

INSIDE

Golden Hat X - Battle Report - Shadow and Flame

CDO

THE WORD OF HASHUT

VOL II - No 7 - WINTER 2010



Warhammer



Bloodbowl

THE EZINE FOR CHAOS DWARF GENERALS - WWW.CHAOS-DWARFS.COM



Traitorous western kin against our valiant Dawi Zharr, doesn't get any better, again Igorvet pulls off a stunner of a cover. - Willmark

THE WORD OF HASHUT

VOL II NO. 7— WINTER 2010

WWW.CHAOS-DWARFS.COM

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UPCOMING EVENTS

2008 COMMUNITY AWARDS
January 2009

GOLDEN HAT VIII
January-March 2009

THE WORD OF HASHUT ISSUE 4
SPRING 2009
Saturday, March 28, 2009

ARTISANS CONTEST IV
Spring 2009\

GOLDEN HAT IX
Spring 2009

CHAOS DWARF GATHERING
GAMESDAY TORONTO
Saturday, June 20th 2009

ARTISANS CONTEST V
Sunday, July 5th 2009

THE WORD OF HASHUT ISSUE 5
AUTUMN 2009
Monday, July 6, 2009

GOLDEN HAT X
October, XX 2009

THE WORD OF HASHUT ISSUE 6
AUTUMN 2009
Sunday, October 11, 2009

ARTISANS CONTEST VI
November, 2009

COMMUNITY AWARDS 2009
January 2010

THE WORD OF HASHUT ISSUE 8
SPRING 2010
Saturday, March 27, 2009

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

DECREES OF THE SUPREME OVERLORD OF WOH

*“You guys are the cold, black, evil heart of the game.
Well done.”*

- Arellion Sapher from www.ulthuan.net

Wow. Just wow. I am always pleasantly surprised when I read something of that caliber regarding our efforts to make the Dawi Zharr a reality. When those who do not play Chaos Dwarfs appreciate our efforts then we know we are onto something. It's also nice to know that all those Mountain Dew fueled, sleepless nights slaving away on my laptop and bouncing stuff off my Sith Apprentice are worth it. Its comments like this that make me want to make the Word of Hashut even better, ahem even better then the Skavenblight Gazette which is a tall order in my opinion. Right back at you filthy rat things!

For those that know me, they know that I'm actually uncomfortable even talking about myself, let alone talking about something that I've been associated with or worked on. It's not me; its not my nature to shed light on something regardless of what it is. Promoting the ezine is one thing; my part and efforts in the endeavor is another thing entirely. So you can imagine my surprise when I saw that statement about our efforts on the Word of Hashut.

But enough about me, onto other things: The last half or perhaps quarter of the year has been pretty quiet on the site, with lots of people tied up with various other concerns. This happens but it is also nice to see everyone reengaging and coming back. A good example of this is that as I write this editorial, plans are in motion for the restart of the Chaos Dwarf Radio podcast. Sorry for the long delay but the plan is to get out smaller updates via the cast, rather than mammoth ones every 3-6 months.

So what does 2010 hold? Well at least on the parts that we can control: 4 more issues of the ezine. Plans are already in place and the long-range plan has another packed schedule this year, so much so that the next four covers are already being assigned for art or at least who is doing them. That is always one of my favorite parts of the process; I assign the artist, give them wide latitude on what to create and let them do their thing. A month or so later I get an email and wow! The tough part is I often have to contain my enthusiasm for months before I can allow you guys to see it!

I'd also be remiss if I did not wish the forum a Happy Holiday season and take special note to thank all of the Word of Hashut Staff and Illustrators. I'm the most visible face of the Word of Hashut (shudder), but without you guys (and girl) it would go no-where. So please except a heartfelt thanks.

So enjoy the holiday issue I hope we did well by you the readers in 2009 and you had a great and safe holiday season. Issue #8 will be here before you know it and after that #9 marking the 2 year anniversary of the ezine. Seems just like yesterday, but that's another story for another time.

Willmark

Editor-in-Chief of the Word of Hashut



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Igorvet is back with yet another incredible cover!

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A chat with Matt Birdoff and Kevin Coleman.



PAGE 18-19- Member Fiction By Grimstonefire

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By black hammer

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Dawi Zharr invade the Old World.

PAGE 72-77- The Army of Zharr Naggrund

The Army of Zharr Naggrund in all its glory.

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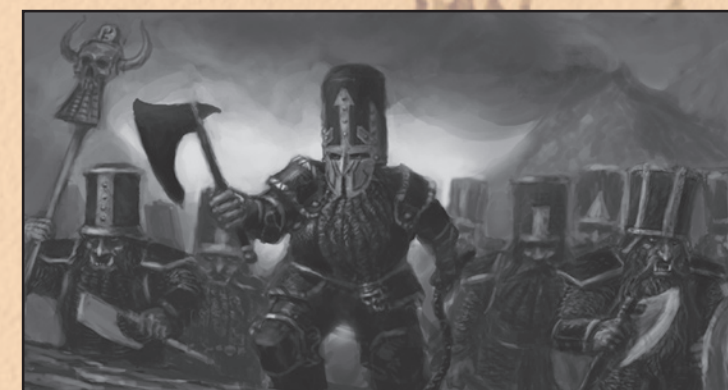
The 3rd installmet of Baggronor's graphic novel.

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Making Chaos Dwarf blockers and Geckillian's Blood Bowl team.

PAGE 97-99- Slaying the Stunties

Loki imparts his lore of defeating the hated western kin.



Congrats to all the staff!

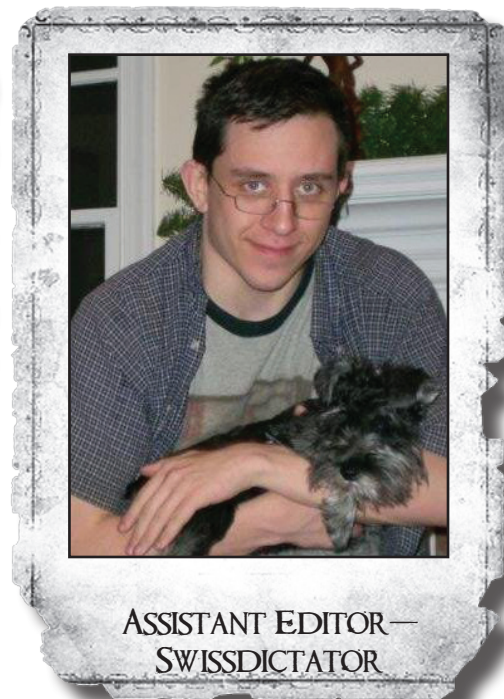
ON ANOTHER GREAT YEAR
ON BEHALF OF THE COMMUNITY THANKS FOR ALL THE HARD WORK



EDITING GODDESS—
SOJOURN



SUBMISSIONS COORDINATOR—
MAUL



ASSISTANT EDITOR—
SWISSDICTATOR



CONTENT EDITOR—
CORNIXT

Well, another year has come and gone and another year of outstanding effort by the entire Word of Hashut crew. To say that I am grateful would be an understatement. Suffice of to say on behalf of the entire community thank you.

For my own part many thanks as well. As I always say, I am the most visible part of the Word of Hashut, but I am not the only one. For those not in thee know these are the guys (and gal) behind the scenes that make this ezine go.

Here's to another great year and hopefully many more to come, take a break (not too long) as issue # 8 looms on the not-to-distant horizon and besides we have the Skavenblight Gazette to beat.
-Willmark

THE SLAVE PEN

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



Dear Slaves,
Since Dawi Zharr females are so rare is it true that the hot editing goddess of the Word of Hashut truly has an appreciation for Warhammer?

Name withheld to protect the guilty (*or innocent depending on your view point- Willmark*).

Oiz! all da ladz noz is da last time dis subjecz camz upz da ladz heardz sa da lass was sought outz ba stinkin ratz or smoehtinz.

(Whispers) Howzeverz betweenz us gitz she is da hottiez! looky at that da picz ova darz...

Miserable maggots,
How is it that you are not in the mines, workshops, or providing some other useful services rather the attempting to appear intelligent?

Who is your overlord and or taskmaster that allows this travesty. I will flay his hide but start with you first.

A "concerned" Taskmaster

(General sounds of whimpering, cries of pain and shouts in hobgoblin as whips crack, punctuated by blood curdling screams...)

