds! Grimgor only fails one armor save, and doesn't make his ward. Grimgor throws a single attack on the chariot, and the rest on Settra. All his attacks hit, though one needed hatred, and wound Settra. Settra fails two armor saves, and makes a ward save. Both now have a wound on them. Settra hits three times, and wounds twice. One makes it through Grimgor's armor and

Finals

Settra vs Astragoth

First let me say that these were perhaps the two of the LEAST likely candidates in my book (*Swiss isn't the only one, as we talked about this beforehand we both expected Astragoth to get crushed in Round 1; see below for more thoughts- Willmark*) This match up is not what I was expecting at all. I was figuring Skulldagger, Archaon, Grimgor, and Vlad were the best contenders (though both Karl Franz and Asarnil seemed likely too). Going

into this, before I roll any dice, I'm expecting Settra to come out on top due to his impact hits, multiple saves, and ability to heal himself.

For magic Astragoth does get the Flaming Sword of Rhuin, and also gets the first turn. Astragoth casts the Flaming Sword, with four dice. A roll of 14 ensures his cast as Settra rolls a 'mere' 9 to stop!

Settra gets four impact hits, three of which wound. One is saved by armor, and two by wards. Settra hits four times, and wounds twice. One wound is saved by armor, but one makes it through. Astragoth makes the required leadership check however. Astragoth decides to split his attacks between the chariot and Settra. Setting one attack on the chariot he lands a hit, and lands a wound on the chariot. The chariot fails its ward and splinters into rubble. Astragoth hits Settra twice and wounds both times. The wounds punch through the armor, but one is absorbed by Settra's crown. The flaming attacks burn Settra for two wounds.

On Settra's turn his Incantation of Smiting is dispelled, but he manages to cast Summoning successfully and heals a single wound. Settra hits twice, but doesn't wound. Astragoth hits three times, and wounds three times. Two wounds are absorbed by armor, but one gets through the ward burning Settra for two wounds.

On Astragoth's turn he keeps the Flaming Sword cooking. Settra attacks and hits three times, wounding three times. Two wounds are saved by armor, and the final on the ward. Astragoth fearing the end unleashes a savage fury landing two wounds. One killing blow and one normal wound are landed. However, due to Settra's magical armor and its rules, he is able to make an armor save against the killing blow and the normal wound as well.

Settra's turn sees him cast Smiting, but is dispelled. His attempt to heal himself is blocked by box cars! Settra hits four times, but only wounds once. While Astragoth's armor fails, his ward save saves him from death. Astragoth hits three times, wounds three times but is unable to puncture the armor.

On Astragoth's turn Settra hits three times, but fails to wound. Astragoth hits three times, his flaming sword leaving a blazing arc of death that wounds twice. However Settra remains unscathed.

Settra's turn sees his Smiting cast on a seven, but is dispelled as is his attempt to heal himself. Settra hits three times, and wounds twice but is not able to crack Astragoth's armor. Astragoth hits once, but manages to get through Settra's saves.

Settra is slain...

Astragoth is the overall champion. I was expecting him to be eliminated each fight he was in, except perhaps against Vlad. This is an upset, and I'm sure it will be a pleasant surprise to Chaos Dwarf fans. I am still reeling in shock from this, as his opponent was one I expected to be killed early on as well!

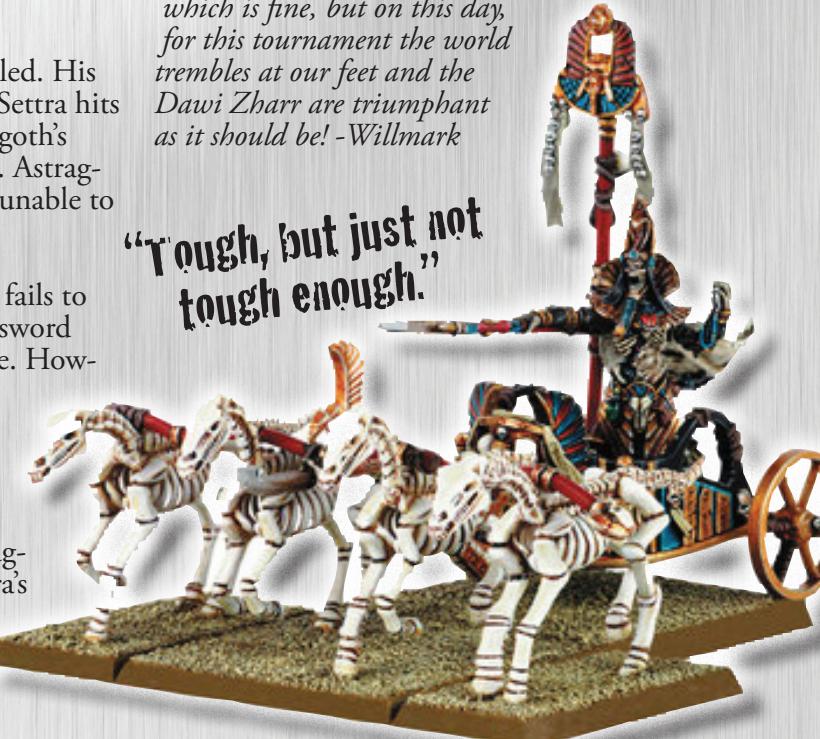
As Swiss and I discussed this prior, we figured the three most likely candidates to win it all would be Skulldagger, Shadowblade and Vlad. As Swiss rightly notes and I agree the finalists were the last two we expected: Settra and Astragoth? Advance notice was given however when Skulldagger got taken out early in probably the biggest upset of Round 1 if not the whole tournament, and Astragoth killed Deathmaster Snikch which was another shocker for Round 1.

I'm sure that some out there will think we rigged this or that it is unfair because we used home generated rules for Astragoth. To which I say non-sense, we tried to do this as fairly as possible and pick the toughest special characters that each army had to offer all the while trying to keep as many combatants from the original article as possible. For Astragoth's own part the rules we used (as featured way back in Word of Hashut #1 are perhaps the most fair I have seen; such is life when you play Chaos Dwarfs, often you have to make up your own stuff! Tell GW to give us CD rules!

It was also good to see that the 17 "team" bracket did not make a difference in this either as Settra went from the "play in match" all the way to the finals.

So there you have it, you can try out your own fight and even make a your own gladiatorial arena (see Zanko's article). I'm sure results will be different and people will want to use different characters which is fine, but on this day, for this tournament the world trembles at our feet and the Dawi Zharr are triumphant as it should be! -Willmark

"Tough, but just not tough enough."

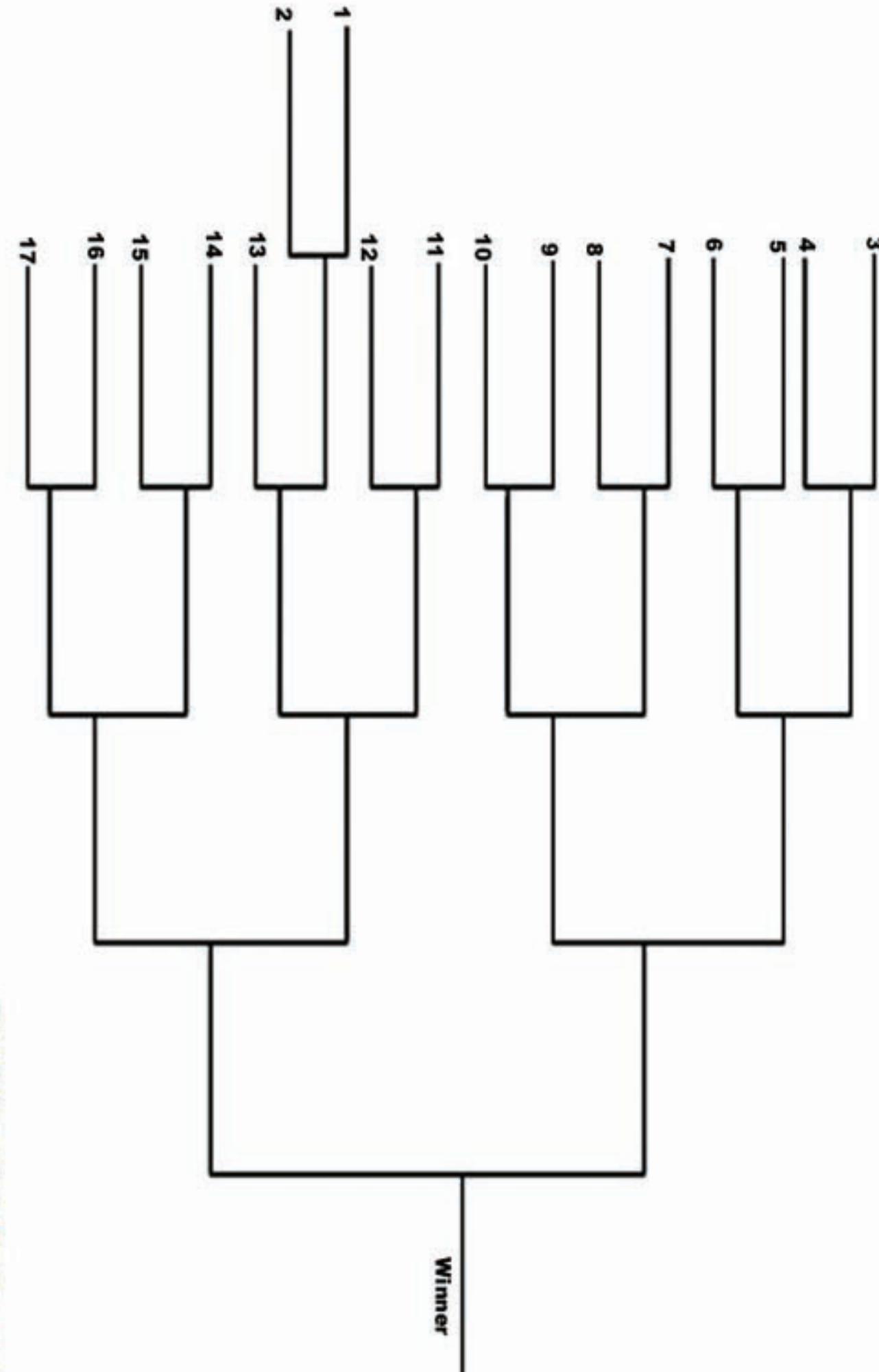


The Arena of Death Champion!



Full rules for Astragoth were written by Thommy H and appear in the Word of Hashut #1.

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



ARTISAN'S CONTEST

VI

www.chaos-dwarfs.com



GOLD Grimstonefire

When I started planning my Artisans entry, I thought first about what would be an interesting feature that you wouldn't normally see. I had some very interesting plans to make a Chaos Dwarf temple, but neither the time nor the materials. Maybe next time...

The idea I settled on was an internal mechanical gate inside a Chaos Dwarf stronghold, leading to an area under attack from something. I originally planned to make this full articulated, so it would have working gears that would mean it could be opened. After doing some research and a couple of weeks of card mock ups I decided this would be both too costly and too time consuming, but not impossible to make.

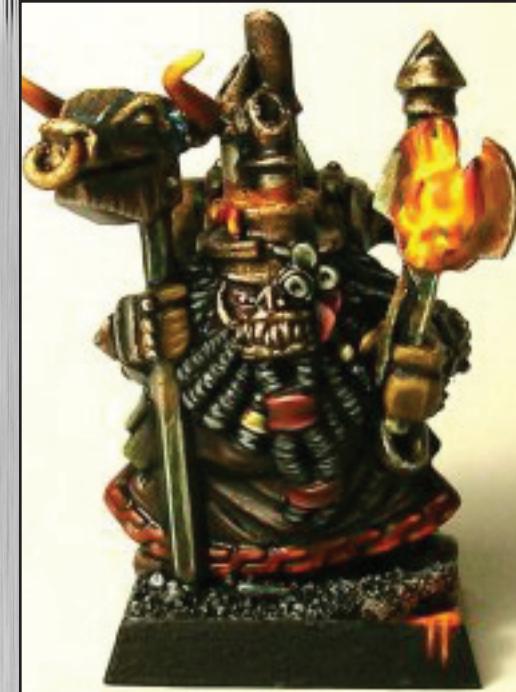
I kept the basic idea though, reduced the number of gears, cogs and sprockets I ordered and went ahead. The idea changed a bit as I went on, I will use it as hill with a hard cover area on the platform above. The daemon arm breaking through the doors will have to wait for another day.

I am particularly pleased with the chain, painted up the plastic parts came out really nicely I think. The cogs were easy to paint well, and the spare ones will be useful later I'm sure.



By Arekarkadiusz

<http://www.coolminiornot.com/211858>



By Snotling



MORDHEIM 101— THE SORCERER

By Luke "Auretious Taak/Ram Rock Ed First" Roberts

THE BLACK DWARF SORCERER

As far as Warband "Leaders" are concerned, your sorcerer is average at best. Leadership 9 is well above the average but as all the models in your warband (barring your informers who act largely as support) also have Ld 9, the leader ability is nothing to write home about. With the same basic statline as the rest of the Chaos Dwarfs as well as the same equipment options, the Sorcerer is a capable fighter as far as Black Dwarfs are concerned. The initiative 2 means you'll be striking last against anything barring the odd zombie, but the Toughness 4, Hard to Kill and Hard Head warband rules largely cancels this. Despite these traits, the sorcerer is only as good as an average fighter in other warbands...at least to start.

The real strength of the sorcerer and the one that makes him the most powerful weapon in the Black Dwarf armoury is his "Wizard" and "Priest" abilities coupled with a synergistic spell list and warband build.

RITUALS OF HASHUT

1) "Sacrificial Ritual."

The 'Sacrificial Ritual' is an unassuming spell that fast tracks the advancement of your sorcerer to supremely adept before any other model in any other warband. It is the one spell you will cast the most and indeed your whole initial strategy with the sorcerer will be in utilizing the power of this ritual. Having a hero reach late game development in the late-early or early-mid game is an advantage one cannot ignore.

'Sacrificial Ritual' is casting value 10. In your first few games it will be difficult to cast and you won't have many, if any, captives in the beginning of

the early-game phase of a campaign, so this is a non-issue. The spell has an inbuilt mechanism to reduce the casting roll, but killing captives without getting any gain that gold and skill can already purchase is not a good trade. You want every

one of those captives for individual castings of the ritual itself. Each captive represents D3 instant experience for the sorcerer and all captives should be kept for this spell till the sorcerer maxes out or at least till he has 70 or so experience at which point he should be far enough ahead to maximize his abilities.

2) "Spirit of Hashut."

This is unique amongst all the spells across the official Mordheim warbands in that it has the potential to hit multiple targets at a decent range. Whilst spells like 'Soulfire' and 'Word of Pain' also have the potential to do vast damage, 'Spirit of Hashut's' 18" range gives you a vital board control element. In effect, the spell is a blunderbuss with 2" extra range and an extra point of strength but not the 1" wide area of effect. Even so, the fact that the spell is a spell means that unlike a Blunderbuss which once fired loses its threat value 'Spirit of Hashut' continues to be a powerful obstacle to the enemy. However, its high casting value of 9 makes it difficult to cast in the early game.

3) "Bellow of Doom."

At first look, 'Bellow of Doom' is a good defensive spell in a protracted combat where your sorcerer needs to be freed up for a more active role and not bogged down in combat. Whilst the sorcerer gets an automatic hit against all enemies that break from combat, any that survive are in range to charge the sorcerer next turn. There is no guarantee that enemies will break but the spell is still decent in this way.

Thinking about it more, 'Bellow of Doom' is quite a potent spell when you apply it tactically. What I mean here is in the right situation, 'Bellow of Doom' becomes a clearance tool to free up other members of your warband to act this turn and do more than either shoot or fight in combat. The situation occurs when the sorcerer is able to charge an enemy model or multiple enemy models who are engaged with a friendly



Mini By Snotling

model. In the shooting phase, the sorcerer casts 'Bellow of Doom' causing the enemy models to break from combat. Because they have broken from combat, each friendly model that was in base to base combat with the enemy gets an automatic hit on the enemy before they run away. This translates to 2 hits on the enemy at its base level of sorcerer plus single friendly warrior in base to base contact, but if done right can translate to three, four, five or more automatic hits on the enemy depending on how many friendlies are in base contact.

In a moment I shall expand this point further, but for now the example needs to be completed.

We now have either an out of action or knocked down/stunned enemy or an enemy who is within charge range next turn (or if your sorcerer has Magical Aptitude and a movement spell like 'Lava Flow' below you can move into base contact with the enemy to potentially run him off the board or at the least another 2D6" away from the rest of your warband towards the nearest table edge). When a model is in base to base contact with knocked down and stunned enemy models, those models do not count your warrior as being in combat unless you choose to attack them in the combat phase (he cannot do both – either shooting or combat). As such, the non-sorcerer friendly warrior is now free to fire any missile weapons he may be carrying (or cast spells if he is a Henchman hero with the relevant academic skills and Tomes of Magic) at an enemy model following all the standard rules for shooting as we are still in the shooting phase at this stage rather than the combat phase. If the enemy is knocked down or stunned then the sorcerer is still in base to base contact to finish them off when the combat phase begins.