SLAVE!
You've managed to keep your hands and all of your fingers yet again I see. All the more for you yet to lose, should we grow weary of your writing.

I will bring man-flesh parchment to the slave pits and you will write the many accounts of my great works, beginning with chronicling how I forged the great dungeons of the Old World. I would stay to see you scrawl all ten thousand skins in your own blood were it not that your visage offends and sickens me. Away to your corner and begin, lest the toe of my boot find your face through your backside!

-Nicodemus the Indefatigable, Grand Imperious Dungeon Master, Keeper of Dawi Zharr Laws and Order, Watcher of The Cataract and Arch Lord Forgemaster of Zharr Grungron Ankor

(Continued general whimpering and whining from the collectcted hobgoblins.)

Worthless sacks of hob scum,
Despite your apparent attempts at humor and being witty you still survive and perhaps even thrive? How is that? I thought that the only time you lot were cunning was cheating at games of random chance, slinking away from battles and the like

Willmark's Apprentice

Derz a gamz an da lads are missin? Norms da ladz are onz a gamez like a mini stunty on a piece of foodz. Just last timez da ladz said old Gratnak waz cheatin..... (edited for random mumblings on back stabbing, throats being cut and the like over knuckle bones- Willmark).



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:

PORTENTS 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 Weijin'* 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

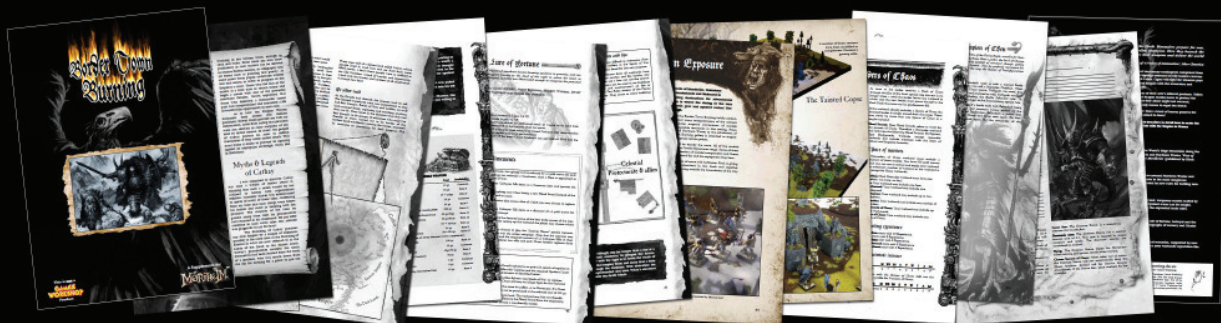
Captains with grand ambition will have their mettle tested in 16 original scenarios, supported by new rules for running non-linear campaigns. Thrilling missions will enhance your warbands reputation like never before.

Dwarfs of Chaos Army Book

Indy GT Army Book



An in-depth interview with the creators of the Indy Grand Tournament Army Book: Dwarfs of Chaos by Kevin Coleman and Matt Birdoff.



Questions and Answers with Matt Birdoff and Kevin Coleman



Matt "Mad Hat" Birdoff



Kevin "Big Gun" Coleman

With the release of the Dwarfs of Chaos Indy Grand Tournament armybook I sent my intrepid Sith Apprentice to grill Matt and Kevin about its workings and origins. - Willmark

Willmark's Sith Apprentice: *What originally caught your interest about the Chaos Dwarfs enough to do the Indy GT book?*

Matt Birdoff: I'm a long time Chaos Dwarf player—they were the first army to really grab my interest. However I had not wanted to play with them using the Ravening Hordes list for quite some time. It's just old and repetitive at this point. Working as part of the WFB playtest team, we had been noodling various GW rules designers to do something with them, to no avail. So when the opportunity came up to create a new book for them, that would be "legal" in our local events, I jumped at the idea.

Kevin Coleman: I'm a big fan of all the Warhammer armies in general, and even if I don't play a particular army, I like to see that *someone* is playing them. So I really don't like it when any of the Warhammer armies or races fall by the wayside. Chaos Dwarfs are probably the most popular of the 'forgotten' armies and so Matt and I thought it would be fun to simply revamp them ourselves with the intent of it being allowed in, at least, a couple of local Indy GT's that we regularly attend.

WSA: *What changes/additions, from the Ravening Hordes list, did you have in mind from the start?*

KC: From the very start we wanted to make certain that every Chaos Dwarf model that Games Workshop ever produced could be used in the list. That would ensure that actual Chaos Dwarf players could use all of their collections in their

games. In particular we were excited to bring back the old Juggernaut Siege Tower (now dubbed the Kollussus Daemon Tower).

MB: There were also certain unit mechanics that we wanted to bring more into line with the current ruleset, like blunderbusses, and other units that were just abusable. The Earthshaker needed a bit of toning down, and the ability to take unlimited 20-point hobgoblin units was out of whack with modern books. Then there were simple, obvious things like making Hobgoblin Wolf Riders 5+ instead of 10+.

WSA: *What did you originally intend to avoid or fear doing with your project?*

KC: I feared time the most. Matt wanted us to do the whole project in just under 4 months. The reason behind that is because we knew that many fan projects on the internet had failed as a result of lack of interest. If we dragged this project on for a year or more, it probably would never have been completed. We set the deadline of September 1 and we knew that no matter what we had to stick to it.

MB: Well, we needed to avoid getting caught up in creating rules that would confuse opposing players. Everything needed to be explainable and familiar to someone who may not have read it or even heard of it. So it was a fine line between making cool, unique rules, and rules that were TOO unique!

WSA: *What differences between initial vision and final product surprised you the most.*

KC: I knew from the beginning that the end product would be cool, but I was totally blown away when I saw the final PDF with all the artwork, design layout and miniature gallery! I was speechless that it looked so great!

MB: Believe it or not, nothing. I had a vision of what the final book would look like from the moment we decided to do it. It had to be of near-GW quality, or it wouldn't pass the "sniff test". Players needed to feel like they were holding what could have been a real, actual GW army book. While I don't think

we took it quite to that professional level—we simply didn't have those resources—I knew we could get it to the point where on initial viewing, it was good enough.

WSA: *What pieces of background material did you draw on when designing the list?*

KC: I invented a lot of new background material for the book, but we drew upon the 4th edition era of 'Big Hat' Chaos Dwarfs, with the all the established elements like Goblin slaves and the worship of Hashut. Gav Thorpe's novel 'Grudge Bearer' and the Storm of Chaos Hellcannon inspired the whole Daemon-possessed warmachine theme.

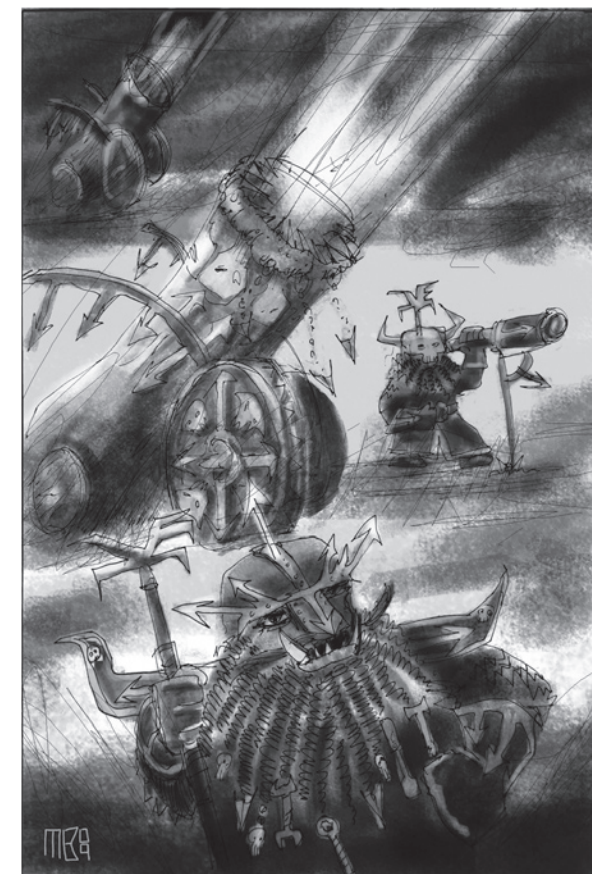
MB: The design of the book drew heavily from current army books, obviously. The main set of unit illustrations drew direct inspiration from the artwork of John Blanche. The reason for that was twofold: first off, his artwork is truly unique, and uniquely representative of the Warhammer universe. Secondly, it was a style that I could emulate to a degree. I wasn't about to try to draw like Adrian Smith, or someone who has that level of anatomical precision and fine shading.