Going back to the enemy breaking off from your own warriors, how exactly do you maximize the damage of this tactic? It's quite simple, CHARGE! Declaring multiple charges against an enemy model (in combat already or not) means that you can increase the amount of automatic hits caused on fleeing enemies. Against normal sized models this translates to a maximum of 9 hits on a fleeing enemy (corners of bases touching count as base to base contact remember) all in the shooting phase which means you by-pass lightning reflexes and strike first weapons or higher initiative opponents as well as crossbow pistols fired in combat as those attacks are carried out in the combat phase before any other combat attacks take place but not in the shooting phase. The one downside here is that no matter the distance charged, a charge move counts as a run move and thus charging non-caster models will not be able to shoot after the sorcerer has cast 'Bellow of Doom' successfully this shooting phase if the enemy breaks.

This tactic is a Skaven killer, but also against most starting warriors with an average leadership as well as some large targets as well. Saying that, choosing the order of who fires/charges during your turn can be vital.

Killing an accompanying hero with missile fire before the Sorcerer casts 'Bellow of Doom' on say a Rat Ogre means that the Rat Ogre is now stuck at his measly Leadership 4 whereby he will more than likely break from combat, take multiple hits from the massed charge (which was moved at the beginning of the movement phase) 'Bellow of Doom' combo and be easy pickings in terms of going out of action this turn, either by missile fire or from all the warriors in base to base contact with him from their charge.

Now the rules from breaking from combat dictate that the model who fled from combat runs 2D6" directly away from the combat towards the nearest table edge. This is a straight line movement and should be abused when facing very tough opponents who are more than likely going to break from combat when the spell is cast. If you are in a building for example, this spell is pure gold as you can use it to force strong characters to run off the edge of buildings and potentially take falling damage as well as the automatic hits from your sorcerer or accompanying friends. Magical Aptitude whilst initially a little risky (you have a rabbit's foot though so not that bad) allows you to cast two spells in a turn including casting the same spell twice so you can cast 'Bellow of Doom' twice each turn, or use a flight spell (at a later stage of the campaign where you have a few tomes of magic and Flight of the Zimmeran) to get into an enemy sniping position and then drive the enemy out of the building to the ground far below. The icing on this magnificent cake is the Difficulty of just 8 to cast. With skills as examined below, you'll be casting this spell almost every time you attempt it.

4) "Fumes of Azgorh."

This spell casts on the average roll of 7, but isn't as powerful as it seems. Its range of 8" is not fantastic and the 50% chance to hit a target combines together to give a much less effective 'Spirit of Hashut' spell. Like 'Spirit of Hashut', 'Fumes of Azgorh' is a board control threat but one that is far inferior. Sure it ignores armour saves, however, as the general rule of Mordheim is to wear a lot of armour or none at all, this advantage isn't massive. Just remember that both 'Fumes of Azgorh' and 'Spirit of Hashut' hit every model in their path – friend or foe – so positioning of the attack is vital.

5) "Flickering Hide."

This spell casts on a 10, but it is quite useful. In an already difficult to wound and injure warband, having the ability to ignore the next wound suffered, (or indeed any single wound caused as per the spell descriptor – great against heroes with combat skills where henchmen have hit first to ensure the enemy hero can knock your character out of action and get the extra experience associated with that) on a 4+ is simply awesome. Note that this wound negation roll would only be made if your armour save failed

or your step aside skill failed to save if you had it. Additionally, the 'Flickering Hide' acts as a more efficient form of Black Blood with a strength 3 hit being gifted against every hit (rather than wound with Black Blood) suffered in combat. Unlike Black Blood though, 'Flickering Hide' only strikes enemy models which hit your model with the hide whereas the Black Blood strikes all models in base contact including your own. This means that even when your sorcerer has no combat ability, he really is a threat and when played well, a canny Black Dwarf player will use this spell to his advantage. As you need to retest every shooting phase to keep the hide flickering, don't hold back on the potential wound negation unless there is a very good reason.

6) "Lava Flow."

'Lava Flow' is your standard movement spell. Average to cast but saving, in the case of the Black Dwarfs, two whole turns of running towards combat or towards a better sniping position. The negative is that you have to appear on or below ground level which for a low initiative race whose caster has a variety of ranged options is not fantastic. However, on boards utilizing complete buildings with no direct entrances inside, or those using sewers or mine shafts/tunnels, being able to appear several levels below where other movement spells cannot access directly is an advantage that needs to be used at every possible chance.

7) "Earthquake."

This spell is funky. Area of effect spells always are. It is an area threat spell which allows a chance to close down an area of the battlefield. Useful against low to average initiative models, it will do well against some warbands but terribly against others. Difficulty 9 reflects the potential ability to shut down many models and potentially win the game off a single casting. Casting 'Earthquake' can be done to minimal or maximal effect and the difference lies in how good you are at closing off safe approaches to your warband and using the sorcerer as bait, all whilst keeping your warband outside of the 3" radius of casting.

STATS, ADVANCES, SKILLS AND EQUIPMENT

Basic weapons for your sorcerer will likely be two hand weapons of whatever flavour you prefer (I prefer Hammers) and a Blunderbuss. Yes, the Blunderbuss is a shooting weapon and so if you fire it you can't cast a spell, but the Blunderbuss is an amazing board control item and if you don't equip everyone in your warband who can get one with one, you are doing something wrong. At 30gc's it's not expensive at all, what's five gold crowns on a crossbow anyways? The Blunderbuss can be used in conjunction with 'Earthquake' above to try and goad

your opponent into funneling towards your sorcerer. In recognizing how powerful the sorcerer is or will be, a lot of players will try and assassinate him because once he is gone you can't get him again and thus you lose the incredibly powerful Ritual's of Hashut. So, use that tendency for assassination runs on the sorcerer to your advantage.

In terms of items after warband creation, at a base you should buy a rope and hook, a lucky rabbit's foot and a lucky charm for your sorcerer (and indeed all of your heroes) by the end of your third game minimum. The rabbits foot in general is not used in-game unless you absolutely must because having a dominant exploration and trade game will do more to advance the warbands' power than an annihilate all-comers band in-game. I would suggest that you use your other heroes to look for these items first and from the first game you look for a Familiar (see Shadow Warriors warband equipment for the rules) for your Sorcerer. As the Sorcerer is the only member of the warband able to search for the Familiar it is important that he does it from the first game onwards until he gets one.

In terms of role-playing, Tarot Cards do not fit in fluff-wise for the Black Dwarves as why would a Chaos Dwarf who worships Hashut consult The Imperial Tarot? However, due to the high leadership of Chaos Dwarves, if you really want to advance the warband power-wise faster, then Tarot cards after Rabbits feet and lucky charms are the way to go. Whilst Resource Hunter is an option, I've always followed the creed of if you can get a similar effect with a piece of item, then use the item rather than a skill advancement. It allows you to further increase the power of your warband more efficiently. So take the Tarot Cards over Resource Hunter. By combining Rabbits Feet and Tarot Cards in the exploration phase, you can tailor what you find to get as many captives for the Sacrificial Ritual next game.

You HAVE to ensure Sacrificial Ritual casts as you do not want to waste the captives and your own advancement so initially use a Lucky Rabbit's Foot to help but do not sacrifice extra captives to lower the casting roll. With a Familiar you increase your chances of casting it but to further increase the chances your first skill should be Sorcery. This extra +1 to the casting roll is essential both for the ritual as well as other spells picked up later in the campaign. It is important to remember that every spell on the Black Dwarfs Magic List is useful and so unlike some other lists you don't need to get secondary or subsequent spells till you get a good one, so wait to the mid-campaign where your income is bucketing upwards and go find some magic tomes to increase the spells available to you either from the Chaos Dwarf Magic List or via Lesser Magic. Arcane Lore is of course needed here. The second skill I would invest in would be Scribe. Adding +2 to a single casting when combined with Sorcery and either a Familiar (re-roll both casting dice) or a Lucky Rabbits Foot

(re-roll any single dice roll in the game or exploration) means you can all but guarantee a successful casting of the Sacrificial Ritual. Remember though that you cannot re-roll a re-roll so if you use the lucky rabbit's foot, you cannot then use the Familiar to re-roll both dice as one of the dice has already been re-rolled in the casting attempt. The third skill you want is Mind Focus - it allows a single dice to be re-rolled in the casting attempt. Whilst a Lucky Rabbits foot achieves this, Mind Focus can be used multiple times throughout the battle and this also frees you up to use the Lucky Rabbits foot in the exploration phase.

By this point of your advancement it is well worth investing in a defensive skill - Extra Tough. Use this skill ONLY if you rolled death as an injury. Don't tempt fate as a couple injuries aren't anything to laugh at if your caster can still cast his offensive repertoire each game. REMEMBER once your Sorcerer is dead, you cannot hire another one, so take the injuries because you won't be dead. If you get a Toughness increase, grab Magical Aptitude. Casting the Ritual twice in-game in the same turn speeds up your progression that much more and allows the sorcerer to take a more offensive part in the battle rather than a hide at the back and reap your experience off of captives to fast track your power level for the rest of the campaign. Now, at this point in skills progression, you are set up to develop based on personal taste, so to aid you in this I will examine the skills off of the lists available to the Sorcerer that I find useful or not.

Chaos Dwarf Skills: 1) Extra Tough - you'll have this already. 2) Chaos Engineer - leave it for someone else, your sorcerer has the ability to fast track into a dedicated combat/support role so you don't want to waste any of his skills advancements to bolster the warband as a whole, it simply isn't needed for the sorcerer. With another hero assigned this role you get that one extra skill to increase your effectiveness. 3) Tyrant - Remember what I said about equipment that achieve the same thing as a skill? Well a Holy Relic and a Warhorn will do you well here. Tyrant acts to further encourage your opponents to assassinate the Sorcerer each game because with his being knocked out of action, no matter the size of the warband, you are forced to take a Rout test. At leadership 9 base it is unlikely but when you are forced to use a Lucky Rabbits foot to stay in the game because not everybody has a holy relic yet, it becomes frustrating. 4) Resource Hunter - Tarot Cards, 50gc's or an entire skill slot? You decide. 5) Thick Skull - heck yes. With Warrior Wizard and a helmet your Sorcerer is going to keep on fighting very fast from being only knocked down the vast majority of the time. 6) True Grit - Same as Thick Skull in terms of defensive potential but with a helmet Thick Skull becomes the superior skill.

Strength Skills: 1) Mighty Blow - If you are focusing on a high strength combat caster, mighty blow has its'

uses. 2) Pit Fighter - Very useful skill. Weight of attacks are very powerful in Mordheim and when in an environment where there are buildings at every turn, Pit Fighter comes into its' own within this skills list. 3) Resilient - Combined with T5 max for an equivalent T6, this is a must have skill. Against Possessed or Mutants with the Spines mutation, if you do not have T5, making the spines str 0 is a great neutralizer. You will still lose your lucky charm if it hasn't already been stripped from the spines though. 4) Fearsome - Remember what I said about equipment achieving the same thing as an advancement? The same is true of injuries. Bring on the Horrible Scars! 5) Strongman - Again, if making a combat orientated strength machine, this is your best bet. 6) Unstoppable Charge - Don't waste the advancement on this it isn't as powerful as it could be. If it was +1 to hit on the charge maybe then I wouldn't be as inclined to dismiss it so readily, as is, +1 WS and only on the charge for M3 Chaos Dwarves? Nuh uh. It does have some potential with a fast moving combat casting sorcerer who is either in a Mechanical Suit or has Lava Flow when combined with Pit Fighter above as an extra 2 WS is just as good as a +1 to hit in most cases but 2 whole skill advancements to achieve this is in no way efficient.

Combat Skills: 1) Strike to Injure - yes. Definitely yes. 2) Combat Master - useful against multiple opponents, less so for the immune to All Alone tests as you have such a high leadership anyways. 3) Weapons Training - Ever captured a Skaven with a pair of fighting claws or weeping blades and didn't know how to use them? Or did you just want a bit more flexibility in combat styles then the more restrictive equipment list than the warband allows? This is the skill for that. Not so much a priority for the sorcerer. 4) Web of Steel - like Strike to Injure, this is a definite, especially if you went combat caster. 5) Expert Swordsman - Not so much, it isn't really needed. 6) Step Aside - Definitely useful. An armour save that can't be modified which you always get whilst standing? Yes please.

Academic Skills: 1) Battle Tongue - High leadership in the warband, i.e., base 9, why bother with such a useless skill? 2) Sorcery - already taken. 3) Streetwise - Very useful. As the only character with Academic skills aside from potentially TLGT Henchmen or Heroes who have read an Alchemists Handbook, it is a very useful skill to have. Combine with an Opulent Coach and rare items become surprisingly easy to find (In terms of the Trading Post taking skills and equipment which stack for rare items works really well and is the exception to my general personal rule relating to such an interaction normally). 4) Haggle - Everyone likes getting items at 1gc or much cheaper than normal, do you? Not an essential skill but interesting at times. 5) Arcane Lore - Essential if you are looking to expand the Sorcerer's repertoire

of spells at a later date. 6) Wyrdstone Hunter – You have a Lucky Rabbits Foot, or if you really need to ensure the re-roll, a Wyrdstone Pendulum. There is a maximum number of re-rolls one can get in the exploration and with a Rabbits Foot and Wyrdstone Pendulum on all your heroes you're already over the maximum you'll ever be allowed so this skill is unnecessary. 7) Warrior Wizard – Get this if you want to increase the survivability of your Sorcerer in-game. With Chaos Armour/Mechanical Suits buffing your resilience to damage already, a shield and helmet just add icing. To really make yourself potent, be sure to equip a Pavise instead of a shield. This will ensure you always have cover as you advance and as you are a Dwarf, you are not slowed down by the size of the Pavise. This is especially useful when combined with the Mechanical Suit... oh and an Elven Cloak just to be sure. 8) Scribe – Already Taken. 9) Mind Focus – Already Taken. 10) Tactician – Your entire warband gets in effect a whole turn and a bit of moving forwards towards the enemy? Useful. Do you have enough skill advancements left available to incorporate this into your build? 11) Hunch – like Tactician, brilliant skill. Especially useful if all 3 of the infiltrating models have a Blunderbuss or two and can hold their own as an independent group of models in a bunker up close and personal. Very useful for early game 'Bellow of Doom' combo hits. 12) Magical Aptitude – Already Taken.

SUMMARY

A Black Dwarf Sorcerer is a beast of a character. Initially the warband is expensive to set up, but working the exploration phase efficiently will ensure you advance relative to other warbands with the one exception that your Sorcerer is going to start to fast track in his experience advancement. If you get especially strong in skills in the first few games, it is possible to have a late-campaign level hero (close on 90 experience points or maxed) by the end of the early-campaign (around about 30 experience total on most characters). This is a massive advantage and depending on your overall skill/stat advances depends on how much of an advantage you can work this to. Throwing together combinations like a Mechanical Suit, Crimson Shade and a Movement Spell coupled with Magical Aptitude can see your Sorcerer 34" away from where he started at the beginning of the turn and thus be able to

threaten any part of the field of battle at any point in time. Thinking a little outside of the box will expand your horizons dramatically both with the Sorcerer and his synergy with the rest of the Black Dwarf warband. The Black Dwarfs of Mordheim are an interesting warband to play but the Sorcerers are the super stars of the list and indeed can come to dominate a campaign incredibly fast. Protect the little fellow as much as possible till he can survive on his own and then go nuts. May Hashut bless your Sorcerers and may you grow stronger in your explorations within the cursed city of the damned and further a field as well.

Bio

Luke Roberts aka Auretious Taak, aka Ram Rock Ed First (to most of the Mordheim Community) first started playing GW games at the age of 12, 12 years ago. He has been playing Mordheim for over 5 years despite wanting to play since it was first released and recently has started a series of advanced strategy and tactics guide articles as a guest author over at the popular competitive Warhammer 40,000 and Warhammer Fantasy Battle gamers' Blog 'Yes The Truth Hurts' (www.yesthetruthhurts.com). Equally recognized as a power gamer most foul and a player who gets to the core mechanics of Mordheim to make the game much more challenging, his most recognized collaborative work for the game is the oft laughed at yet incredibly under-rated Snotling Warband. He lives in Sydney, Australia where he is studying a BA of Science majoring in Animal Behaviour whilst working as a charity worker and running around stabbing people with spears as a Viking in his spare time.



Border Town Burning

Includes complete rules for playing Chaos Dwarf warbands in Mordheim!

www.bordertownburning.de.vu

Securing their investments, crimson-cheeked merchants direct mercenary contingents comprised from knights stripped of rank and blackhearted sell-swords. The trappings onboard heavily loaded caravans present a ripe supply source to the tainted dwarfs of the Dark Lands. Ogres will fight for whoever pays the most coin and the children of Hashut will strike an infernal bargain with the maneaters and northmen alike in exchange for their abominable weapons craft.

Chaos chieftains seek dominion upon wide-eyed proclamations of their seer's infernal portents. Tribes pour out of the north and march on the borderlands. Celestial dragon monks move to protect the territory. Their numbers are few when the horde is many. Wary they alone might not succeed, interlopers, normally treated with hostility may provide their only means to repel the threat.

Negotiating the wicked wilderness is a trial of fortitude in itself. Does a band of heroes possess the courage to meet the threat head on or are the border towns doomed to burn?

Border Town Burning is a supplement for Mordheim. This book describes in detail how to make the most of your Mordheim campaigns. It is to be used in conjunction with the Empire in Flames supplement and the Mordheim rulebook.

Inside you will find:

PORTEANTS OF DOOM

An in-depth background section describing the journey East of the World's Edge Mountains along the Silk Road and a detailed study of tribal conflict in the Shadowlands and Northern Wastes. 'West of Wejin' is a new story by Robert E. Waters, the author of 'Ill Met in Mordheim' (published by Black Library in 'Tales of the Old World').

STRANGE TERRITORIES

Environment rules for the wooded borderlands of Cathay and snow-covered Northern Wastes and Exploration charts and Random Happenings represent Chaotic events in the most dangerous territories of the Warhammer World. A complete Bestiary accompanied by new rules for battling non-player models.

EXOTIC TRADE

Diabolical equipment traded from the infamous fires of Zharr-Naggrund, weaponry master-crafted by the legendary smiths of Cathay and four infamous Chaos artefacts. Opulent wares can be sought, bought, sold or exchanged by brokering deals with merchants using the expanded trade rules.

DOGS OF WAR

New warband lists, Hired Swords and Dramatis Personae star in this tale of fortune, betrayal and the struggle for domination. 28-page full colour gallery packed with photographs of scenery and Citadel miniatures converted for the setting.

VISIONS OF VICTORY

Captains with grand ambition will have their mettle tested in 16 original scenarios, supported by new rules for running non-linear campaigns. Thrilling missions will enhance your warbands reputation like never before.



COOL MINI OR NOT COOL MINI OR NOT



By Adam Benesz

<http://www.coolminiornot.com/209448>



By QiaoZhong



By Kendert

<http://www.coolminiornot.com/208146>



THE RUNES OF HASHUT

MEMBER FICTION

Demon of the Plains

By Thorne

The day was long and the battle din echoed around for all to hear, The Khan of the hobgoblin tribe of the yellow hand were tired and their khan stood in the fading light of a lava skew landscape watching his vast swathe of a army buckle and give in a way that he hadn't expected.

The green-skin warlord stood atop a steep rugged mass of rock projecting upward and outwards on the edge of the mountainside, His troops below him and his cowardly advisor's surrounded him. It seamed that the current and viscous Hobgobla-khan that lead his assembled formations seamed a huge green tide turning the skies black with arrows and making the ground roar with the crashing of stones the size of small horses all around.

The odds were grim and the green-skin khan knew it. Screams from bellow and the almost malicious noise of evil laughter of the bigger force sent bad tidings upon the field of battle. Indeed it has seamed many crows flew high over the range of the hail of arrows ready to feast upon the flesh of the green-skins. "Dammit" shouted the goblin warlord atop his voice mounting his old wolf whom now was looking pale on his nose his eyes were failing but still he fought like he did when he was in his prime. As did his foolhardy advisor's forming what in past times would have been a formidable collection of hardened and well equipped elite core of the warlords force.

Strangely this was all done in silence as if all the hobgoblins knew that the fate they were about to know was written a long time ago. A dim distant struggle against greater odds and a event that had passed already. They watched the almost ant like forms of hobgoblins and wolves bellow,

The Hobgobla-khan had known what the strength and land better than the old khan warlord and set in machination the plans that were winning him this day. The Hobgobla-khan's fastest wolves had hidden the night past in the huge rock shelter's that occupied the field and encamping many huge crossbow type weapons behind the tea tables that littered the blackened sulphurous landscape. For all his good intentions and tactics the old hobgoblin khan had laid it wasn't enough for the Hobgobla-khan's fury and guile for a while the old hobgoblin khan had considered a lending his own forces to

the Hobgobla-khan but it wasn't to be as his envoys had never returned.

He had never seen so many hundreds of thousands of green skinned warriors armed with so many weapons many of which were of more exotic design than he had not expected to see, More so he had many more green-skins that had swelled his ranks but it just didn't seam to be enough.

The warm wind that blew over the battlefield carrying black dust into the crag and rock skew landscape seamed to blew a ill wind for the fate of the khan.

Indeed it seamed bad enough that the sides of his army had been buckled but now he was about to lead what if it wasn't a hobgoblin would have been a valiant charge across the open fields of battle into the centre of madness,

in the mind of the khan his the thunderstorm that he had faced and the battles he had once lead from the front he knew that his time was coming to a and the charge to the frontal enemy cavalry had weakened the resolve of the last few squabbling ranks. Blackened rain and forks of lighting with evil intent caught the eye that had been brooding for since before the start of his tentative plans. The rain hissing as it hit the volcanic channels of lava. This as the silent black carrion birds flew overhead.

The khan and his pack travelling upon the undulating plateau the paws of the wolves finding the what would be the best and most practical route down the mountainside within the varied landscape of lava black stone crag and the din of a war unseen the like of which would never be witnessed before and again, Green-skin against green-skin flashing blade against flashing blade the skies filled with arrows and corpses littering the field, almost a silent air fell across.

Truly was a truly unearthly hell. The plains surrounding the old khan were a flat, cracked expanse of pure black earth from which every step boils thick alike stepping upon a pool of tar, the dry and dusty atmosphere acrid and sulphurous in within the enormous lead-end clouds. Black volcanic mountains, unearthly and black with bright red veins of magma and fire burning hot, seeming to intrude on the horizon as if out of another world.

The sky is a filled with malice and a soulless almost smoked grey, Seaming like an endless vault overhead. Far into the distance many azure blue bolts of lightning rend the distant peaks,

Would it not the corpses littering the field and the din

of war this landscape would be darkly beautiful and the memories of the army he had once controlled standing so tall and redoubt in what they knew wouldn't be the easiest battle they had ever faced. He could hear the cries and screams of the dying hobgoblins that would be the lasting sounds of his last minutes,

If only he hadn't been so proud and stupid to think that he alone could lead his own tribe and had taken the place at the fires of the new hobgobla-Khan and hadn't took this now foolish course of action many hundreds of hobgoblin's could live still this day and he could sit inside a camp warm dry till the end of his days but no. The pride of a fool came before a fall and this was a fall that nothing could stop

The hobgoblin khan nodding his grim expression showing his fate to be "keel I think we would this day instead we die die" muttering around his retinue barely audible. Many of his best soldiers champions and friends had died this day and he heard the roar of the hobgobla-khan spurning his own troops to greater acts and more fiendish acts.

The old hobgoblin khan drew his curved scimitar gleaming in the sickening volcanic orange light of the lava pool upon the field he pushed his wolf-en steed onto a canter.

Gripping the hilt of the sword tightly as his wrinkled green skin tightened around the leather of the hilt and veins in his wrists bulged their small size belying the power within the feeble looking gobliniod frame. Charging now his men lowering their spears as a great crash of thunder sounded around and the Hobgobla-Khan's own wolf riders closed what was now a open field in-between the warlords, "CHAAAAAAAARGE" screaming the old hobgoblin Khan as he and the hobgobla-khan's own closed the hobgobla-khan's more disciplined hobgoblins not uttering a single word.

Tears in the eye of the old hobgoblin Khan as he knew his fate, His own retinue slumped as there wolf-en steeds carried the weight of failure and defeat the hobgobla-khan's sitting taller in there saddles almost towering above his own old retinue, They should have been exhausted by there efforts but they pressed on like devils marbled in green-skin blood as the distance closed faster and faster the old hobgoblins heart beating in his ears the hobgobla-khan's eyes stared up at the old hobgobla-khan's wolf riders and the wolf-en steeds almost stopped in there tracks.

The mighty warriors and the warlords of the hobgoblin's met with a deafening clang crash snarling of animals and the curses. The hobgobla-Khan's blade met two of the old hobgoblin Khan's bodyguard their mouths welling up with red viscous liquid and spraying scarlet droplets into the air with all but a single strike the hobgobla-Khan's best two had fallen.

The old hobgoblin still lived his quick reflexes and the guile that once made him feared had twisted his position to the side of his wolf-en mount and for his cheek took a blunt blow off the ground but was little in comparison to the death of his best warriors. Still dazed the old hobgoblin's slash took away one of his foe's spitting blood upon the chard blackened landscape the old khan wounded by his own tricksters he seeing his warriors blood running down into the mated grey of their steeds legs. The wolves staggering as he did

"DIIIIIIIIIE" bellowing the hobgobla-Khan Swinging his scimitar again sending another two of the wolf-en riders to a bitter grave. Unable to tear his eyes away from the hobgobla-Khan the old warlord turned and tried to flee lifting his own scimitar defensively the blade breaking asunder as shards of flying steel splintered into the air.

Desperation for a fleet second took over the old khan as he knew he must flee and his action was but a folly only to feel a agonising split top his hear as the scimitar flew through the air again the sound as It swung singing as it split the air in two. The old khan in desperation lifted his hilt the steel blade hitting the now inert stump of the hilt sending a painful jolt down the old khans arm with its fury without thinking the hobgobla-khans blade flew again this time finding its now defenceless target head severing the top nut unlike a soft vegetable splitting in two the sharpened blade splitting his eyes as the blade arched through the air,

The old Khan slumped in his saddle, hot almost black liquid spilled from atop the split head and the body rolling over slowly like a rag doll juggled by a expert rolling over and falling lifeless upon the battlefield. His corpse landing with a thump, the old Khan's sword arm twitching as the scimitar pinged still for the last time never to be sheathed or draw blood again for its owner. A deliberate sardonic smile drew across the hobgobla-Khans face as he knew his power would grow stronger with the old khans death and so would even more his reputation of never being beaten in a open field of battle. Even if the battlefield was a something any level of hell would be proud to call one of its own.

Suddenly a deafening horn blew from atop the crag once occupied by the old khan. A new grand warlord the new hobgobla-Khan ruled the green-skins he was Ghazak Khan.

Atop the screaming rain hissing on the volcanic fire lakes and the steams rising into the acrid sulphurous atmosphere the hobgoblin's knew that this day was won and the defeated had dropped their weapons and then dropping to their knees bowing in the direction of Ghazak Khan their new leader.

The smell of dying flesh and burning flesh driving the now knowing ravens into a frenzy of eating and consuming the

fallen, and as the rivers of lava claiming many of the corpses and the pockets and weapons collected together upon hastily made carts of the best equipment to re arm his green-skin's this day was won.

Bellowing now atop his voice, Ghazak Khan instructs his own followers and what remained of the old Khan's followers "Die now or share my fires either way you all belong to me" letting the brief smile fall off his face "We fight we die but as mine now" showing his eloquence unknown to most normal goblin kind indeed the schooling and knowledge he had gleaned as a mercenary captain had taught him more than he had known before he took upon it his travelling to far off distant lands and fighting for more coin than the whole of his army would ever see.

Setting off turning his back to his own mighty force Ghazak Khan had beard rummer of bands of well armed and oversized orc camping outside the fortifications of the evil dwarves, Maybe if he could gain some under his employ then maybe he could become more powerful than he had ever envisaged and maybe he could take dominion over lands he had yet to see. Was this a rise to power no hobgoblin could ever envisage and could Ghazak Khan bring to be the most powerful green-skinned force ever assembled ever ?

Only time will ever tell. The victory today was a start and his strategies would have to become darker and more elaborate than he had this day but inside his goblinoid mind he had to try.

The squabbling mass of hobgoblin's being him as they argued over pointless shiny objects out of the pockets and boots of the corpses and the weaponry collection upon the carts pulled by huge shaggy manes of hugs muscular beasts of burden with a multitude of nasty calcium horns upon their noses making sure that not a arrow or quiver was to be wasted Ghazak Khan wasn't sure how it could be when what were his race argued like they did.

The more redoubt of Ghazak Khan his core regiments that had fought and lived under his tutorship for a while under Tilean skies were throwing the corpses of the fallen into deep craters occupying the sides of the battlefield so that they could be burnt to charcoal saving as many carrion birds from getting quite so plump on what would eventual be necrotic flesh stopping would be practitioners of dark magic's adding to a their own army. Not that the simple hobgoblin's knew this but Ghazak Khan knew this from his work in the old world.

No green-skin had ever assembled such a army in the past and even now the sight of a sea of green at his command filed Ghazak Khan with such great pride. The sea of bow spear and dagger the packs of wolves milling through the ranks keeping order and making swift progress collecting together the remains of weaponry and corpses of the dead to fall this day. Turning and letting out a baleful roar the hobgoblin's of Ghazak Khan war band redoubled their efforts and the child-like antics stopped each and ever single hobgoblin knowing that within a heartbeat they could be dead if Ghazak Khan

wished the war band squabbled no more collecting and retrieving every last thing of use even upon the fiery magma rivers and streams that fed the fiery lakes and more-so echoed the cerebral desire for conquest of Ghazak Khan.

The pile of green-skinned corpses grew bigger by each passing moment looking as if some new mountainside had sprung from the black lava landscape most covered in a fine layer of soot and charcoal like substance celebrated as they knew what was to happen, Many hobgoblin bowmen stepped forward launching hail upon hail of arrows into the mountainside like formations of hobgoblin corpses each tracing a fiery arch of death upon the dead battle-brother and fallen enemies, Slowly and surely the mountainside like funeral pyre smouldered and caught alight sending black chard flesh aroma across the plains and the carrion birds fleeing as it did. Thick white ash not unlike snow started to fall from the sky as the hobgoblin's danced jeered and counted their loot from the field of battle.

It had been a good day for all whom survived and it seemed that many of what was the hobgoblin's army had been taken into their new host arms wide open as was the custom of the hobgoblin way of battle. Post the celebration of the victory even so short and sweet each and every hobgoblin fell in with its regiment, Each regiment then fell in with the column of hobgoblin troops, the beasts of burden and each of the hastily assembled equipment carts falling with the army.

Truly a army like this was a terrible sight to behold. The sea of green looked like it knew no end and had no beginning and at its head lay the cruellest most capable and cunning disciplined hobgoblin warlord ever to disgrace a battlefield Ghazak Khan and as always he had a plan.

All around the ash falling from the sky as the mountainside of corpses burnt in the cooling nigh time air the rivers of magma and volcanic streams burning with the desire they had always done since time and memorial and the craven carrion birds feeding upon the many unclaimed corpses that were left upon more dangerous magma streams each corpse growing less and less as the hungry birds fed, Slick with blood in areas Ghazak Khan wondered how long and if maggots would even try and make this place their home as he had rarely known such a inhospitable place as this before but almost immediately shook his whimsical ideas off. He has strategies to plan alliances to forge and battles to win as had been his general rule of thumb.

The standards of the hobgoblin-Khan floating upon the hot winds and indeed it did seem that the black tail floated happily in the winds for all to see, The formations of the hobgoblin's innumerable and immense as it had become for the lack of trolls and that would come into such lands seemed matter not for now.