WSA: *Why did you opt for bound spells on here level magic users, as opposed to conventional spell casters?*

KC: Initially we were going to have the standard sorcerers, but then it was discussed that something else might be more fitting. Since Chaos Dwarfs are still Dwarfs it felt right to have their spell casters work a bit different then the traditional mage. And so I went off to create a whole new range of 'Daemon Weapon' for Chaos Dwarf characters. I invented a bunch of unique weapons with their own unique bound spells, but while really fun (and a bit whacky) it was a little much for what we were trying to do.

WSA: *How hard was it to balance the Earthshaker, and how long did it take to figure out a way to make it tough, but reasonable?*

MB: It wasn't, really. Keeping the spirit of the cannon





while making it less powerful was just a matter of lowering the earthquake range.

KC: I don't think the Earthshaker was changed at all from my initial draft. I had fought with and against Earthshaker cannons through four editions of the game and had always felt that they were way too powerful and had the potential to ruin a particular game

— it's not very fun when you can't move your troops around the table! So I wanted pretty much the same effect but not so devastating — hence the current rules in Dwarfs of Chaos. I'm pleased with how it works, though I know that there are a bunch of Chaos Dwarfs players complaining that it got nerfed! Sorry (lol)!

WSA: *How hard was it creating magic for the Chaos Dwarfs?*

MB: Well, in the end we didn't, so that proves just how hard it turned out being!

KC: Magic is probably the part of the book I'm not completely pleased about, I would have liked to incorporate the 'Lore of Hashut', but we needed a lot more playtesting for that and time was short. Also, since we had Daemon-possessed war engines, we were worried that as an unofficial, fan list, it might not be accepted it we had too much new stuff. So we dropped the Lore of Hashut.

WSA: *What elements were you worried about people accepting/liking in the final product?*

MB: There were a lot of things that could have gone wrong that I was constantly worried about. The biggest ones to tackle were getting the list to a point where players at tournaments would be OK with it—it would have been a shame to do all this work to just have it not put into use as we originally intended. The other was getting

it accepted, at least on some level, by the Chaos dwarf community. Without their help, there would have been no book. Once it was done and we released it, though, I knew it would be received favorably.

KC: Well our goal was to put out a top notch fan list that would be accepted in, at least, some Grand Tournaments. I know that the Warhammer community on the internet is an extremely opinionated and a harsh group of critics (which is fine) and so I thought there was going to be a lot of negative feedback for whatever reason — you know, how you can't please everyone and all of that. Surprisingly, most of the feedback that I have read has been extremely positive. So, in that regards it feels good that we did something for the wargaming community and they [the wargamers] like it!

WSA: *What level of interest in your book and Chaos Dwarfs have you encountered?*

KC: Apparently a great deal of interest! Just in the past few months I've attend a couple Indy GTs that have allowed its use and it seems every time I turn my head another GT somewhere it using Dwarfs of Chaos. I'm



really pleased to see that Adepticon has adopted its use for their famous GTs!

MB: It's been really great to see the response. I know of many who are starting new Dwarfs of Chaos armies based off the book, and the level of interest in contributing to the next set of Indy Army Books has been immense!

WSA: *How did you celebrate the "release" of the book, and how many drinks were involved?*

MB: I celebrated with a good night's sleep! I never need an excuse for a drink. I think I was probably drunk throughout most of the time I spent on the project. At least I think I was... it's kind of blurry now...

KC: Actually, it never occurred to us to celebrate anything, but many bottles of red wine were consumed during the creation of this book, for my part anyway! And at the end, I was finally able to sleep soundly after several months with no hassle from Hashut in my nightmares!





TAURUS ATTACK!



By Tom
Van Dyke



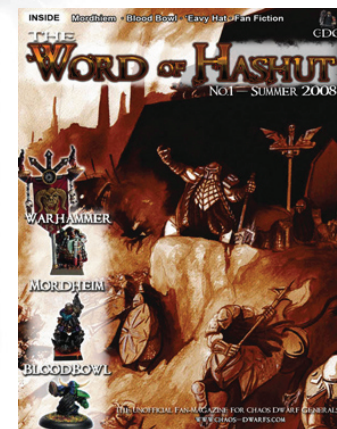
By Ishkur Cinderhat

THE WORD OF HASHUT

Issue #1

Summer 2008

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



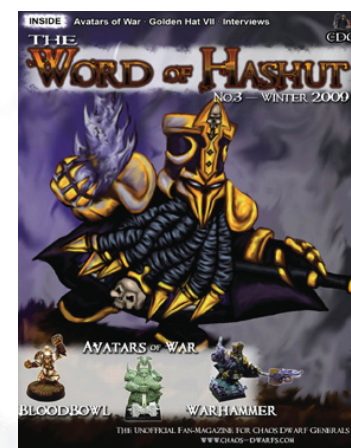
Our inagural issue!
Great short stories
and hobby articles, a must.

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

Issue #3

Winter 2009

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



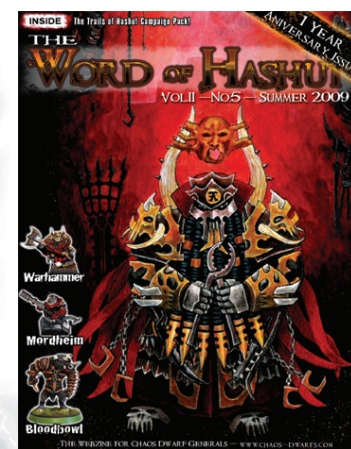
Fantasitc content, great
art, what more could you
want?

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

Issue #5

Summer 2009

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=5707>



The 1-year anniversarey Is-
sue of the Word of Hashut!

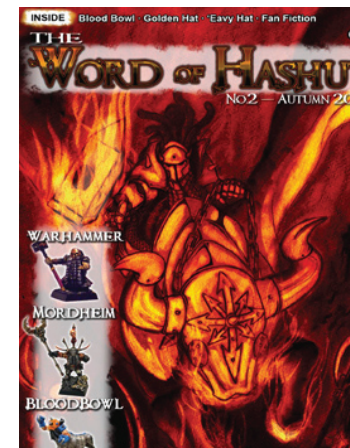
Jam packed with content
the 1st- anniversary issue
is not to be missed. The
content here is staggerimng
as is the artwork.

Also not to be missed is the
Trails of Hashut Campaign
Pack, along the lines of the
old *Idol of Gork* or *Tears of
Isha* from the 5th edition
days.

Issue #2

Autumn 2008

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



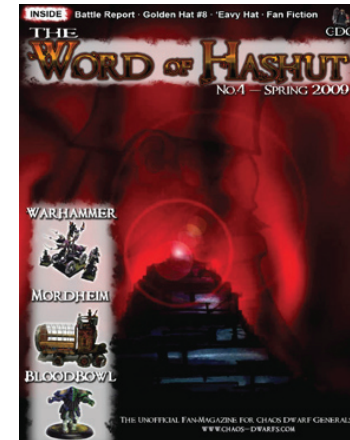
A huge leap forward, the
Word of Hasut makes a
major leap forward in in
all areas of production.

Issue #2 also features an
awesome cover by
Baggnoror.

Issue #4

Spring 2009

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=5058>

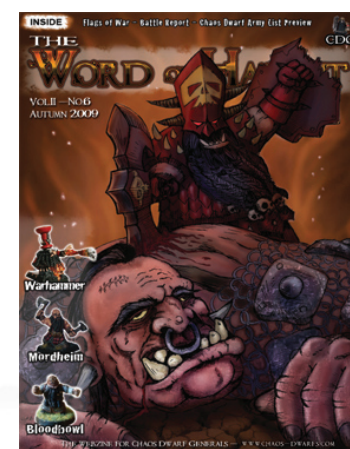


Awesome photos from
Golden Hat VIII and a
wealth of great material
within. This issuse ranks
as one of the best of ezines
ever produced on the web.

Issue #6

Autumn 2009

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=6401>



The fall 2009 issue of is
loaded with Chaos Dwarf
Lore as one would expect
but is also filled with
content in relation to our
foes to the East: Ogres.

This issue also contains
another installment of
Shadow and Flame, the
graphic novel by
Baggnoror.

Raiders of the Dark Lands



THE RUNES OF HASHUT

MEMBER FICTION

AXE OF ZHARN

BY GRIMSTONEFFIRE

In the glorious history of the Chaos Dwarfs there have been many legendary weapons forged by the Master Smiths of old. Over the millennia most of these weapons have been lost, their owners having been killed in distant and forgotten lands. Occasionally a Sorcerer Lord will try to reclaim his lost treasures, but such missions are rarely successful. Often there is no record of where the weapons were lost, and they may have been stolen or buried decades earlier.

What follows is the legend of Ghorz Bloodfist and the finding of the Axe of Zharn, one of the deadliest weapons ever forged, recorded by Darkash the Immortal, a witness to the event... Grimstonefire

Throughout the long years of his life, Ghorz spent countless hours in deep contemplation pondering the mysteries of the world around him. He wondered about why he existed, what was the purpose of his life? Ghorz was no sorcerer, he was a mere general and in the iron structure of Dawi Zharr society this meant that no matter what he achieved in his lifetime the foolish traditions of his ancestors meant he could never have supreme power. Yet despite this, Ghorz spent his waking hours dreaming of greater achievements, of being the greatest and most powerful warrior ever to have existed, and to be so legendary that all who walked the earth would know of his name.

He knew such mad ambition would be ridiculed by his peers, and he hated them even more because of it. He remained silent, and decade after decade his torment became unbearable.

By chance one fateful night his Loremaster brought to his chambers an ancient scroll that had been uncovered during some remodelling of his vaults, buried behind several feet of obsidian. The scroll detailed the last known location of the Axe of Zharn, and was to forever change his destiny...

The Axe of Zharn had been completely written out of the histories of the Dawi Zharr, it had been forged in secret in the lost Dwarf hold of Karak Dum and those who forged it had been slain. Who it was that had ordered such an unholy weapon to be forged is not known,

but the scroll had a detailed description of the weapon itself to serve as a warning for those who dared to pursue it.

The haft of the axe was made from a metal unlike any other. It was believed to be indestructible to mortal weapons, and that even the strongest spell could not damage it. The blade of the terrifying weapon is unlike anything that has come before or since, it is forged from the strongest metals and is imbued with the raw power of chaos itself. A blade of twisting tendrils of black magic that can cut through anything as easily as a Dawi Zharr cleaves a slave in two. Quite how this is possible was not entirely clear on the scroll, but a rough scribble in runic script indicated that the weapon actually liquefies everything it touches, transmuting armour, flesh, or even stone into a form of magical ichor that the blade can cleave through with ease.

As Ghorz read the scroll he felt a burning sense that his destiny had been laid out before him. With this axe he would achieve all he desired, and it would bring purpose to his life. After weeks of planning Ghorz managed to leave Zharr Naggrund in secret with fifty of his most trusted Immortals.

Many years and hundreds of miles later he finally found the location of the Axe of Zharn, it was buried deep within a mountain right on the very edge of the Realm of Chaos. The journey had been far from easy as most of his Immortal bodyguards had perished. Some had died defending him against bands of raiding marauders; others had died fighting the monstrous creatures of chaos that prowled the open plains and hunted at night.

Now as he stood before the rune carved altar, deep within a mountain cave, only two Immortals remained.

Ghorz looked with barely contained glee at the weapon before him, all he had to do was to reach out and grasp the weapon and he would step onto a path of destiny greater than any of his race could imagine. He would drive back the Greenskin tribes, enslave the Dwarfs and

Manlings, then wage a war on chaos itself.

Slowly he extended his arm, but as his fingers grew closer a deep rumbling sound echoed in the caves around him. A billowing black smoke arose around the Chaos Dwarfs, and with an ear piercing shriek a Lord of Change tore through into the mortal realm in front of them.

The immortals drew back in terror, but Ghorz was not afraid. He looked at the Daemon closely. The legends his Loremaster had told him had always portrayed the Greater Daemons as being godlike in their powers, creatures that demanded worship and blind obedience from their followers. Ghorz cared not for either, with the Axe of Zharn he could not be stopped by this or anything else.

He reached again for the axe, but the Daemon knew his thoughts and spoke to him in a harsh metallic whisper.

"Ghorz, you are truly one of the greatest warriors ever to have lived. Take the blade, slay all that come before you and Tzeentch will protect you for all eternity."

"I will do all this and more Daemon" roared Ghorz, "There is nothing that can stop me. I have no need for your weak god."

"Curious creature, can you not see that your mortal life is but short. With this weapon you will achieve more in your lifetime than a thousand of your race, you will slay giants, butcher dragons, and massacre more warriors than you can possibly imagine. But when all this is achieved, when you are the greatest ever to have lived, if you do not die in battle the slow passing of time will still defeat you. The vast expanse of eternity will open up before you when you die, and this blade will have its final victory. For every second that passes will be as if a thousand years had happened, and the spirits of all those the weapon has slain will torture you for all eternity. But if you do all this for the glory of Tzeentch you will be spared in the after life, free to join the spirits of your ancestors in peace." The daemon paused, and then a cruel smile appeared over its cracked face. "If you do not, there will be no end to your torment, and Tzeentch is not forgiving..."

Ghorz slowly contemplated. The daemon was not to be trusted, but if what it said was even half true its offer of divine protection would be of small comfort in the after-life, where glory had no value. He spat contemptuously at the Daemon, reached out and grasped the weapon.

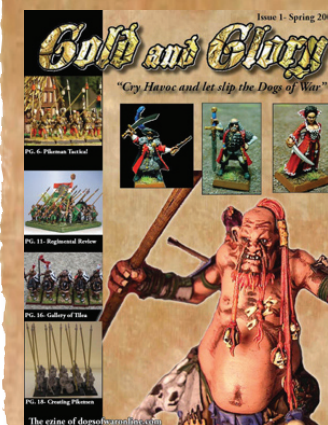
"I will fight, but for myself Daemon. The dead care not for glory!"

He felt the raw power of chaos flowing through his veins, imbuing him with the strength of a dozen Dawi Zharr. The world around him grew faint, and the horrific shadows of a world beyond reality danced wherever he looked.

"So be it foolish creature". The Daemon cackled as Ghorz began to slowly and painfully transmute into ichor, eventually he dropped the weapon and dissolved into a sticky puddle. His tormented spirit joined the others trapped within the cursed weapon for all eternity, as it was always meant to be.

Gold and Glory

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Issue #1 Winter 2009

<http://dogsofwaronline.com/forum/showthread.php?tid=172>

The Inaugural issue of the ezine of Dogs of War Online, created for Dogs of War generals everywhere.



Issue #2 Summer 2009

<http://dogsofwaronline.com/forum/showthread.php?tid=172>

The followup to the successful first issue.

Look for Issue #3 in the not-to-distant future!

Cry havoc and let slip the Dogs of War!



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THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

The Forge of Hashut

BY NICODEMUS

Warhammer Quest (WHQ), released by Games Workshop in 1995, is a great dungeon crawl game where a party of warriors set out to conquer a dungeon, slay monsters and gather treasure. Chaos Dwarfs were a popular choice of foe by the game designers, and players were likely to encounter Chaos Dwarfs during much of their adventuring career.

Earlier this year I completed the mammoth task of creating 3D versions of all of the official WHQ game boards ever released. While not an "official" board, I also made the Chaos Dwarf-themed "Furnace of Hashut" room from White Dwarf #201. While this was never released specifically for WHQ, it is the same style and scale. Rumor has it a Chaos Dwarf expansion for WHQ was in the works but never materialized. The Furnace of Hashut would have been part of that expansion but was relegated to a battle scenario in White Dwarf #201 instead.

In terms of scale, the original Furnace of Hashut board uses ~30mm square tiles, however, I wanted mine to be a little larger to ease crowding of figures and to accommodate dice to track unit damage. I went with 45mm squares, which means that the board section is exactly 50% larger than the original.

1. Getting Started

- Inventory for getting started
- Sheet of 1-inch thick extruded polystyrene
 - X-acto knife/Box cutter
 - Metal ruler
 - HB pencil (not sharp, with the tip rounded) or Sharpie
 - Sandpaper (medium grit)

I used 1-inch thick extruded polystyrene insulation foam. Most home building supply places sell these, the specific type I used was Celfort 200 Extruded Polystyrene, sold in 24-inch x 96-inch slabs. As noted above, each square on the board is 45mm to a side and although the original board section has a black border around the outside I decided to omit this.