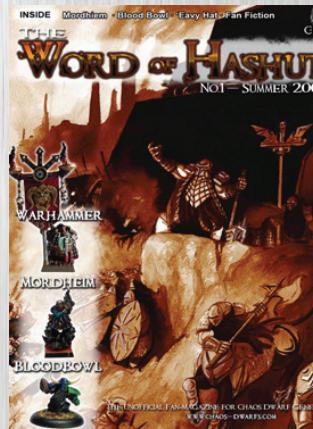
Kicking Whargan into action Ghazak Khan and his army marched purposely towards where had been rumoured a encampment of black orc warriors that fought well and fought for only one purpose coin. These were the type of warriors that Ghazak Khan knew and he could use that to his advantage



THE WORD OF HASHUT

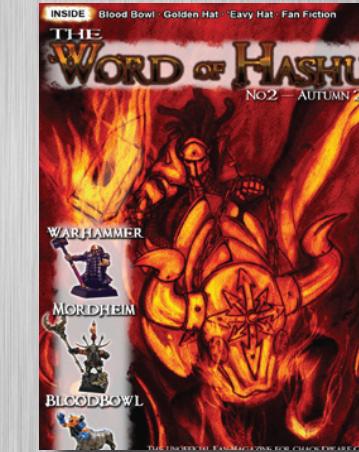
Issue #1

Spring 2008



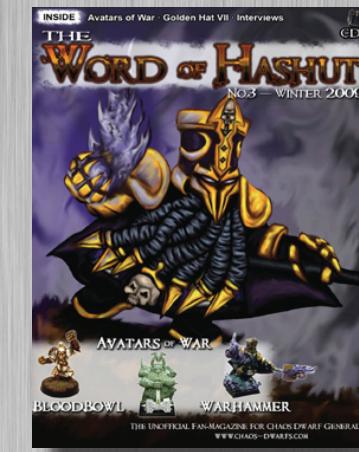
Issue #2

Summer 2008



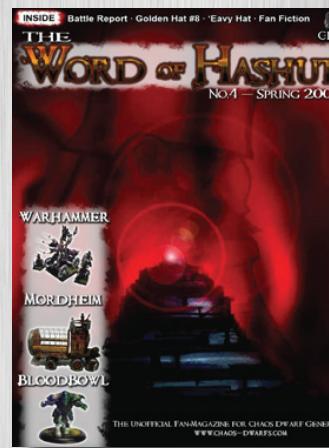
Issue #3

Autumn 2008



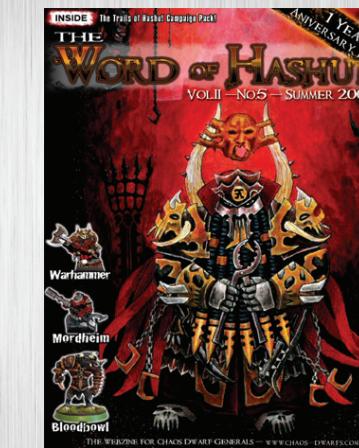
Issue #4

Winter 2009



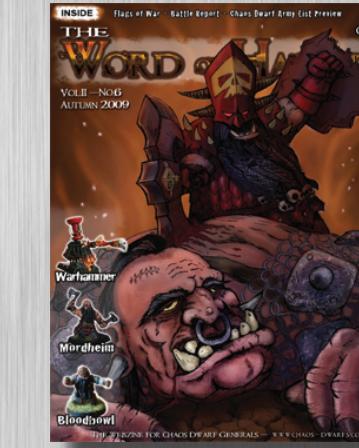
Issue #5

Spring 2009



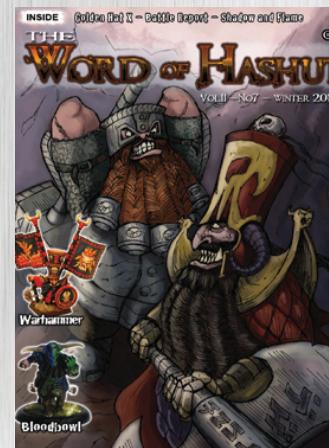
Issue #6

Autumn 2009



Issue #7

Winter 2010



All of the back Issues of the Word of Hashut can be found on Chaos Dwarfs Online, the premier place for all Chaos Dwarf Lore.

www.chaos-dwarfs.com



DIABOLIC FURNANCES

HOBBY SECTION

Movement Trays

By M3lvin



One thing you're going to need is leftover sprues. (well, not these many, don't worry).

Hello again all. This time around I thought I'd show you the way I make my movement trays, and hopefully you'll get inspired to make your own. (For those that missed it M3lvin gave us a excellent tutorial on How to Make Bolt Throwers in Issue #7- Willmark).

I can't take all the credit myself for these (far from it!), they're more of a fusion between Xander's magnetizing tutorial and some movement trays I saw in Snotlings WIP pictures on his army showcase (last pic). It's cheap, It's effective, and I'll probably never buy movement trays again.

Here's my take on it:



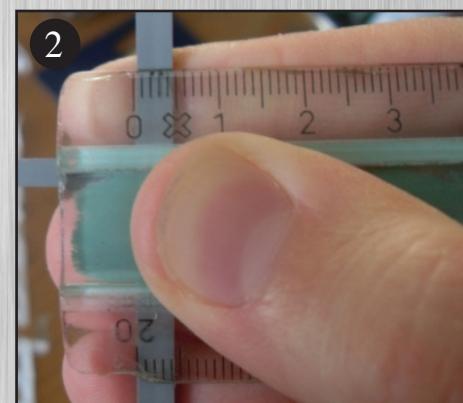
These are the victims for this tutorial, my 20 sneaky gitz, in a standard movement tray.

The most annoying thing with these trays is that the models will glide off as soon as you place them on the slope to a hill, or be in a huge mess when transporting them in boxes (like I do).



It's just that I usually save my sprues, because you'll never know when they might come in handy (I have a boxes of these much to the consternation of my Wife- Willmark).

Take a sprue (one complete frame is usually enough for one tray) and measure the width of it. The outer frame on the sprue is often thicker, so I mainly use those. I prefer when they are about 4-5 mm wide.



The trays bottom will be made out of sheet metal. If you're not that picky if your models will be magnetized (although I recommend it) you could just make the bottom out of plasticard or thick paper.

Anyhow, you'll have to measure out how big the bottom should be. I use paper with 5x5mm squares, because I find it easier to measure then.

Place the models on the paper and measure the width for rank and files, and draw lines with a ruler. Remember to also leave space for the frame, which in this case is 5mm, (as the squares).

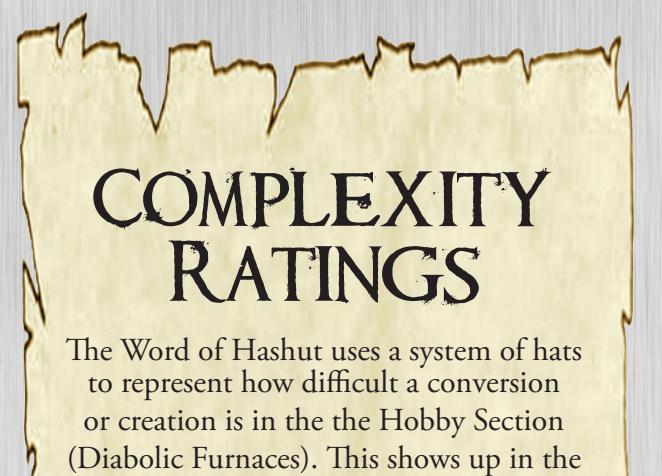


modeling knife, and remember to always cut away from yourself!

This is what it will look like in the end:



Next up it's time to cut the sheet metal (about 1mm thick), this stuff could be bought in most hardware/D.I.Y stores, unless you have the luck to find some in your dad's garage. (Being a Dad it's always a good idea to ask Dad first- Willmark).



Do the same with the one in the back, and start measuring on the sides. I use to stick them

COMPLEXITY RATINGS

The Word of Hashut uses a system of hats to represent how difficult a conversion or creation is in the the Hobby Section (Diabolic Furnaces). This shows up in the

number of hats that a article has:

1 hat=easy, 4 hats=hard!

1 hat=easy, 4 hats=



in-between the front and the back.

Measure one more time to make sure the bottom isn't too big (then there'll be big gap between the models, which I think is annoying).

If it's a little more than 5mm spare on each side then cut it off, it's better having 3mm spare than 7.

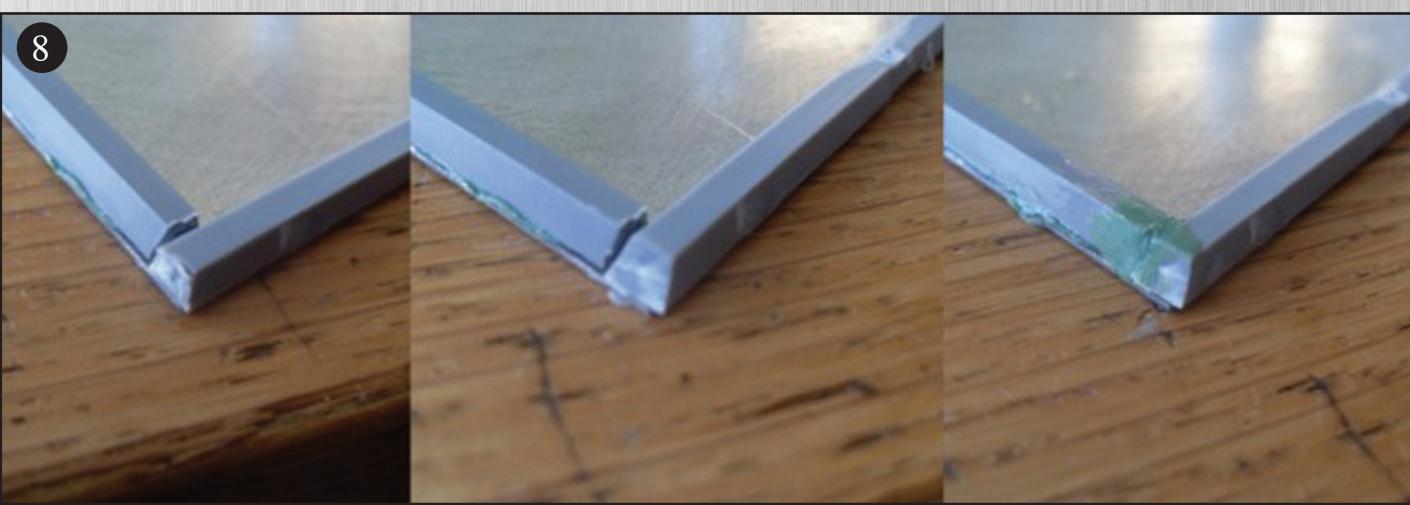


If you're thinking of painting the tray later, now is a good time to use some sandpaper. This will make the spray stuck better. Before proceeding wipe the plate of with a wet paper.



Bring forth the greenstuff!! Now it's time to put the pieces together. I roll thin sausages of Greenstuff and place them between two layers of superglue (called greenstuff gluing). This will make them stick like rock. I used the same technique in my bolt thrower tutorial. I used the spare movement bases to measure, so it'll be a snug fit.

It doesn't matter if the frame pieces hang out 1-2

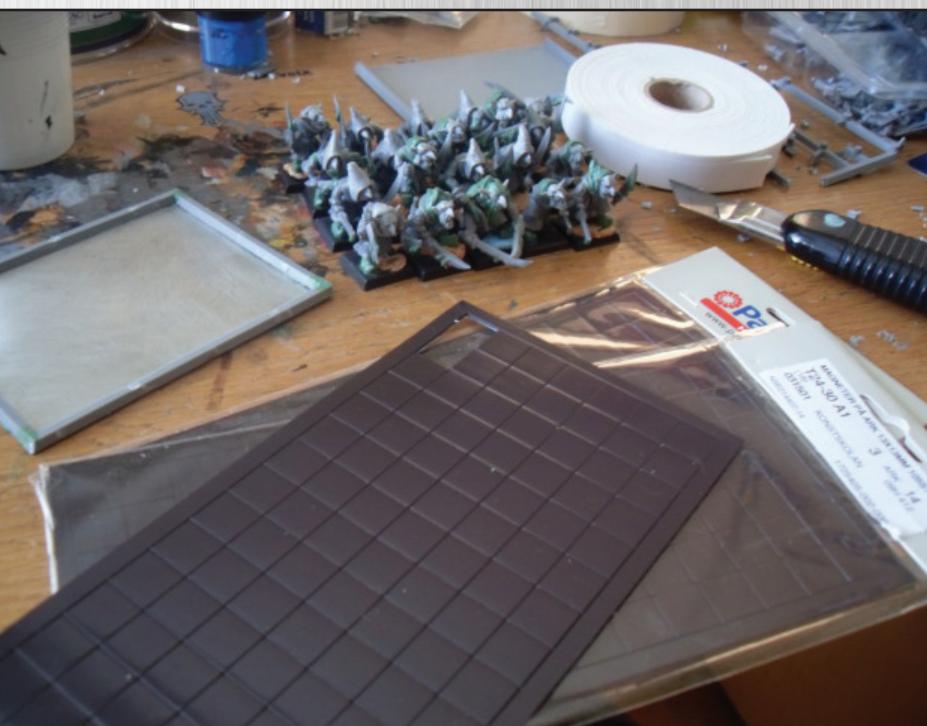


mm outside the bottom plate, the important thing is that there's enough room so all the bases fit. (If you're using cardboard as a bottom instead of sheet metal, you'll be better off using PVA glue when putting the pieces together).

Cut the corners on the front and back frame pieces, so that the angle matches the one on the sides. Then, fill any gap with greenstuff. It doesn't really matter if it's not perfect, you're still going to base it afterwards.

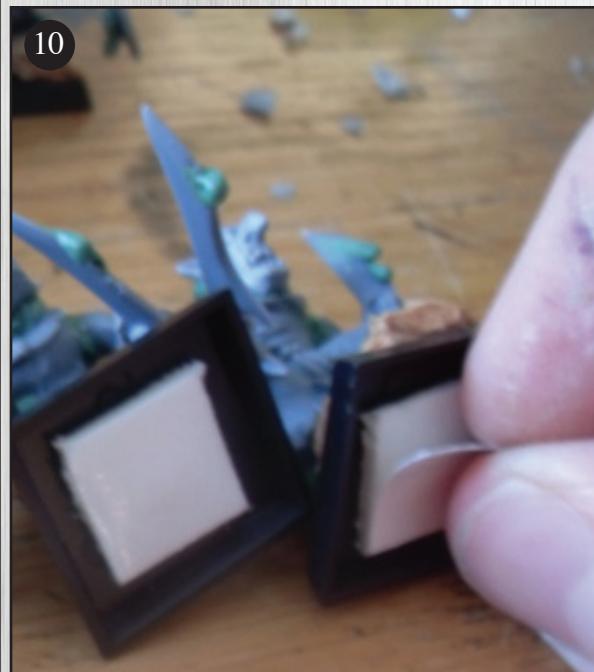
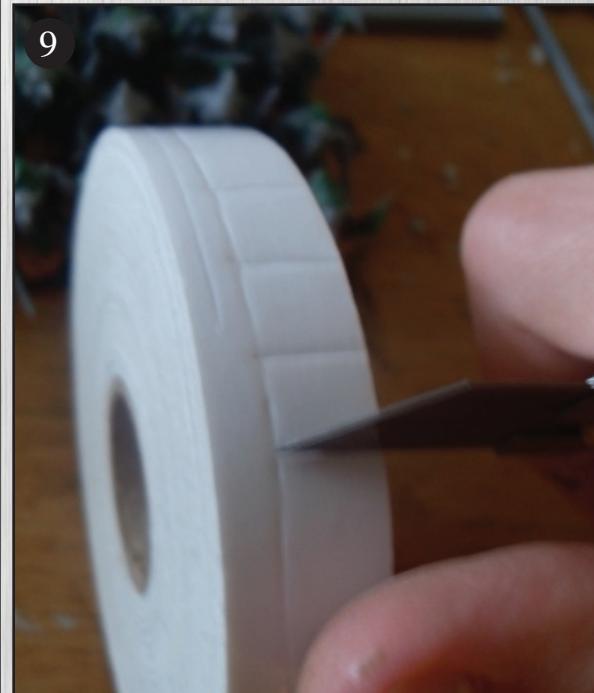
Magnetizing the bases

To do this, you'll first need magnets, and Double Adhesive tape (the one that's sticky on both sides). It's about 2mm thick. I searched for cheap magnets, but they're not as easy to find (and cheap) here in Sweden.



For my northern friends I could recommend <http://www.pandurohobby.com/>. That's where I bought my magnets, and they cost about 40 kronor per sheet (about 6 dollars US). Each sheet contains 105 13x13 mm magnets.

I start by cutting squares on the tape, that's roughly the same size as the magnet, then stick it under the models base. I remove the paper (exposing the tapes other sticky side) and placing the magnet on top of it, and that's about it.



1. Remove the plastic under the base, with a cutting tool and a modeling knife, and then using the same technique as on un-slotted bases.

2. Just glue the magnet straight on the plastic under the base.

This will make the model become 1-2 mm higher (depending on the magnet) and

will make them stick up higher than the frame on the movement tray: To solve this problem make the frame 1-2 mm higher aswell (by using plasticard or thick paper) or just ignore it.

First rank magnetized, finally they can fly!

My "ready to be based" sneaky gitz next to my CD warriors. I've been using the same technique on both of the movement rays. So the tray to the right shows how it'll look when its based.



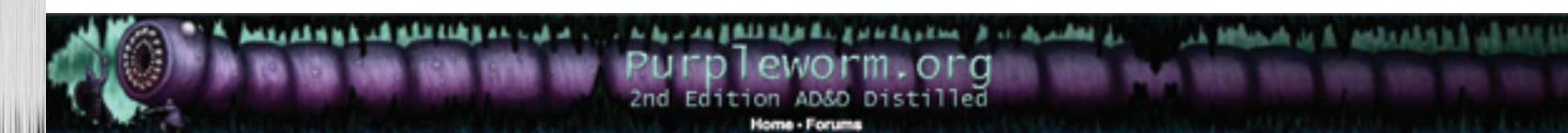
Magnetizing slotta-bases is a little bit harder, since there is stuff in the way under the base. On my great weapon CDs, I experienced this problem, and you could solve it in two different ways:



Forums
Magazine Galleries
Character Sheets
Paper Miniatures
2e Rules & Errata
Net Book Library
Software
Fonts

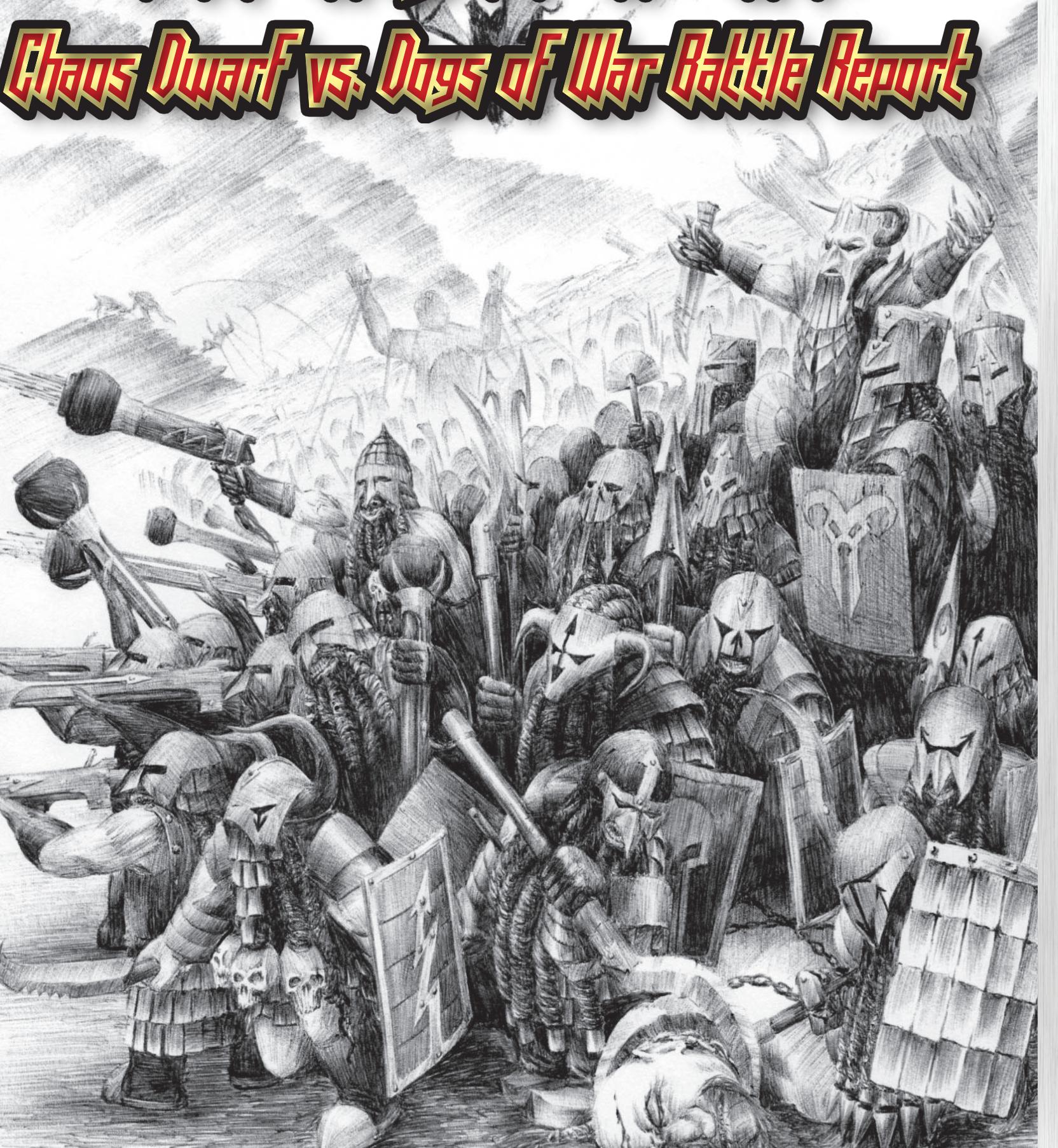


The only thing we're missing is YOU.
Stop by and say Hello at PurpleWorm.org



The Wages of War

Chaos Dwarf vs. Dogs of War Battle Report



2,400 point Battle Report

By Bassman

Zhann-Ngrund watched his army from the top of his Great Taurus. He was worried as their expedition had moved much further west than predicted and they reached an unknown and dangerous area where unknown enemies could ambush his army.

More: his sorcerers watched bad omen coming from the dark sky, as the winds of magic turned wild and uncertain.

But there was not time for indecision; his hobgoblin scouts came back with reports of a rag tag army of human soldiers, scum of the heart of course, but as a veteran soldier he knew that even humans could fight bravely if they have a reason to fight for.

Today was time for battle, finally! With just a quick command, his Taurus lifted into the air and took position in front of a small hill at the centre of his army deployment, next to him his most reliable troops; on the left, blunderbusses with Barak Dzharr, a young and brave fire sorcerer, the temple guard of bull centaurs on his right to take care of a regiment of orcs, the unreliable greenskins. The bulk of his army was placed to the right; another block of blunderbusses guided by Lord Nagdi Zharr, guardian of the temple, bearer of the Bluebeards battle banner. A regiment of Dhawi Zharr warriors, the legendary heavy infantry of the Chaos Dwarfs, next to the blunderbusses, lead by Grund-N Zhann, keeper of the Staff of Sorcery. Black Orcs on their right. Behind them the tremendous Earthshaker, may Hashut be blessed for this gift!

Deployment

The left flank of the chaos dwarfs was covered by a thin veil of hobgoblin archers and a block of hobgoblins warriors, if they could be called so. Behind them a Death Rocket and bolt throwers, to take care of enemies from distance.

The Dogs of War general was not a mere human, he was a battle-hardened soldier, and next to him there was the Paymaster, the real reason why those humans fought!

He decided to place his troops next to a small hill at the centre of his deploy area. A big block of 23 Tilean

The Opponents
BASSMAN
COMMANDING
THE CHAOS DWARFS



VS.
STEFANO
COMMANDING
THE DOGS OF WAR



THE CHAOS DWARFS

Bluebeard's Clan- 2400 points

- 1 **Zhann-Ngrund** - Chaos Dwarf lord, riding Great Taurus, Armor of Furnace, Hammer of Hashut & Shield
- 2 **Grund-N Zhann** - Level 2 Sorcerer, 1 Dispell Scroll 1 Power Stone
- 3 **Barak Dzahrr** - Level 2 Sorcerer, Staff of Sorcery
- 4 **Lord Nagdi Zharrir** - Bull Centaur Hero Battle Standard Bearer, Armor of Gazrakh, Sword of Might
- 5 **24 Chaos Dwarf Warriors** - Full Command, Warbanner
- 6 **15 Blunderbusses**
- 7 **14 Blunderbusses**
- 8 **25 Hobgoblin Warriors** - Hand weapons
- 9 **10 Hobgoblins Archers**
- 10 **2 Bolt Throwers**
- 11 **Death Rocket**



- 12 **20 Orcs** - Full Command, Shield, Extra Choppas
- 13 **15 Black Orcs** - Hand Weapon, Shield
- 14 **Earth Skaker**
- 15 **5 Bull Centaurs** - Hand Weapon, Heavy Armor



THE DOGS OF WAR

2400 points

- 1 **Mercenary General** - Heavy armor, shield, crossbow, Myrmidia helmet (do not know exactly the name, 20 points, -2 ws, AS +1), Remas pike (25 points, ridden characters cannot charge him), talisman of protection, Luccini's crown (D10).
- 2 **Paymaster** - Miragliano armor (25 points, AS +4, TS 5+) shield, morning star
- 3 **Hireling Wizard** - barded horse, Level 2 Wizard, 2 dispel scrolls
- 4 **Hireling Wizard** - barded horse, Level 2 Wizard, 1 dispel scroll
- 5 **23 tilean pikemen** - musician, heavy armor
- 6 **5 heavy knights** - bard, musician
- 7 **5 light cavalry** - bows
- 8 **5 light cavalry** - spears
- 9 **15 crossbowmen** - musician
- 10 **10 crossbowmen**
- 11 **10 crossbowmen**
- 12 **10 duellists** - pistols
- 13 **10 duellists** - pistols
- 14 **10 duellists** - pistols
- 15 **24 dwarfs** - heavy armor, shield, great weapon, full command
- 16 **23 paymaster's bodyguard** - heavy armor, standard bearer, musician
- 17 **Cannon**
- 18 **Cannon**



pikemen with a Wizard shoulder to shoulder with the paymaster's guard, protecting the General and the Paymaster. A duellists regiment protected their flank and the second wizard riding her battle steed.

The Mercenaries right flank was covered by a regiment of crossbowmen, five light horsemen with spears sneaking from a small forest, five heavy knights and a cannon. On the hill at the centre, a regiment of 15 crossbowmen watched over the battle field with a regiment of duellists on his flank. The left flank was composed by a cannon, a regiment of dwarfs, five light cavalry with bows and another regiment of crossbowmen.

Deployment



Magic

Chaos Dwarfs

The Lore of Fire sorcerer got *Fireball* and *Fiery Blast* for his spells and the Lore of Death sorcerer got *Dark Hand of Death* and *Wind of Death*.

Dogs of War

For the Dogs of War the Hireling Wizard 1 was granted *Celestial Shield & Forked Lightning*. The second hireling wizard was granted *Forked Lightning*.



CHAOS DWARF TURN 1

In the chaos dwarf turn the Orcs immediately proved unreliable; as soon as they saw the enemy they failed their animosity test

and rushed forward unable to control their rage.

The entire chaos dwarf army moved on to a narrow gap in order to get into firing range for magic and ranged weapons.

The magic phase started ominously for the sorcerers as the winds of magic turned against the Dawi Zharr, a wild rage of magic struck my sorcerer, luckily he was unharmed, but the magic phase was over.

The Death Rocket shot at the regiment of crossbowmen on top of the hill, killing 4 of them in a volley. The Earthshaker fired and also hit the crossbowmen and prevented them, two units of duelists and the unit of light cavalry to shooting.

Dogs of War TURN 1

The Dogs of War right flank advanced bringing crossbowmen into firing range and advancing with its light cavalry under the cover of the forest. The duelists with one of the Hireling Wizards reached the border of the wood at the centre as the rest of the Dogs of War army slowly advanced recovering from the Earthshaker effects.

The Dogs of War Hireling wizards threw caution to the wind and unleashed a magical barrage at the opposing Dawi Zharr forces, these were dispelled however with a dispel scroll and the thunder dispersed with dispel dice.

The rightmost cannon tried to took aim at the regiment of blunderbusses that stood firm.



The cannon ball flew over their heads missing however. The leftmost cannon managed to kill 2 Black Orcs and when combined with the crossbowmen fire managed to panic them. The vile green skins proved themselves unworthy despite the fact they are highly trained Black Orcs.



CHAOS DWARF TURN 2

The Chaos Dwarf right flank advanced forward against the enemy at a rapid clip. The orcs got into the duelists range, ready to charge next turn. Meanwhile the Bull centaurs backed them, immediately behind. The blunderbuss regiment and warriors both advanced.

Once again the Black Orcs proved their treachery and refused to rally escaping from the battlefield! (*Man, how often has anyone seen this bad luck! - Willmark*).



The winds of magic winds blew even more weakly then the last and magic was unable to harm the mercenaries being able to disperse my spells easily. Fortune was definitely not favoring the chaos dwarfs in this battle of magic.

The Death Rocket fired a missile that crashed a few inches in front of the heavy cavalry with no further effects other then a big cloud of smoke.

The Earthshaker was able to halt firing in the center for another turn while hobgoblin archers reduced the left canon to one crewman.

Dogs of War TURN 2

The mercenary light cavalry charged the hobgoblin bowmen on the flank. As a result of the onslaught the hobgoblins fled in an effort to get out of range. The rest of the army slowly advanced.

Reversing a game long trend the Winds of Magic turned against Dogs of War this time. Another double one was rolled and a casting of Wind of Death upon the rightmost crossbowmen that fled in panic.

The cannon on the right misfired while the left flank one managed to kill some hobgoblins.

The crossbowmen shot at the hobgoblin archers killing 4 of them.



CHAOS DWARF TURN 3

This time the orcs were able to charge duelists that stood before them.

The right flank advanced fast with Zhann-Ngrund on top of his Taurus flew over the impassable terrain and positioned himself next to the duelists.

The Winds of Magic continued to favor the Chaos Dwarfs and Hashut blessed the Dawi Zharr with an irresistible power! Light cavalry archers were wiped out from the battlefield!

The Earthshaker continued to bomb the crossbowmen, killing two of them, while the Taurus breathed on duelists killing two of them. Unluckily for the Dawi Zharr both the regiments somehow managed to pass their panic test.

The Orcs managed to slaughter the duelists, broke them but rolled only 4" on pursue and humans managed to escape their doom.



could see the Orcs' flank and could not resist charging their archenemies the greenskins!

Meanwhile on the left flank the light cavalry with spears were able to reach the Death Rocket crew and charged them.

The hireling wizards concentrated their fire on the Taurus Lord and, if the initial magic was stopped, the thunder managed to pass and flashes of raw magic surrounded Zhann-Ngrund and his beast: they suffered one wound each.

The duelists shot at the Taurus being able to deliver only one wound to the Taurus while the rest of their fire smashed against the lord's armor who managed to save.

The Orcs were defeated and overrun into duelists while the lonely Death Rocket survived the fight and stood stubborn like a real dwarf. (*Real as in Chaos Dwarf Real! Willmark*).



CHAOS DWARF TURN 4

Now it's was Chaos Dwarfs turn to expose their flank to the bull centaurs and Lord Nagdi Zharrir, the battle standard bearer. The clash was inevitable and the fight between the races of dwarfs was one to be sung about for ages.

The Taurus lord swooped into position in front of the left cannon ready to breathe upon the crewmen.

Now the Winds of Magic decided to again become fickle and turned against the Dawi Zharr once more as my rightmost sorcerer rolled double ones and my enemy was able to deliver its comet upon my dwarfs killing one blunderbuss.

The Taurus breathed killing three crossbowmen, one cannon crewman but no duelists.

The Earthshaker misfired and was forced to not shoot for two turns.

Hashut was not watching the Dawi Zharr as despite the great slaughter of the dwarfs they managed to stand firm thanks to a double one for a Break Test. The Battle Standard Bearer now was out of the fight. Light cavalry managed to defeat the lonely Death Rocket crewman and pursued right off of the board.

Dogs of War TURN 4

Somehow the crossbowmen passed their panic test and the cannon crewmen passed their terror test.

The mercenary Dwarfs of the Dogs of War army now

Now the Winds of Magic clearly favored the Dogs of War and the magical onslaught proved unstoppable. The Taurus received another wound while the Lord could thank the Chaos Dwarf skill in armour crafting for saving his hide.

The duelists managed to get rid the last wound of the Taurus and as it crashed to the ground the chaos dwarf lord suddenly found himself on foot.

Surprisingly once again the dwarf forged armour saved him from a grape shot from the cannon.



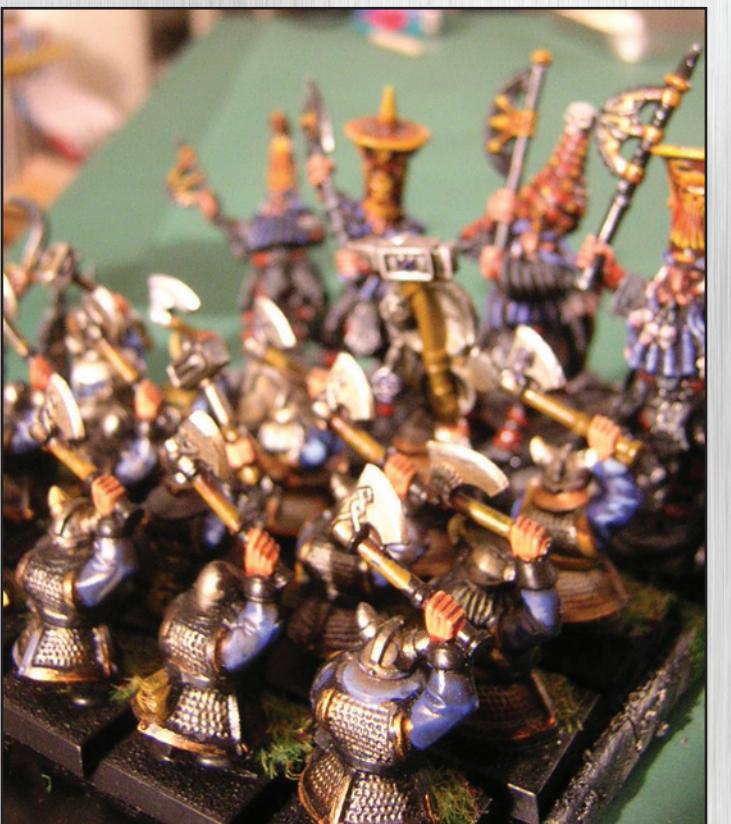
DOGS OF WAR TURN 5

Despite the loss of one bull centaurs the mercenary dwarfs were defeated again and this time they did not pass their Break Test and escaped from the bull centaurs that somehow... did not manage to get them!

Rather unluckily the running dwarfs panicked the cannon crew. On the other side of the board, the light cavalry came back into the battlefield.

The Bull Centaurs charged on the cannon overrunning into the duelists.