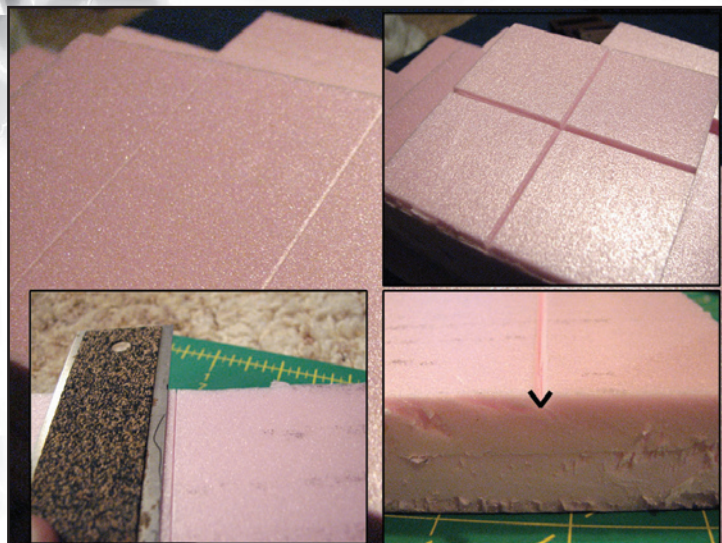
Once the outline is measured and marked on the insulation foam it can be cut with the box cutter. Depending on the look desired, rough edges may be OK and they can be notched, chipped and broken with your hands, or any other look to give it more (un)natural look. I opted for simple and quick straight edges as this was part of a larger 200+ hour WHQ project!

The next step is to make the squares/tiles for the board section and there's two methods I used, 1) cut notches into the foam, or 2) cut pieces of plasticard to size and then rough up the edges by sanding or nicking it with a hobby knife. They both work equally well.

For method 1, using an HB pencil (or Sharpie) lightly draw the grid for the squares on the board. If you're using a cork-backed metal ruler keep it cork side up. Next, lay the ruler down and cut along your guide line with the X-acto knife, but make all the cuts very slightly off-centre, and cut at a 45o angle. Then reposition your ruler on the other side of the guide line and make the same off-centre cut at 45o. The result should be that you've cut a V-shaped trough. Don't go too large, even small cuts will show clearly after painting.

At this stage the edges of the board can be sanded down





to make them as smooth as is desired. From experience, if the top surface of the insulation foam looks like it may not be perfectly smooth and flat or has some texture or lines in it from the extrusion process, you will want to sand the top surface smooth as well. These lines will only be further highlighted later on during painting (I learned the hard way).

If there are cracks or openings in the floor this is also the time to make them. Cracks are relatively easy to create and can be cut freehand the same way the V-shaped spacings between the tiles were made. When I created mine I kept the

original game board sections in front of me and went square-by-square to match the originals as reasonably as possible.

The painting is straightforward and goes quickly once everything has been cut and trimmed. This is where a little bit of effort early on in the cutting and shaping of the foam will pay dividends.

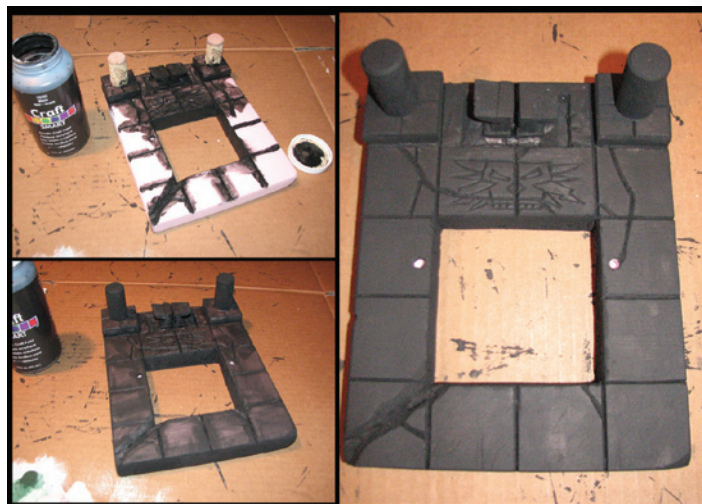
2. Painting

Inventory for painting:

- Plenty of black acrylic for base coats
- Arcylic paints in various colours
- Paint brush(es)

First, apply a generous base coat of black to the top and sides of the board, making sure to take the time to get it worked in to all of the crevasses and spaces that have been cut. At this stage it isn't going to look pretty and you'll have doubts about painting polystyrene foam with acrylic paints - it will look better soon. Once the first coat of black has dried fully, apply a second generous coat of black. The second application will adhere much better than the first and will look more even. If you're impatient like I am, or have 32 board sections you want to speed paint, a large fan will speed up drying time. I used a couple of floor model fans which were constantly going, and this significantly speeds up drying time for the paints, which is important.

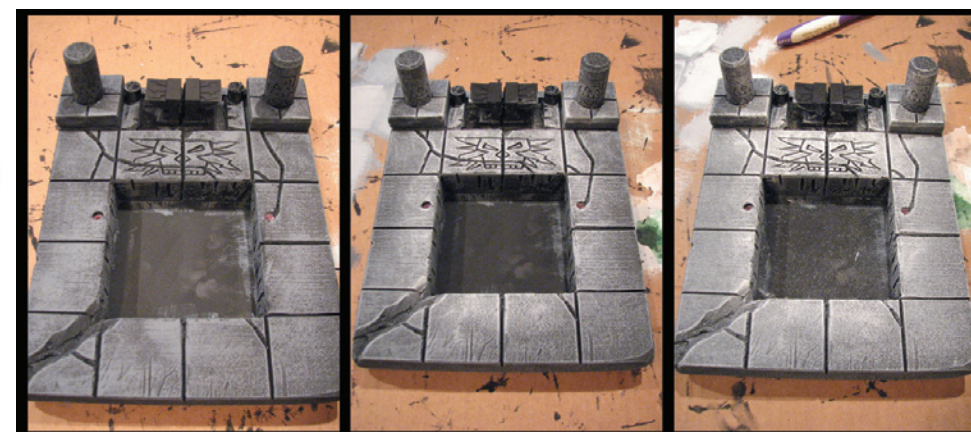
Once the base coats are totally dry, which may take a few hours, the actual colours can start being applied. I dry brushed everything. It's quick and effective and picks up any small detail (or defect, so be warned!). I started with



a very dark application of colour, and went darker than one might think it should be. Be generous dry brushing the first few coats. Several applications of any one colour can be applied before waiting for it to dry. Do not get too impatient and start painting too soon before previous coats have dried, otherwise everything will mix and you'll end up with faded colours and everything will probably look dull.

This is now the stage to begin working up to lighter and brighter shades of the specific colours, using less and less paint on the brush. It's easy to dry brush on a second application if there's too little paint applied, but it's much more work to undo something at this stage. When working up to lighter colours it's important to think about light sources, as those areas should be lightest. For the Furnace of Hashut the light sources are the lava from the furnace itself as well as around the cracked anvil. If you're unsure of where your light sources may be, choose one spot (maybe two) you want to draw attention to.

When in doubt, going with the centre of the board or an opening that's a doorway is a safe bet to highlight. Avoid dry brushing on high-contrasting pure white, and instead go with medium greys, or grey mixed with another colour already in the background. Save white for the very tips of high contrast surfaces and things that are supposed to have sharp, well-defined edges.