The Hobgoblins moved toward the crossbowmen. Any magic cast was stopped by the Dogs of War sorcerers and managed to do nothing. Hobgoblin archers and a bolt thrower eliminated the light cavalry on the left



flank once and for all.

DOGS OF WAR TURN 5

The mercenary Dwarfs proved again the discipline typical of their race and managed to rally on top of the hill.

Infantry blocks moved toward the right, trying to help the mercenary's left flank.

Belladonna tried to fire off some of her magic but, again, the Winds of Magic turned against her: she miscast and suffered one wound. (*I don't think I've ever seen a battle with the Winds of Magic going so crazy- Willmark*).

The crossbowmen softened the approaching hobgoblins with their concentrated fire.

The Bull Centaurs managed to get rid of the duelists and overran into the dwarfs.



DOGS OF WAR TURN 6

The Dwarf Lord and Battle Standard Bearer charged the dwarfs, resolving to get rid of their hated kindred once for all.

Hobgoblins charged the crossbowmen on the left flank.



DOGS OF WAR TURN 3

The crossbowmen did not rally and ran off of the board. Meanwhile the duelists facing the Taurus and lord passed their terror test. The duelists defeated by orcs managed to rally and placed themselves on the hill, behind crossbowmen.



Dogs of War TURN 6

At last the Heavy Cavalry of the Dogs of War charged the blunderbusses. Duelists advanced to get a table quarter.

The Winds of Magic clearly turned away from the battlefield entirely this turn as even Dogs of War magic proved useless.

In the onslaught on the Blunderbussers they were routed, while surprisingly the hobgoblins managed to pass their Panic Test even while the nearby sorcerer did not!

The sun finally went back to its lair and the battle was over. The day turned into a bloody day for the two armies and nobody could really claim the victory.

The death of the Great Taurus was a great loss for the Chaos Dwarfs army, along with the shame of the sorcerer running away. 15 blunderbusses were killed along with a lot of slaves lost during the battle: an entire regiment of orcs, hobgoblins and the vile Black Orcs that run out of the board. In addition a precious death rocket was lost forever to the forces of Zharr Naggrund.

Despite controlling more battle field than their enemies, the Dogs of War could not claim themselves as the winners: Belladonna was wounded, a cannon lost, the other with just a single crewman. In addition the light cavalry was completely wiped out and 25 crossbowmen lay dead. Two regiments of duelists were killed in action and the dwarfs completely slaughtered loosing their banner to the bull centaurs.

The Chaos Dwarf warriors came back to get a table quarter under control.

The last attempt to use magic proved again to be unreliable and the Winds of Magic blew even weaker.

The mercenary dwarfs were slaughtered and overrun by Bull Centaurs while the dwarf lord and battle standard bearer ducked next to the hill.

In another skirmish the Hobgoblins proved their cowardly being defeated by crossbowmen and they were destroyed.



THE DOOM SEEKER

The webzine for players who believe in playing the game for fun.



New Slayer Brotherhood
<http://z8.invisionfree.com/SlayerBrotherhood/>
Warhammer Fantasy Battle Reporter
<http://battlereporter.freeforums.org/portal.php>

The Army of Borka



Hobgoblin Archers



Chaos Dwarf Warriors



Orc Boyz



Earthshaker



DIABOLIC FURNANCES

HOBBY SECTION

Ziggurat Fighting Pit

By Zanko



Since this issue featured the Arena of Death (pages 28-37 in case you missed it) as such it was only fitting to have an awesome piece of Dawi Zharr fighting pit terrain created as well.

I'd like to personally thank Zanko for going back to the drawing board after he started on the first one. This one fit the image I had of it much better.

As noted the construction of such terrain is also a perfect setting for dueling out your own Arena of Death matches.

Also think of this in terms of a stadium that some create for their Blood Bowl teams. This is not needed for Blood Bowl, but definitely cool. At minimum this also has the added benefit of adding more terrain to your games of Warhammer and ones that look more suitable for a Dawi Zharr landscape at that. – Willmark.)

In the beginning there was a task ... create and build a Fighting Pit!

My 1st idea was to make a Marauder/Conan style Fighting Pit but the result of the structural work wasn't really that satisfying. (Plus a really hard taskmaster who shall remain nameless sent him back to the drawing board- Willmark.)

The new intention was to create a Fighting Pit for both Marauders and Big Hats ... not very easy. The idea of a Ziggurat did not please me all that much - too much Big Hat and too less Marauder style, and the other (main) problem was to get a good looking hole in this Ziggurat!

So my suggestion was to build a kind of (un)holy place ... a huge quadrat was the solution. In other words a Ziggurat inverse! It should be made from stone and have an impressive look!

So I had to choose the material to build this quadrat - I chose a polystyrene material which was quite easy to cut and to build with.

Then I made the baseplate (with the "hole" for the fighters - the arena) and then step by step the other sections also with the bigger getting "holes!" (or in this case squares). Then I glued them on top of each other.

After that I made the sidewalls and also glued them together.

The next step was to fill all the gaps with cast.

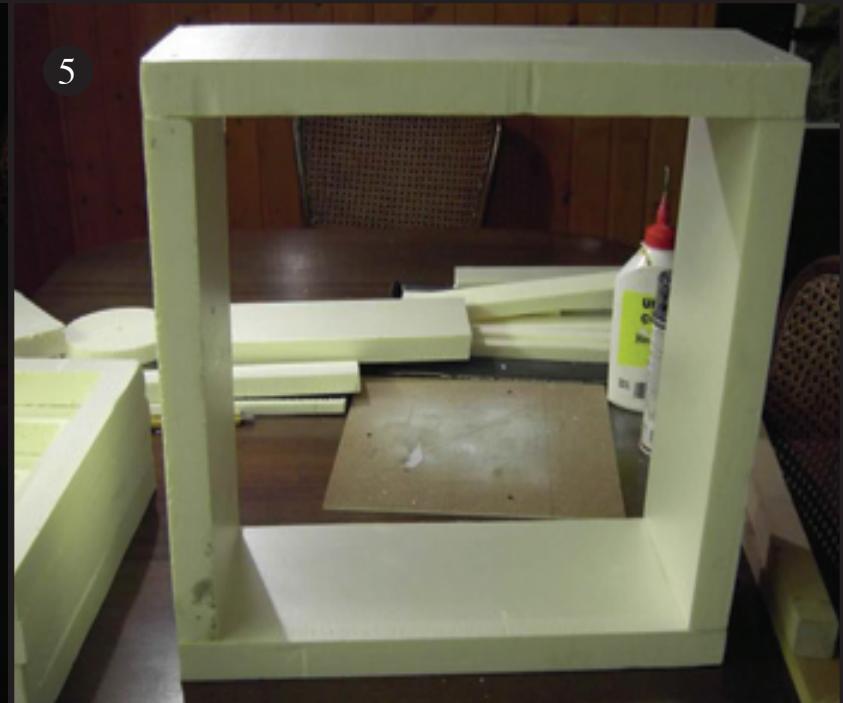
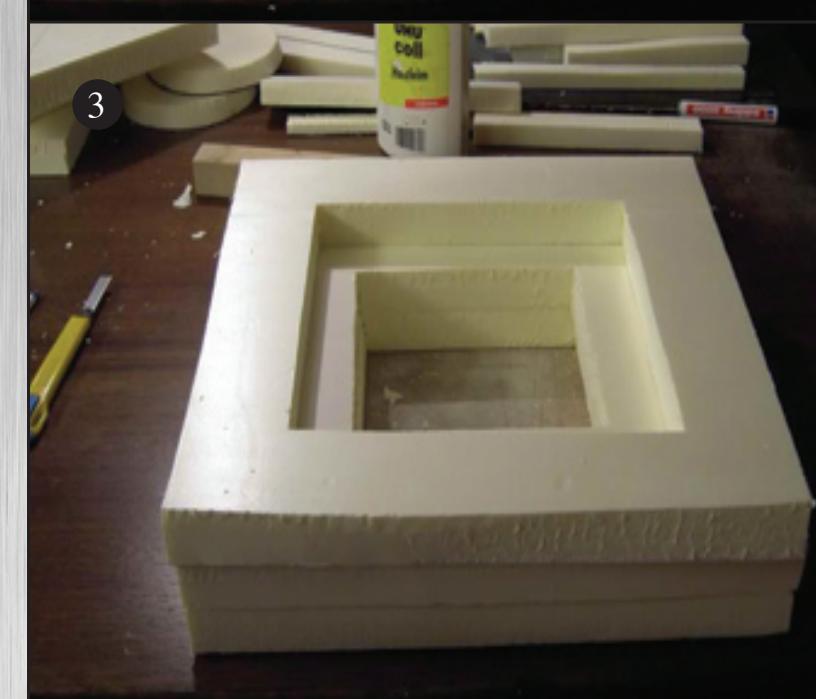
After drying I varnished the whole model with black paint and then I used a marble looking paint to create this special look. The result was quite good so far.

The next problem were the gates. I tried several options. Bars, wooden, brass or steel looking ones. All options didn't suit me, so I tried to make gates in the same style as the stonework. The result wasn't brilliant, but better than the other attempts and so I used these ones.

All in all it looked quite good, but the arena was a bit bleak/naked so I made some statues. After some attempts I choose the brass/steel look. The only drop of bitterness was that I hadn't enough spare minis to position them around the whole mural crown.

At last I glued cardboard on the bottom of the arena and glued sand on it!

Finished for the moment! But if I get some new models or come up with better ideas some details might change.





THE ARTIFICER'S ANVIL RULES DEVELOPMENT

The Forge of Hashut

CHAOS DWARFS EXPANSION — THE CHAOS DWARFS OF DEEP FORGE

PART II— BY NICODEMUS

Warhammer Quest (WHQ) was Games Workshop's answer to revamping the hugely successful dungeon crawl board game HeroQuest. Although WHQ is no longer available directly it can still be found via on-line auction sites. WHQ is set in the Warhammer world and pits a party of 'good guy' heroes against the forces of Chaos and the dungeon denizens of the Old World. Characters train and advance through Battle-levels and a unique aspect of WHQ is that the game and monster rules are designed such that it can be played without a Game Master. The game is typically played with four players, with each player controlling a character, but in principle the game can be played with any

number of players and for the ultimate geeks (including myself): solo play is also supported. There were numerous additional hero characters released as well as two official expansions – Orcs/Greenskins and Undead – and numerous minor articles in White Dwarf. In addition to these there was a Chaos Dwarf expansion that had been in the works but was abandoned.

What follows is a preview of the fan-based expansion for WHQ. The expansion is not a collection of adventures and new monsters but is a re-working of WHQ to accommodate a party of "evil" Chaos Dwarf adventurers in a more realistic manner. The random events and encounters have been completely re-written to accommodate the mentality of a Dawi Zharr. Instead of lending assistance to a fallen Dwarf or Barbarian a party of Chaos Dwarfs would be just as likely to capture and enslave them as they would kill them then and there.

Briefly, the WHQ: Chaos Dwarfs Expansion contains rules for four separate Chaos Dwarf characters as well



as a Hobgoblin Sneaky Git. Characters also have the ability to capture and enslave individuals they encounter instead of slaying them.

CHAOS DWARF WARRIOR

Wounds	2D6+7
Move	3
Weapon Skill	4
Ballistic Skill	4+
Strength	3
Toughness	4 (6)
Initiative	2
Attacks	1
Pin	6+
Will Power	4



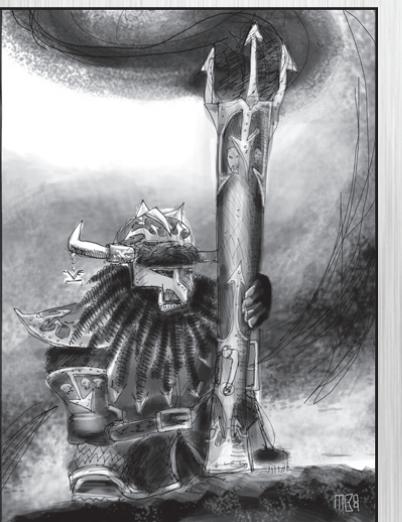
Starting Equipment:

Ruinous Axe, Scale Mail armour.

The Ruinous Axe causes 1D6 + double his Strength (for a base total of +6) in Wounds when striking a target. The Chaos Dwarf Warrior also has a unique route of advancement open only to him – provided he meets strict prerequisites, instead of advancing to Battle-level 6+ as a Warrior he may advance as an Immortal instead.

CHAOS DWARF ANNIHILATOR

Wounds	2D6+7
Move	3
Weapon Skill	4
Ballistic Skill	4+
Strength	3
Toughness	4 (5)
Initiative	2
Attacks	1
Pin	6+
Will Power	4



Starting Equipment:

Master-crafted Blunderbuss, Leather armour.

The Master-crafted Blunderbuss confers +1 to Ballistic Skill rolls, has a range of 6 squares and targets all models in a 2x2 area. Each model, including allies, in the affected area take 1D6 + Str6 Wounds, modified for Toughness and armour as usual. Due its exquisite craftsmanship the blunderbuss will never misfire on a Ballistic Skill roll of 1.

CHAOS DWARF SORCERER

(Sorcerers are party leaders due to their status in Dawi Zharr society.)

Wounds

2D6+7	3
Move	3
Weapon Skill	3
Ballistic Skill	5+
Strength	3
Toughness	4
Initiative	4
Attacks	1
Pin	5+
Will Power	5



Starting Equipment:

Iron Sceptre, Lamp*

The Iron Sceptre inflicts 1D6 + Str Wounds

*The Chaos Dwarf Sorcerer also starts the game with a Lamp which is used to illuminate the Dungeon and, if being a Sorcerer were not sufficient enough, it designates him Party leader. However, the Sorcerer does not carry the Lamp himself, as this is a job for a lowly slave. As such, the Sorcerer begins the game with a Snotling Lamp Slave whose only job is to carry the Lamp (and not get himself killed until his Master deems it necessary).

Sorcerers and Magic

Dawi Zharr Sorcerers are masterful magic users and begin with 2D6+2 Power in reserve however, their spell selection is generally more limited than the Wizard character in regular WHQ. Sorcerers have no access to direct healing spells but can take advantage of life stealing spells to transfer from enemies or other allies to wounded comrades.

Hashut also bestows his Dark Gift upon his Sorcerers, and they in turn may draw strength from this ability to cast spells – even when their spell Power is exhausted! This ability comes at the expense of some of their stats for the remainder of the current adventure. This is a particularly alluring ability, but like all corrupting power once it has been overdrawn more crippling effects take hold, including the Sorcerer's Curse of slowly turning to stone.



CHAOS DWARF DAEMONSMITH

Wounds	2D6+7
Move	3
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	4 (6)
Initiative	2
Attacks	1
Pin	6+
Will Power	5



Starting Equipment: Daemonic Warhammer, Scale Mail armour

The Daemonic Warhammer contains the bound essence of a powerful daemon and it allows the Daemonsmith to roll one extra damage die, and choose to disregard the lowest roll. If the Daemonic Warhammer strikes a machine, a daemon or a unit with magical armour it will cause double damage. Unfortunately, the Daemonic Warhammer has a will of its own, when an Unexpected Event occurs it will attempt to gain control of the Daemonsmith.

HOBGOBLIN SNEAKY GIT

Wounds	1D6+4
Move	4
Weapon Skill	3
Ballistic Skill	4+
Strength	3
Toughness	3 (4)
Initiative	2
Attacks	1
Pin	Auto



Starting Equipment: Pair of Flesh Rending Daggers, Firebombs, Flash Powder and Furs

While using the pair of Flesh Rending Daggers the Hobgoblin may not use a shield or another weapon, and must wield both daggers to gain their benefit. In hand-to-hand combat the daggers add +1 Attack, provide +1 on all to-hit rolls and inflict 1D6 + the Hobgoblin's Strength + his Battle-level in Wounds to the target – making them a favoured weapon regardless of Battle-level.



Players familiar with dungeoneering in WHQ will find that playing as a Chaos Dwarf maintains the same familiar WHQ feel, while establishing an entirely new avenue of adventure for players to explore. As servants of Chaos, Chaos Dwarfs will find that not all of the treasure they encounter will be useable due to the combination of the warping effects of Chaos as well as their innate magic resistance. Furthermore, although Chaos Dwarf characters have relatively high starting Wounds and damage-inflicting ability compared to the usual sort of WHQ characters, they are severely handicapped in their ability to access items, spells and treasure which can be used to heal. This significantly alters game play tactics and forces players to attack fast and hard. Later in the game characters may also be accompanied by a number of their slaves in dungeons to serve their Masters as meat shields.



Dawi Zharr Roleplay Adventurer Record Sheet									
Character Sheet									
Name	Move	04	03	02	01	00	01	02	03
	Weapon Skill	9							
Adventurer Type	Strength	3D3	3						
Sorcerer	Ballistic Skill	5+							
	Toughness	3D3	5	7					
	# Attacks	1							
	Pinning	5+							
	Will Power	5							
	Initiative	02+3	3						
	LUCK:	0							
WOUNDS									
15	15	15	15	15	15	15	15	15	15
SKILLS									
GOLD									
To-Hit Chart									
Enemy WS	1	2	3	4	5	6	7	8	9
To-Hit Roll	1	2	3	4	5	6	7	8	9
ITEMS & EQUIPMENT									
Lamp	Shuriken (x3)	Firebombs (x5)							
Blunderbuss Gun Power & Shot x1	Metal Shard x1								
SPELLS									
Moon Lifesteal (100% chance to heal 100% of wounds for 10 seconds)	Heal (heals 10% of max health)								
Scorch (100% chance to inflict 100% of max health damage)	Shade (heals 10% of max health)								
POWER/TURN									
1D6+1									
RESERVE POWER									
14!									
BONUSES & SPECIAL NOTES									
Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer	Daemonic Warhammer
Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack	+1 Hand-to-hand +1 Attack
+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)	+1 Omg Die on to-hit roll of (6+)
Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)	Hashut's Dark Gift (optional)
Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T	Sort: Trap-Storms; Iron Head Skin +1 T
RIDES									
1 -	1 -	1 -	1 -	1 -	1 -	1 -	1 -	1 -	1 -
2 -	2 -	2 -	2 -	2 -	2 -	2 -	2 -	2 -	2 -
3 -	3 -	3 -	3 -	3 -	3 -	3 -	3 -	3 -	3 -
4 -	4 -	4 -	4 -	4 -	4 -	4 -	4 -	4 -	4 -
5 -	5 -	5 -	5 -	5 -	5 -	5 -	5 -	5 -	5 -
6 -	6 -	6 -	6 -	6 -	6 -	6 -	6 -	6 -	6 -
ARMOUR									
M -	M -	M -	M -	M -	M -	M -	M -	M -	M -
W -	W -	W -	W -	W -	W -	W -	W -	W -	W -
B -	B -	B -	B -	B -	B -	B -	B -	B -	B -
S -	S -	S -	S -	S -	S -	S -	S -	S -	S -
I -	I -	I -	I -	I -	I -	I -	I -	I -	I -
A -	A -	A -	A -	A -	A -	A -	A -	A -	A -
P -	P -	P -	P -	P -	P -	P -	P -	P -	P -
SLAVES									
Lamp Master (Hasut's Master)	M	W	B	S	I	A	P		
Dodge 4+	Magic Resistance 4+								

As characters advance in Battle-levels they gain access to various skills and abilities, some of which contain additional notes and tips for incorporating them into RPG adventures using a Game Master. Chaos Dwarf character sheets have also been created and tailored to each of the character types to speed-up game play.

New Chaos Dwarf-Themed Expansion Adventures

The new Roleplay Book contains a series of four introductory adventures for new characters. A supplemental Adventure Book will be released soon after the Roleplay Book, which will contain six adventures for each of the original five Objective Room tiles in the core, as well as six adventures for the Furnace of Hashut room. The introductory missions include aiding an allied force of Ogres in exterminating a band of Orcs who have claimed an important mine as their new hideout; scour-

ing the ruins of the ancient Dwarven Underway and eliminating Dwarf intruders within; and journeying to Dreadpeak to escort the young Warlock Engineer Quirrik to safety, along with his plans for constructing diabolical Warp-stone-powered golems.

Thanks to Mattbird, Bagronnor and others from CDO for artwork usage permission. Stay tuned to the CDO forums (www.chaos-dwarfs.com/forum) for the final release and download information.





THE BARRACKS OF ZHARR—NAGGRUND

For Hire! Dogs of War for the Dawi Zharr!

Campaigns in the Border Princes

Defeating Dogs of War Armies in Warhammer Fantasy Battles

BY BORDER REIVER

We share something with Dogs of War generals – the love of an army that is seen as fringe at best, or as illegal at worst. It is an army that is diverse, able to meet almost any threat with the appropriate troop type, and that requires either lots of conversions, or the ability to get lots of models that haven't been produced in about a decade.

The players that run Dogs of War (DOW) armies tend to pick a particular style of play and stick with it, but they have the potential to go with whatever army works against their opponent the best. Accordingly there is no best system of tactics that will work against a DOW army, but we as Dawi Zharr generals will of course need to know what each of the troops facing us can do, and use that knowledge to crush them and leave them in the fetal position, crying. Or maybe just win the game.

Who's Who (Characters)

Generally, DOW fighting characters are nothing

special – basic stats for their level, no special abilities or drawbacks either. You will generally find these guys with a magic weapon, and maybe the Talisman of Protection to ensure survivability. They will usually be mounted on a barded warhorse, again for survivability. In general, DOW Generals are there for their leadership, not fighting ability and the canny player will hide them in units of heavy cavalry or perhaps pikemen for survivability.

Magically, DOW wizards are quite flexible, being able to take any lore their little hearts desire, but other than this are nothing special. Again the lack of army specific magic items hurts their ability to do much to aid their casting. Again, these boys will hide in units for maximum survivability. Special mention needs to be made of the two mercenary spellcasters from Albion – the Dark Emissary and the Truthsayer. Of these two, the Truthsayer shows up with a bonus to dispelling, a ward save and some limited close combat ability; and the Dark Emissary has a ward save and is a slightly better spellcaster. While both will not show up in an army (due to that inconvenient hating the very ground the other walks on sort of thing) individually they may show up as each gives you a lord level caster with a decent ward save and only takes up a hero slot. And they give the general access to Fen Beasts (more on them later).

Unlike almost every other army, the DOW player



MUST take a Battle Standard Bearer- type character in the form of the Army Paymaster. The inspiration that he gives the troops is not due to his abnormally large.... flag, but rather arises from his ability to understand the payroll system that is used to pay the boys after the fight. Accordingly the boys try to protect the army's accountant, and panic when he has been killed, because unlike Bob from Payroll, he doesn't tell anybody where the access code is. Kill him (and it is not that difficult, he is an accountant after all) and you can cause an army wide panic check, which given the average leadership values in the army can cause a significant portion of the army to remember that they left a pie in the oven...

I've Seen Them Before (Core Troops)

DOW generals have a basic selection of core troops, decent but not exceptional fighters all, and you need to know what will always be on the table.

Duelists are skirmishers generally used to protect the flanks of the infantry blocks. They can be equipped very cheaply with body odour, bad breath, and a hand weapon, or they may have shields, throwing knives (think javelins), or pistols. Most generals like the pistol option, as it gives a decent ability to penetrate armour, and wound. Small units of infantry trying to sneak around the flank will find themselves the victims of accurate stand and if they try to

a fairly shoot charge



"God for England and Saint George.... and apparently a treasure chest of loot too!"

through these skirmishers. The best way to deal with them is to either blunderbuss them – we don't care about no stinking penalty for skirmished troops – or to use our Wolfriders to clear them away – just like great grand daddy Darius did against the peltasts to panic the hoplite phalanx.

Speaking of hoplites and phalanxes, it's time to talk pikes. Most DOW armies will have at least one unit of these feral slaves, possibly more so you really need to know the weapon. The pike at its essence is a really big spear. It gives the wielder +1 S if charged by cavalry, chariots or monsters on the turn they are charged, they will always strike first in the first round of combat, and fight in 4 ranks if they did not move the previous turn, or in 3 ranks if they charge. Oh, and these rules only apply if the pike armed unit is engaged to the front. From this collection of special rules we can see what pikes will be used for – holding ground, especially if their flanks are secured. Now, the benefit you have as a Dawi Zharr General lies in your core troops – Blunderbusses turn these static units of T3 humans into deathtraps, and our warriors, with their high Toughness value and excellent armour, are able to resist the number of attacks that will come your way. Statistically, if you go in with hand weapons and shields you will only lose 1 Dawi Zharr warrior if you attack a unit of 20 pikes to the front (1/2 of their attacks will hit, 1/3 of the hits will wound, and you will save 2/3 of the wounds). You should be able to do 2 wounds in return (5 return attacks – 2/3s of which will hit, 1/2 will wound, and the silly manlings will only have light or maybe heavy armour to stop the wounds).

There are a number of pike armed Regiments of Renown (ROR) – and you should treat them in the same manner as their less famous brethren. All come with a hero level fighter as a unit champion and usually a special rule – The Alcatani Fellowship are cheap (but are goblin class fighters), Ricco's Republican Guard are as skilled as we are at fighting and come with heavy armour, Pirazzo's Lost Legion is a combined arms formation with crossbows in the front rank and pikes to the rear – they are less likely to move than most pike units as a result, and last – Leopold's Leopard Company, who are immune to

psychology. The general consensus of many DOW players is that Leopold's boys are the best of the lot, so watch out for the guys with the fur coats.

Crossbowmen provide the missile support for DOW generals. Not much to say here, except that the range of these weapons gives their general some decent stand off range, bettered only in our army by the warmachines. These weapons should give us some serious pause and concern – they have the strength to cause wounds, and can penetrate our armour. And they can do it out of our effective counter range. The most effective means of countering these missile troops is our Earthshaker cannon – even if we miss, the earthshaker effect will shut down their shooting. This will allow us to hopefully send a unit of Wolfriders in to take the unit out in close combat.

There are two crossbow equipped ROR – Branzanga's Besiegers and the Marksmen of Miragliano. Just like their close combat brothers they will come with full command, including a hero level leader. These units are widely felt to be a waste of points, due to the requirement of paying for the command units, and their marginal improvement over standard crossbowmen.

Mercenary generals have light cavalry to do what we have Wolfriders to do. Except they can have spears to make them slightly more effective if they charge into combat. Generally any counter light cavalry techniques that you employ will work here – I recommend either a blast from a blunderbuss, clearing them away with our own light cavalry, or, in extremis causing them to flee with a charge from the bull centaurs (they won't stay and be butchered, and you stand the chance of your hammer unit being drawn off where it won't do you a lick of good).

There are two options for DOW light cavalry ROR – Al Muktar's Desert Dogs and Oglah Khan's Wolfboyz. If your opponent likes to charge in with his light cavalry then he may take the Desert Dogs, who have a hero level character, a champion with a magic sword and a magic banner. Of course they have no armour or spears, so if you can hold the rank and file won't cause any wounds... The

Wolfriders are much more of a threat – think our unit, but with spears and a banner to increase the chances of them catching fleeing units.

Rounding off the core choices is the heavy cavalry. These are your basic knights – heavy armour, shields, warhorses and lances. Unlike almost all other knights, they can elect to leave the bardings (horse armour) back in camp, trading a little less protection for greater speed. Either way they will likely mess up your formations if they charge. Your best option is to charge them with Bull Centaurs – even if you don't crush them, you will be better equipped to win the war of attrition with higher Toughness and great weapons. Your next best option is to use small units of hobgoblins to redirect these manlings into an unfavourable position so that you can either charge them or get them out of position. Watch out for Voland's Venators – an otherwise unremarkable unit with a captain, except for its base S4, which makes it hit much harder. Redirect the Venators if you can.

Not so many of those lads now (Special Choices)

Note: can't use DoW Dwarfs in a CD army: "Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins can field any unit from the Dogs of War army list except for Dwarfs"

Our traitorous, conventional kin show up here. Dwarfs can be equipped either as heavy infantry, as missile troops or as a hybrid choice. If equipped as a hybrid choice they will eat up lots of points, and probably never get their points back – a unit large enough to be useful in combat will have lots of models that can't shoot, or if they've placed them so that everyone can shoot, the unit's foot print is going to be frakkin' huge. These lads are to be dealt with either with flank attacks or shooting with maximum strength blunderbuss shots. A war of attrition is not to either side's advantage. On a different note hiring them will allow you to field those old 85 pattern Chaos Dwarfs with Crossbows in your army in exchange for a rare slot.

You may see Norse marauders across the table. Depending on the player, they may be on 20mm bases (if he's an old git), or 25mm bases (if he's a young git). These troops are frenzied nutters and while they can really mess you up, they suffer from all the problems that frenzy gives. So if you don't want to engage them frontally (and you've got larger stones than I do if you do), use your hobgoblins to either lead them a merry chase, or to redirect them to a place where they will take a turn or two to get back in the fight. Carrying on with this theme are the Bearmen of Urslo, a Norse ROR. These are a definite hammer unit that you need to be aware of – and what can happen. If the leader of this unit (a werebear) is effected by the spell "The Bear's



Minis By Spiky James

<http://www.ogrestronghold.com/gallery/armies/spikyjames/3.jpg>

Anger" (Default spell of the Lore of Beasts), he turns from tough opponent to unit destroying monster. Look it up, I'll wait for you to pick yourself up. As you might expect – you might want to redirect this unit if that happens or save a Dispel Scroll to stop it.

Probably the most common special choice you see will be some flavour of ogre (not chicken though). Bulls are the cheapest option, then ironclaws and leadbelchers. Maneaters may also make an appearance especially since they only take up a special slot. Deal with these guys better than I did with Andrew's ogres back in Issue 6 – advance on them to cut down on the effects of the Bull Charge, try to engage them with either Black Orcs or warriors with hand weapon and shield and maximum rank bonus to ride out the initial round of attacks, and win with static Combat Res. Ogres will struggle if they do not have a Bull Charge to help them out as they just don't have enough attacks to make up for their lack of static combat resolution. Additionally, if you can get them outside their general's leadership radius ogres can be surprisingly vulnerable to psychology.

On a "who the devil are those guys" side of the special choices are the Paymaster's Bodyguard. Standard elite human infantry – WS 4 and Stubborn. They are let down by only being stubborn only if the Paymaster is with them and they are equipped with only light armour as standard (you have the option to upgrade to heavy armour), and thus tend to die in droves. This is one of the two units in the army where you might find a magic banner – and the heavy cavalry is the other. Given the probability that our infantry can beat up their infantry I know I would put the War Banner with my heavy cavalry, but that may just be me. Shoot these guys, weaken them and then engage with infantry – if

you can get one of our terror causing critters to join the fight so much the better, as the unit is vulnerable to Psychology.

Also in the rarely seen special category are the Halflings. Generally seen with bows because no one wants to send T2 infantry into battle if there is anything else available. Due to their better than average Ballistic Skill and their ability to sneak through woods as if it was a sunlit meadow covered in daisies you really need to watch them. The best way to deal with Halflings is to avoid them – there are better sources of Victory Points out there, this lot will likely advance so that they have their backs to a woods, and just when you're ready to charge, they will flee into said woods, leaving you to struggle to get out by the end of the game, while they rally the next turn, and move about shooting you in the face while you try to get out of the woods before they drink all the beer. If your life is not complete without beating up on what look like a bunch of tubby eight year olds, send the hobgoblins after them – they're supposed to be the bullies in your army after all. The ROR unit of halflings (Lumpin Croop's Fighting Cocks) is something to watch for as they are really good shots, and can skirmish. Plus we know what happened the last time halflings weren't brutally thrashed – somebody wrote a few books and made a mint (or at least his estate did).

Not a lot of those are there? (Rare Choices)
Without going into the Regiments of Renown, there are 3 rare choices that you are likely to see – and one that you aren't: cannon, giants, fen beasts and the Halfling Hot Pot.

Cannons are probably the most common of the rare choices. They give DOW commanders a hard-hitting missile weapon that will shatter chariots and give pause to big monsters. They do not hit as hard as an Imperial Cannon, but their strength is sufficient to injure everything in the Ravening Hordes list on a roll of "anything but a 1." Target this warmachine right from the start with your Earthshaker and send in the Wolfriders to deal with the crew. Goes double for the Galloper Guns of Bronzino – who can move pretty fast to set up enfilade positions, and have a decent hero to either protect them or just screw you up.

Same goes for the Halfling Hot Pot, except it is much less common. It is a low Strength stone thrower, so you maybe able to use the minimum range to shelter the Wolfriders while they scoot up on turn one in preparation to charge. It's low strength means that your are quite unlikely to see it.

Fen beasts will only appear in your opponent's army if they have a Dark Emissary or Truthsayer. These beasts have better stats than an ogre and are used similarly in combat, but there are several differences that you need to bear in mind. First, the controlling wizard is the driving force behind the beasties – kill the wizard and the beasties go away. Secondly, they are immune to psychology and unbreakable, feed them units that are unlikely to lose combat, or if they do are likely to stick around. Thirdly, the wizards can repair the beasties magically, or they will regenerate if they are in a fen or swamp. And finally, fen beasts are not going to show up in units large enough to get rank bonus – ever. That last part is how you win the combats – static combat resolution is your friend - use him well, cause that's what friends are for.

Finally, the big guys of the list – gronti (giants). There is a lot to recommend these guys to a DOW general - tough, strong, terror causing, unlikely to bolt from combat and able to cause a frightening amount of damage to most units in the game. The downside is that they are clumsy and unarmoured, meaning that any wounds



caused will stick. The best way to deal with giants involves a pair of bolt throwers, shoot the big galoots – even hobgoblins should be able to manage this, and bring it down. Alternately, use hobgoblin or orc archers to kill it, working on the principle that if you throw enough ... dirt... at a wall it will eventually fall over. Remember that giants are large targets and all shooters in a ranked unit can still shoot at it. When it is close rank up and you can still shoot.