3. Embellishments

Inventory for embellishments

- Skulls
- Chains (from jewelry section of craft stores)
- Watereffects (this is the brand name)
- Plasticard of various thicknesses
- Primer
- Model paints & brushes
- Glue (Krazy glue or similar work best)

This part I found the most time consuming. Many things such as braziers, flames, skulls, torture implements, etc. all had to be made. This was done in most cases by converting models or parts of models to match things implied on the original board section. An example is shown, where I used a piece of a Chaos Warrior standard bearer hand and standard, along with some plasti-

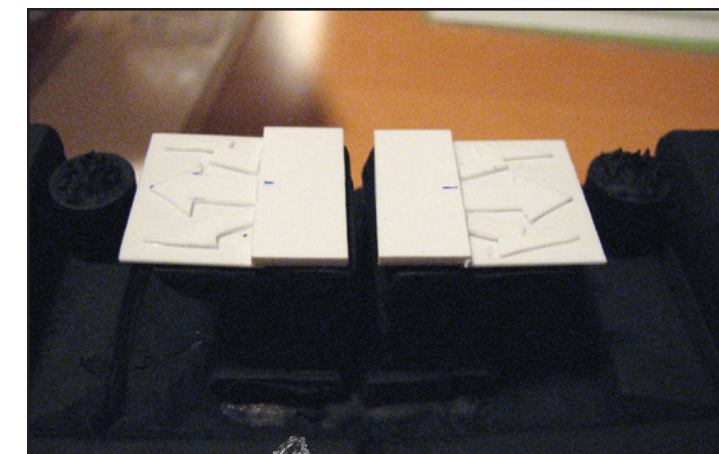


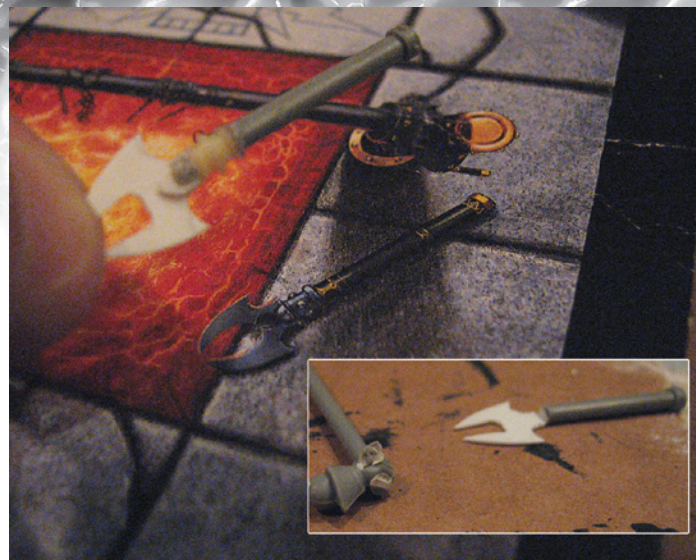
card and a piece from a HeroQuest candle stick to get something I liked. I also carved the Chaos Dwarf iconography into some corks to use as short columns.



Next stage is priming and painting each piece. For the flames and lava I use a material called Watereffects, which hobby stores sell for modeling things like waterfalls, etc. I found that it could be sculpted

very easily with a toothpick to resemble flames. Lava also required some effort as I'd never attempted it on anything larger than a 25mm base before. I found that





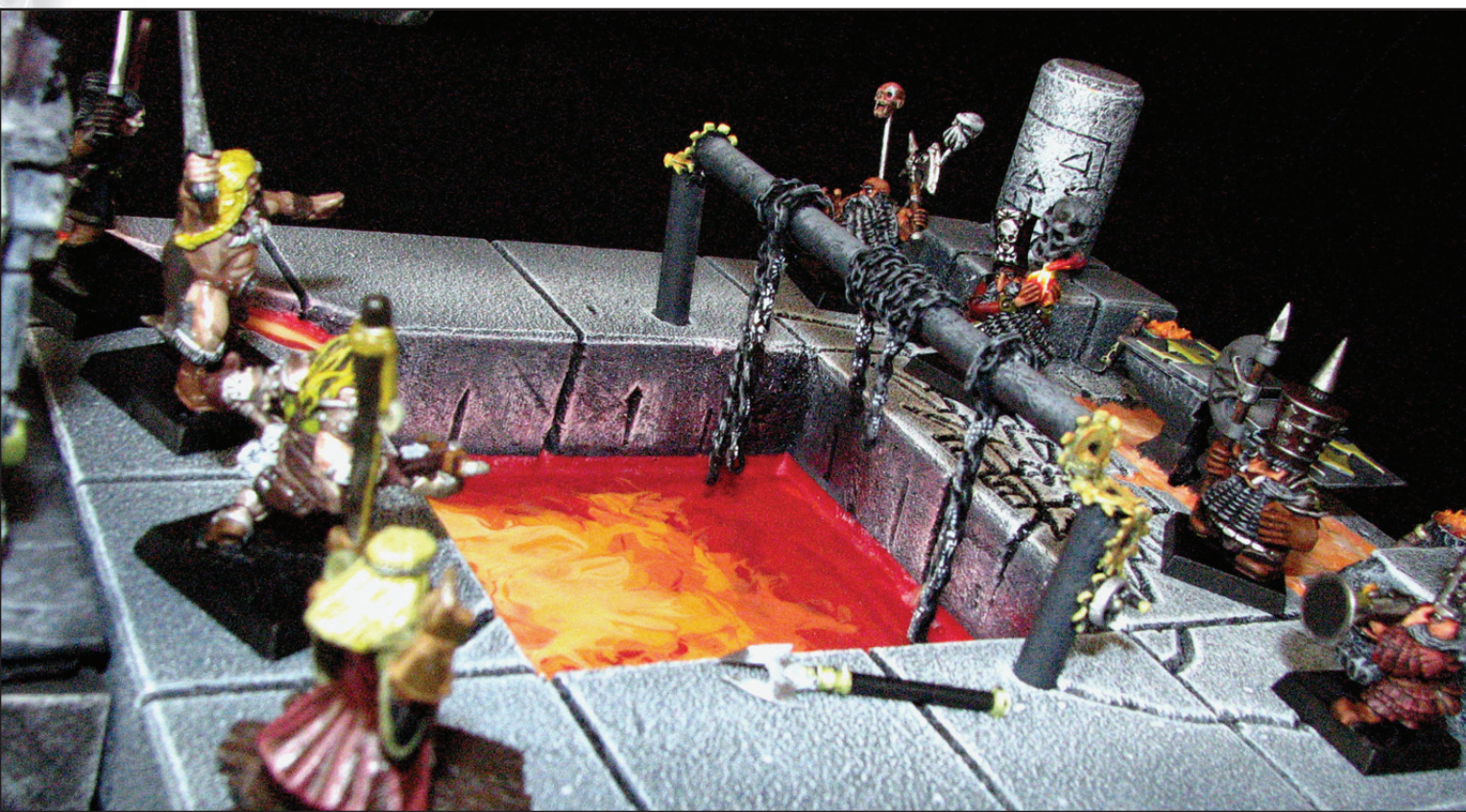
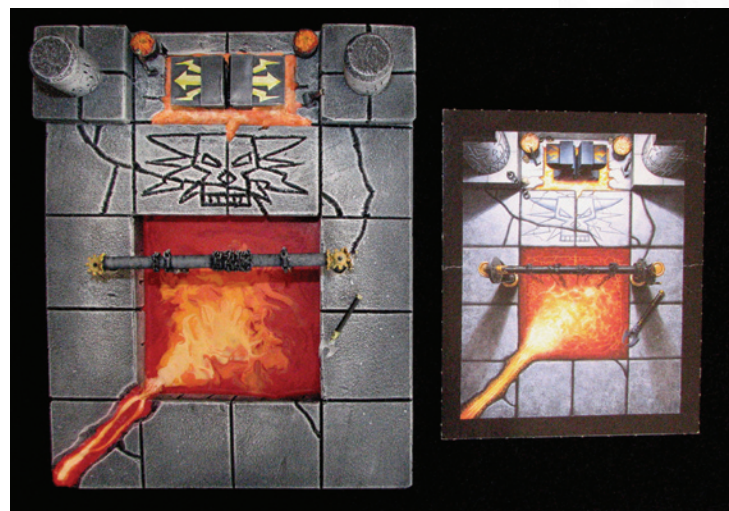
mixing 1:2:2 Watereffects: PVA Glue: Acrylic Paint gave me a good mix that could be poured but wouldn't overflow past edges. I prepared a dark red layer first then a second orange layer and third yellow-orange layer and last a white layer. While each was still wet I applied a little of the next layer, spreading it out with a toothpick, but being careful not to stir it too much. A bit of blowing along the colour boundary gave it a more naturally mixed look.

4. Protecting the finished pieces

The last stage once everything is assembled is to cover everything in a protective coat. I used Krylon matte finish spray. Most aerosol-based finishing sprays like this will dissolve polystyrene, so apply the first coat minimally. Once the first coat dried fully I was more generous in applying a second and third coat. By the third coat I was spraying quite a bit down onto the top of the board as it

will receive the most wear and tear.

Coming Soon – Warhammer Quest: Chaos Dwarfs Expansion



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DIABOLIC FURNANCES

HOBBY SECTION



Making a bolt thrower (how to)

by: m3lvin

special thanks goes to **furrie**, who's excellent bolt thrower inspired me to make my own!

What you'll need;

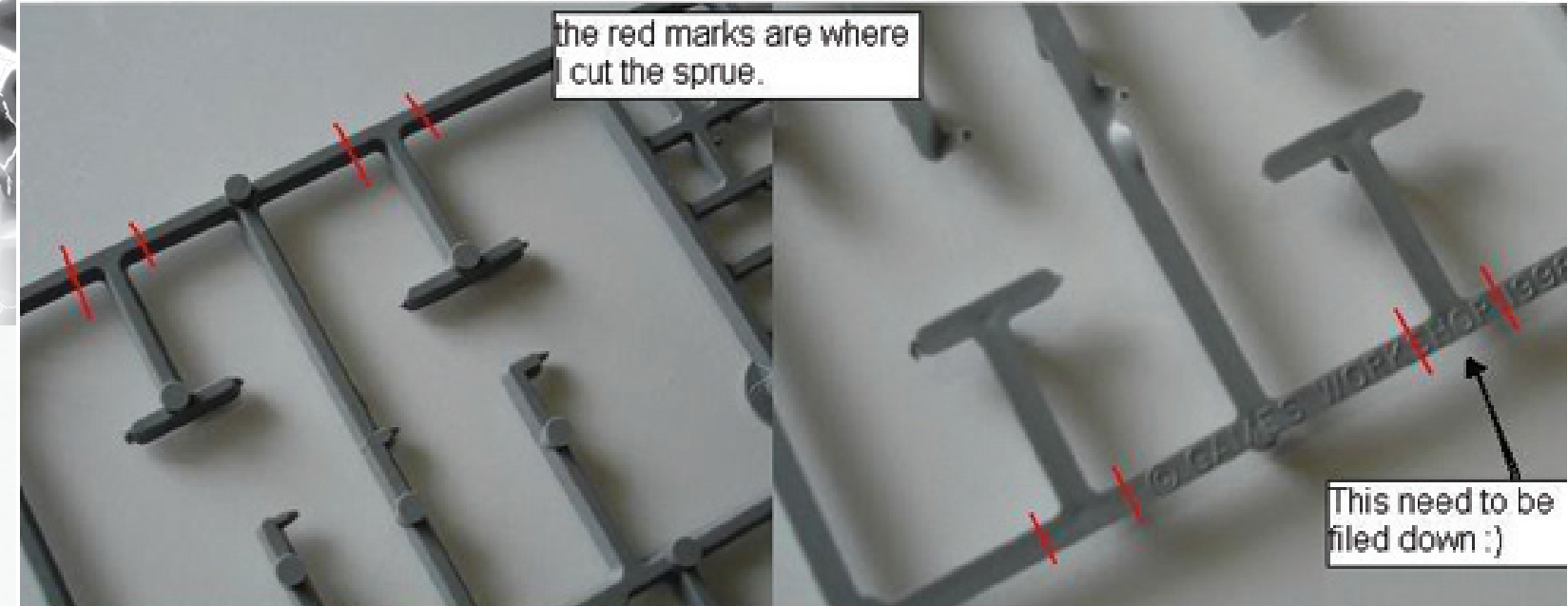
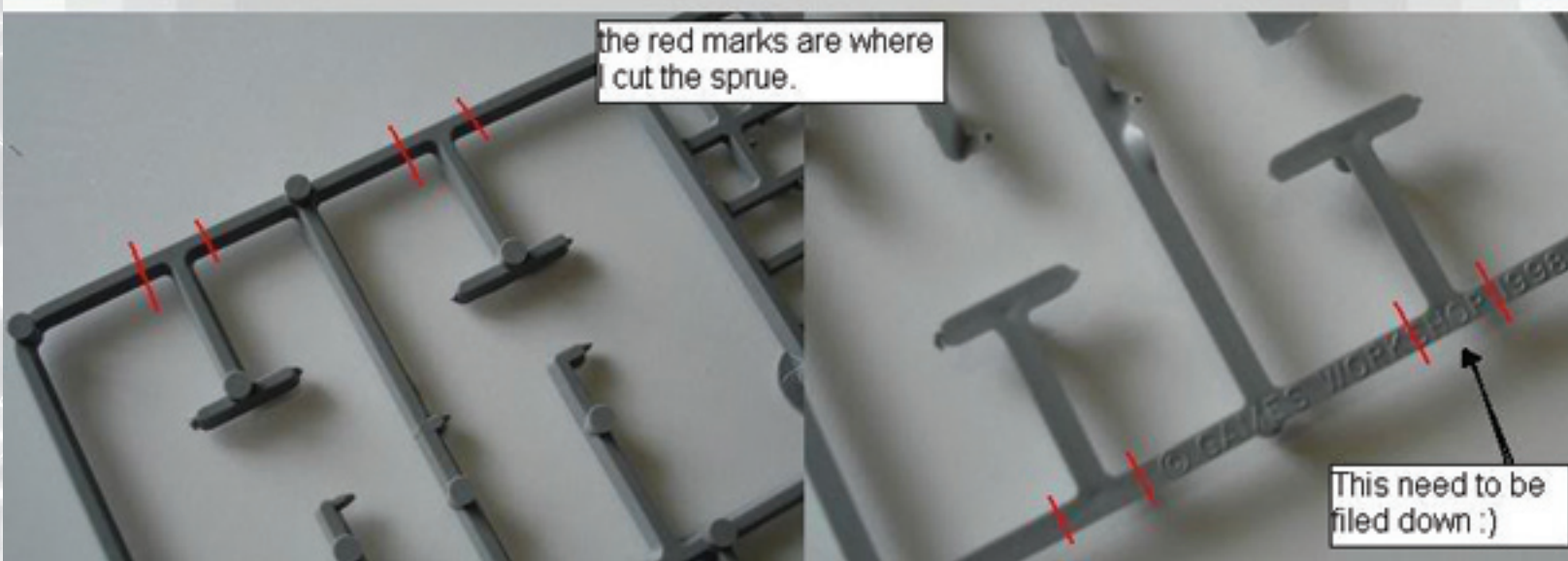
- * left over sprues.
- * a bfsp pony wagon (you can make 2 bt out of 1 wagon.)
- * plastic chains,(or real ones) I used the one with a bell from the zombie sprue.
- * plasti-card (or left overs from a modular movement tray
- * greenstuff.
- * superglue.
- * some lubricant. (to the molds.)
- * cutting pliers.
- * modelling knife.
- * some sculpting experience. (just some.)
- * some mold making experience.

first thing you'll need to do, is to go look up your ol' big pile of sprues, to find some good base material for the bolt throwers body.

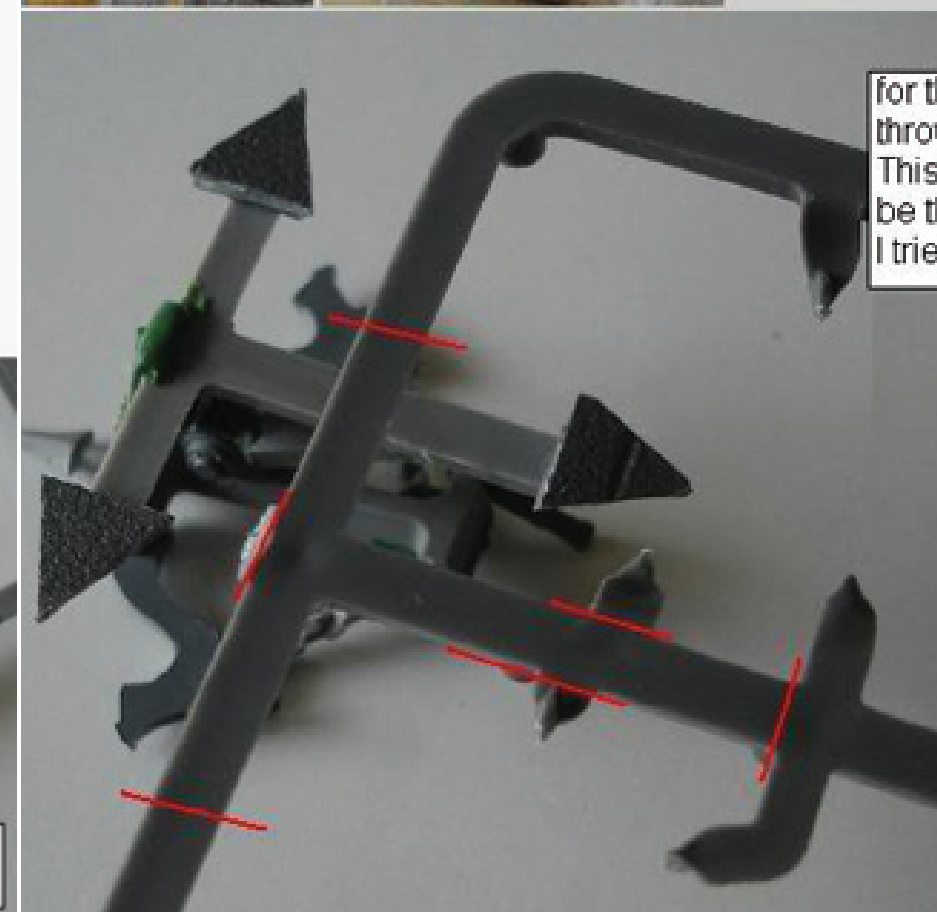
The piece for the upper body I found on the old skeleton sprue to vampire counts, but I'm sure you can find some similiar on other sprues.