If your opponent pulls out two giants he may have the Giants of Albion – who have a slightly different table to use for their special attacks and a free wizard, who has to use the Lore of Beasts. Watch out for these guys in combination with the Bearmen.....I'm just sayin'.

All together now (general observations and tips)

First off, there is no standard method of dealing with a DOW army, as the army allows for an incredibly diverse method of army building, similar to an Empire. As a Dawi Zharr general you need to pay attention to what your opponent brings to the table, so that you can counter what he does have.

Generally, the army is composed of lightly armoured, Toughness 3 troops – take advantage of this and shoot them with Death Rockets and Bolt Throwers at far distances, with the slave archers at the middle distances and with Blunderbusses at close range. Weaken them and do not charge in unless you have reduced them sufficiently to swing combat into your favour.

The Big Things in the list (ogres, fen beasts and giants) are not vulnerable to the



By Steve Dean

blunderbusses and should be targeted with Bolt Throwers or archers to knock wounds off them to either kill them or reduce their combat effectiveness. Ask yourself if would you risk the giant in combat if it only has one wound?

Shut down their shooting with our Earthshakers. 'Nuff said really.

Use small units of hobgobbos to redirect, delay or deflect their heavy hitters (ogres, heavy cavalry and Marauders).

Light cavalry should be dealt with by our own light cavalry or cleared off with a pre-emptory charge of the Bull Centaurs.

Magically, DOW are nothing special, and are not particularly deadly, but you should be aware that the Albion Wizards are both much more effective and need to be shut down early – consider sending in a kamikaze wolfrider unit and targeting them in close combat.

And if you still have problems dealing with Dogs of War armies, remember that you can always sacrifice a rare choice and add one or more units to your army. Get enough and you could end up with a Dogs of War army of your own!

(Many thanks Border Reiver- If you are looking to join a Dogs of War Forum then look no further then www.dogsofwaronline.com, where I'm sure you will find many familiar faces. NOTE: Unless otherwise noted all minis in this article are painted by Border Reiver -Willmark)

Minis By Steve Dean

FIRE FOR EFFECT!



THE BARRACKS OF ZHARR-NAGGRUND

The Art of the Blunderbuss

By Swissdictator

Blunderbuss are perhaps one of the most well known parts of the Chaos Dwarf army list, and for good reason. When used right, they can be devastating on nearly any unit. Against someone who isn't used to Blunderbuss they can quite literally be stunned with the brutality of a Blunderbuss unit.

Blunderbuss fire via a "fire zone", much like a template weapon. The key is to making the best of this rule. While we only need to be four wide to gain bonuses to our strength, deploying this unit six wide can provide a nice wide zone of death; that extra width is usually enough to encompass most units these days. Especially when firing from various angles. Furthermore, being six wide means you will have to take a couple more casualties, per rank, before you'd lose the strength bonus: obviously two additional ranks to maximize the strength. Firing at S5 and having a few figures to spare before you drop will make for a very lethal volley.

Having fourth rank is not really beneficial, as the cost doesn't benefit the risk, as you're better off working on a second unit at that point. As it stands, we don't get nearly as many shots with Blunderbuss as other armies due with their primary shooters (handgunners, archers, etc) due to the shorter range.

While 12" may seem short, it is also important to remember we can move and shoot without penalty. This allows us to wheel for a better shot, or move up 3" to get the extra punch we need. Opponents will usually figure being 12-13" away is plenty of distance to minimize the damage. So this adds quite a bit of flexibility to the unit, and should be used. Being in a good position where you can respond to different movements or units.

Another fun trick is to have a crossfire. A crossfire of two Blunderbuss units can create a VERY deadly zone of fire. However, caution is advised to use terrain to provide protection on the flanks so you're not out flanked. This may discourage an opponent from going there, or make for a lot of casualties. Alternately, having a unit of Blunderbuss on either side of a warrior block can make for a less obvious trap. As, it looks like they'd normally be shooting ahead, but with 3" of movement (which can be used to move up and wheel 2") you can create the crossfire. This tactic has led to amusing commentary,



Mini By Dorktaku

when I killed 14 Empire spears with one volley and I told my opponent the second unit was going to shoot he exclaimed "THERE'S MORE!?" in total shock.

Occasionally, you will find the shock of the Blunderbuss to be its own weapon. When I explain they can stand and shoot, I have seen opponents move their units back being afraid to charge. While this is not normal, if your opponent does this you can also exploit it by using the Blunderbuss to channel.

Standing and shooting can be quite effective, with no stand and shoot penalty and the ability to hit multiple units, standing and shooting can have quite a wonderful bonus of doing damage to other units and force your opponent to declare the order of his charges a little more carefully... especially when charging multiple units of Blunderbuss!

Blunderbuss are also amazingly good against the Undead. While they can come back, the bigger the unit the more shots we get. This can really offset their ability to use Necromancy to keep their numbers up, again, even more so with a crossfire.

Things you should be wary of is fast units, especially cavalry, charging at an angle giving you only one shot. If you see this as likely, you can "about face" wheel back up to 1.5" and "about face" again. Each change of facing uses a quarter of your move, so you'll have some ability to wheel. This 1.5" might not seem like a lot, but it can make quite a difference.

I tend to keep a wizard in these units, or no characters at all. With only heavy armor, they rely on their decent weapon skill and toughness to keep them alive. I have seen them hold out a while against non-elites. So keep them close to your main line, or supported by Black Orcs or Bull Centaurs who can provide melee killing power if needed.

COOL MINI OR NOT COOL MINI OR NOT



All Minis painted David Hansevi

And all can be found at www.coolminonor.com

COOL MINI OR NOT

All Minis painted David Hansevi

And all can be found at www.coolminornor.com



www.calibancomics.com



THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

Luca Gozzadini and Khazharn Firestorm

By Thommy H

The Old World is rife with tales of unusual individuals, courageous or treacherous men and women who have embarked on a life of adventure for reasons of greed, psychosis or, occasionally, honour and patriotism. Often, these dangerous types band together, forming loose alliances as they sack dungeons for loot and burn villages for fun or further profit – but, as disparate as these groups are, they are usually united by a common purpose, culture or worldview. It is rare indeed to see a Dark Elf of Naggaroth travelling with one of their hated cousins from Ulthuan, or a Dwarf of the Worlds Edge Mountains joining forces with a Chaos barbarian of the uttermost north. There is one famed exception to this rule however: two cut-throats thrown together by sheer circumstance who have no common cause save survival and gold. They are one of the most unlikely pairings of all: a Tilean mercenary and a Chaos Dwarf Daemon-smith.

How they came to become companions is a complicated story, tied up in the politics of the Old World and beyond. Luca Gozzadini, for his part, was once the son a lesser scion of a Tilean noble and therefore part of a relatively wealthy merchant family. He lived a life of ease, but was naturally trained in the martial arts, particularly the Tilean style of duelling with a whip-thin rapier. Gozzadini was looking forward to a life of aimless corruption, exploiting the lower classes and growing fat off the trade that came into his future estates, but all this changed when his grandfather was seduced by Lucrezzia Belladonna, the famed Tilean beauty. His grandfather was over eighty years old at the time, and it was obvious to everyone that she was interested only in his money. Sure enough, the elder Gozzadini soon died of a mysterious ailment and it

was found that he had willed all his land and wealth to Lucrezzia – Gozzadini and his father were left penniless. Considering his options, Gozzadini did what any good Tilean would do and abandoned his now-destitute family to their fate, joining a mercenary company. His superb skills with a blade and absolute disregard for honour soon brought him success as a sell-sword and he rose to become captain of the regiment, which he renamed Gozzadini's Garrotters after killing the old captain with a length of piano wire.

All was going well, especially with war brewing in The Empire, but the short-sighted Gozzadini failed to foresee how destructive Archaon's invasion of the Old World would truly be, and he found his company embroiled in the Storm of Chaos: the most brutal war against Chaos in centuries. Eventually, Gozzadini's Garrotters were absorbed fully into the provincial army of Ostland and, soon enough, Gozzadini found himself the only survivor. Stranded in the smouldering ruins of the northern Empire he had no choice but to assume command of the garrison he found himself in, being the most experienced and highest-ranked man around. There was a silver lining though: the small fortress had a prisoner in the dungeons, a Chaos Dwarf engineer captured while trying to repair his smashed Hellcannon, one of the feared Daemon engines that Archaon had brought south from the forges of far off Zharr-Naggrund. When an Imperial official ordered the Chaos Dwarf executed, Gozzadini saw his chance to escape. He slaughtered the other soldiers guarding him and bartered for his life with the prisoner, who told him his name was Khazharn Firestorm. Khazharn said he would lead Gozzadini to the Dark Lands, where he would reward him with the great wealth of the Chaos Dwarfs.

Of course, this was a cruel trick. Khazharn intended to

Dogs of War

Luca Gozzadini

	M	WS	BS	S	T	W	I	A	LD
Luca Gozzadini	4	5	5	4	4	2	5	3	8



Khazharn Firestorm

	M	WS	BS	S	T	W	I	A	LD
Khazharn Firestorm	3	4	3	3	4	1	2	2	9

sell Gozzadini into slavery in hopes of bartering for his own life with the Sorcerer Lords of Zharr-Naggrund. In being captured, Khazharn had brought disgrace on himself and his master, Ghorth the Cruel, and could expect only a swift death. Luckily for them both, they ran into a scouting force of Chaos Dwarf Immortals led by Rykarth the Unbreakable as they crossed the Worlds Edge Mountains. They were both captured, but the timely intervention of Kislevite forces allowed them to escape. Both now exiles, they had little choice but to fall in with each other, although there was no love lost between them. Gozzadini knows perfectly well that Khazharn was going to profit from his bondage, and Khazharn has the usual Chaos Dwarf contempt for other races, tempered with his utter lack of respect for the man's dishonourable way of life. Nonetheless, they need each other to survive, so they both grudgingly endure the partnership and pool their despicable skills in order to prosper.

Luca Gozzadini and Khazharn Firestorm – 165 pts.

	M	WS	BS	S	T	W	I	A	LD
Luca Gozzadini	4	5	5	4	4	2	5	3	8
Khazharn Firestorm	4	5	5	4	4	2	5	3	8

SPECIAL RULES

Skirmish

Wanted: Gozzadini is a wanted criminal in The Empire and Khazharn is sought by the agents of Ghorth the Cruel. They may not be hired by Empire armies or by Chaos Dwarf armies that contain Rykarth the Unbreakable, Zathan the Black or Ghorth the Cruel.

Tilean Fighting Style:

Even before he became a mercenary, Luca Gozzadini was an exceptional fighter, trained by the finest Tilean weapons masters. His skill with his rapier is legendary, and he is able to bat aside attacks using the speed and manoeuvrability of his weapon. Gozzadini has a 5+ ward save in close combat, but he may only use it against attacks made a Strength 5 or less – more powerful attacks can simply batter through his defences.

Dirty Fighters

Gozzadini has no compunctions about using whatever techniques are necessary to get the job done. On more than one occasion he has bested a foe by kicking sand in their face or simply kneeing them between the legs. He may choose to sacrifice all his usual attacks to make a single special attack against

one enemy model at his usual WS. This attack always wounds on a 4+ and ignores armour saves. If Khazharn is also in base contact with the target model then the roll to wound is increased to 3+, as the Chaos Dwarf lends aid to his sometime protector with a well-aimed rock to the face or a distracting arrogant speech.

Arcane Engineer

In his former life, Khazharn was a skilled Daemonsmith, a master of the Chaos Dwarfs' foul Daemon engines. He is still able to turn these abilities to good use when given the opportunity. If Gozzadini and Khazharn join a war machine crew it may re-roll a Misfire when it shoots.

Hero Choice

Gozzadini and Khazharn count as a unit of two models and may not separate during the battle, but they may join other units like a single character.

Weapons and armour

Gozzadini carries a rapier (hand weapon) and wears light armour. Khazharn has an axe (hand weapon) and wears heavy armour.

Special Rule

Skirmish, Wanted, Tilean Fighting Style, Dirty Fighters, Arcane Engineer

For Hire: Gozzadini and Khazharn may be hired by Dark Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven, Vampire Counts, Warriors of Chaos and, of course, Chaos Dwarfs and their variants, subject to the 'Wanted' rule above.



By Rusto



By Sjoerdo



By Sjoerdo



Painting a Bloodbowl Team

By Captain Crayon



This Willmark-induced frantic blood bowl team painting ramble was begun on the 1st of February, exactly one month after I signed up for it, and exactly 28 months before my deadline.

I'm writing this lying on the single bed of my mining camp room somewhere in central Queensland, halfway through the first 10 on 4 off roster of the month.

To make things even more interesting the light in this room is from a 5 watt light bulb, and photos must be taken in the bathroom, with the team perched on the toilet cistern where there is actually a decent fluro light.

Day 4, and so far I've cleaned up the team and undercoated 10 of the 12, under a light I made out of a 5 dollar LED work light and a coat hanger.

The mission: to get the blood bowl team painted by the end of February while working days between 12-14

hours on a construction site. It should be interesting to say the least. Basically the plan is to do a bit every night. It gets interesting when you knock off at 6, have a half dozen cans, have dinner and are in bed by 9 PM, but its the little things that make life interesting.

So the plan: 2 rosters of 10 days on, 4 days off. The paints live here so that gives me 20 odd evenings to paint the team with the plan being to cart them home on the last day of the 2nd roster for basing and sendoff to the wise old man himself.

Paints are restricted to what were in the paintbox I grabbed as I ran outside to get the cab. Fortunately it was the one with the most paints in it. Painting with a somewhat limited palette. I say somewhat because I've still got 18 paints, but with the nearest hobby shop almost 400k away, I've got to work with what I have, and



when I broke my only 1mm drill bit on the first evening trying to pin a minotaur together after a few cans, I realized it was going to get interesting.

Colors list:

Scab Red
Red Gore
Blood Red
Blazing Orange
Sunburst yellow
boltgun metal
mithril silver
chaos black
bleached bone
skull white
shining gold (the old one from the early 90's)

Midnight blue
Enchanted blue
goblin green
snot green
tanned flesh
bronzed flesh
elf flesh
codex grey

The reds were painted up from a scab red base coat, followed by red gore and blood red. I'm still somewhat stuck in the 'red period'. I love the bright colours with minimal highlights, and flocked goblin green bases.

The minotaur was base coated in scorched brown, highlighted in 3 coats with increasing amounts of snakebite leather to around 2/3 snakebite leather, 1/3 scorched brown as the final highlight.

Beards of the bighats were done with a basecoat, followed by a drybrush in a midrange colour and a finally highlighted:

chaos black – codex grey – skull white
Blood red – blazing orange – Sunburst yellow
chaos black – scorched brown – snakebite leather

My painting style I guess is semi-reminiscent of the 'red era'. I like bright colours, minimal highlights and goblin green flocked bases.

(Thanks Captain Crayon- Join us next time everyone as we look in on the formation of another CD BB team. -Willmark)



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.

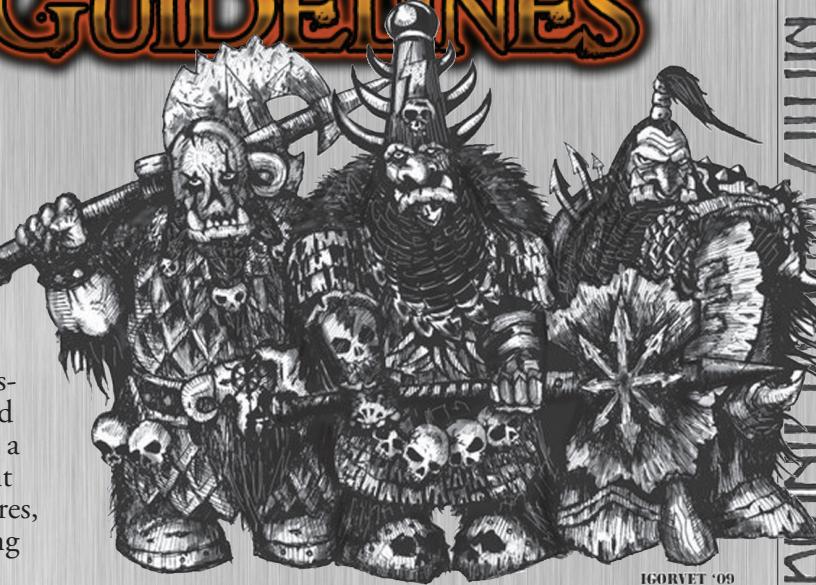
Word Count: One thing that has made the process difficult is word count. In fact the varying word count is eating up a great deal of layout time. Traditional magazine have very strict guidelines in order to avoid this and we are going to have to adopt some. For starters try to keep you page count to 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 as I can change them into something else. If you have high quality PSDs or EPS let me know.

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



IGORVET '09

- 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.

NEXT ISSUE... a Battle Revisited...



Issue 9 of the Word of Hashut... Coming for you..... June 2010