If not, you can glue your own, it works too, it's just a little more tricky.

Here are pics of the skeleton sprue:



after i cut out the sprue piece I made, I carved out a line, just to add some details.



for the lower body (the legs), of the bolt thrower I also used sprues.

This time its a T-shaped one, so it cant be that hard to find, I tried to take one as thick as possible.

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!

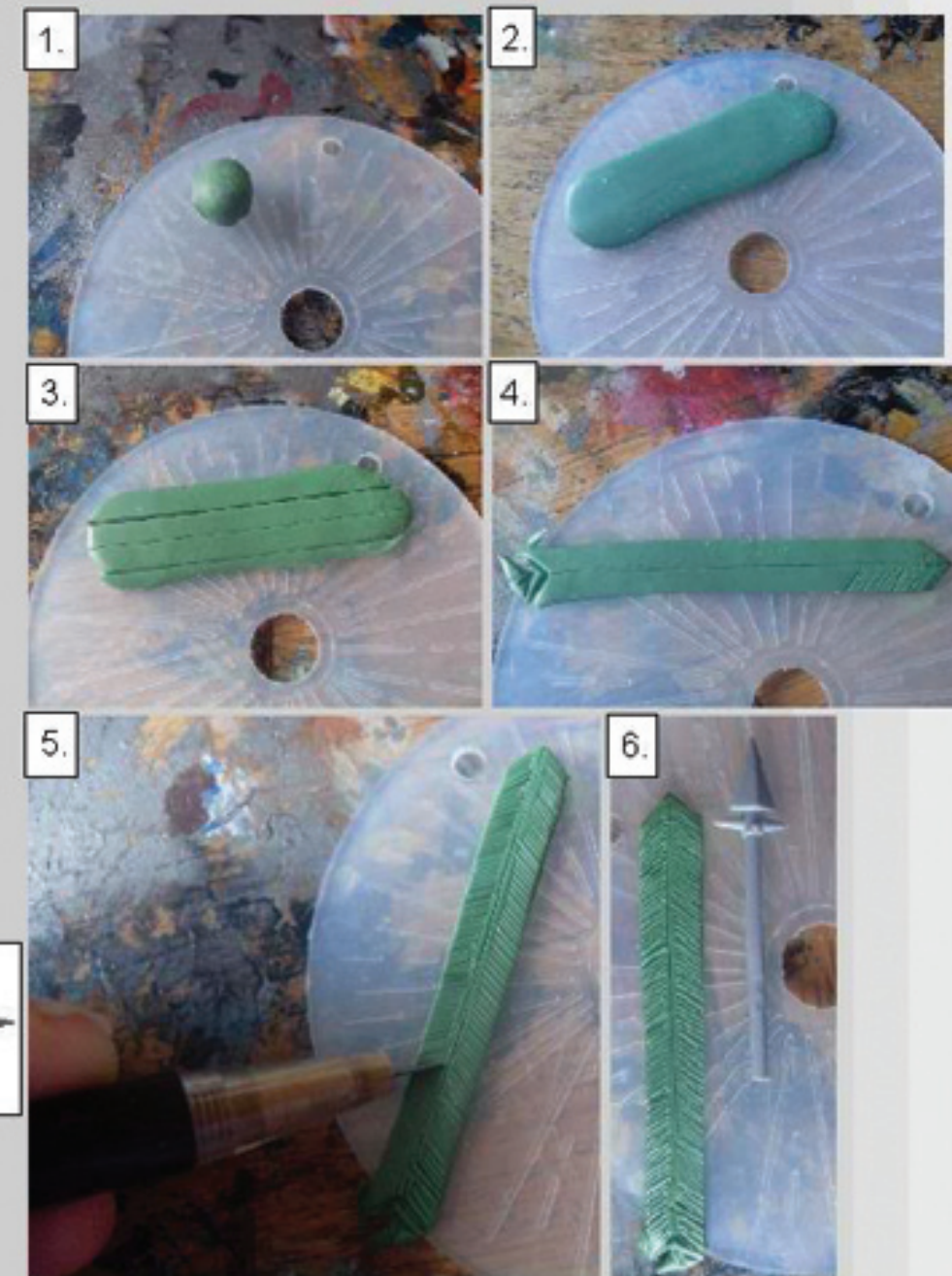


These are the bits I got from my 2 wagons.



this is what they look like on the other side.
You have to fill the hole on the small piece with greenstuff.

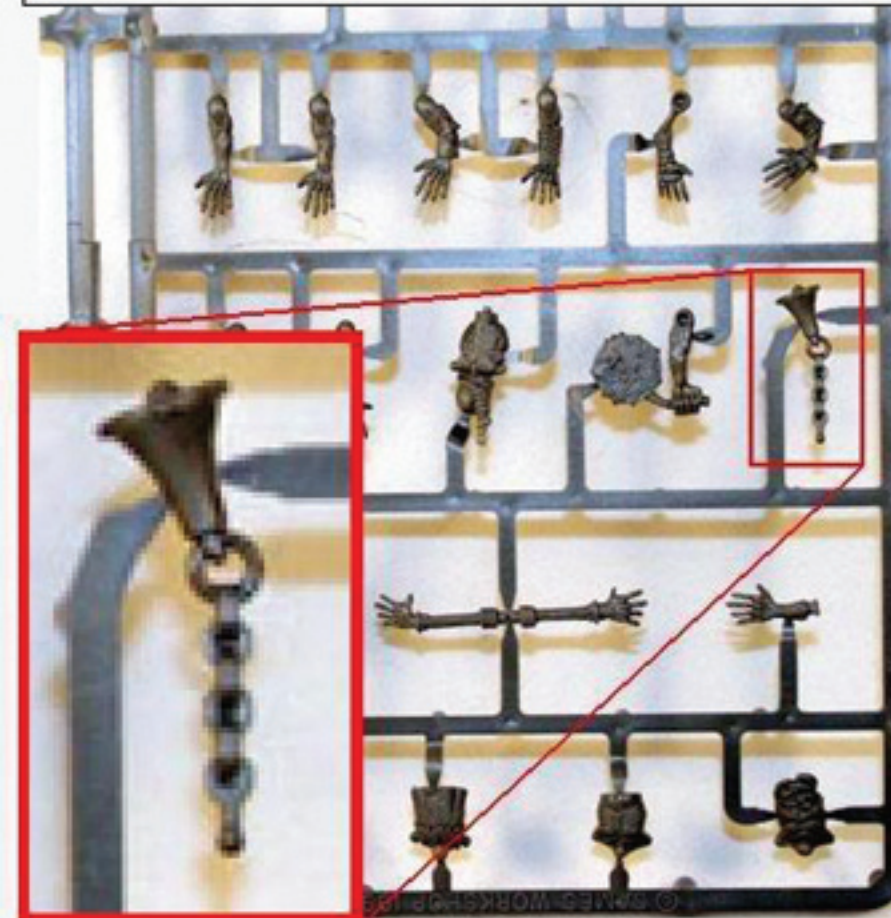
1. start with a ball of greenstuff, place it on a smooth slickery surface, so it will be easy to remove.
2. flat it out, making it really thin.
3. cut three horizontal lines.
4. take away the left over parts.
5. use a modelling knife and cut lines along the piece.
6. now you got your feathers, cut them of at a preferred lenght and fold the to sides together, with glue inbetween.



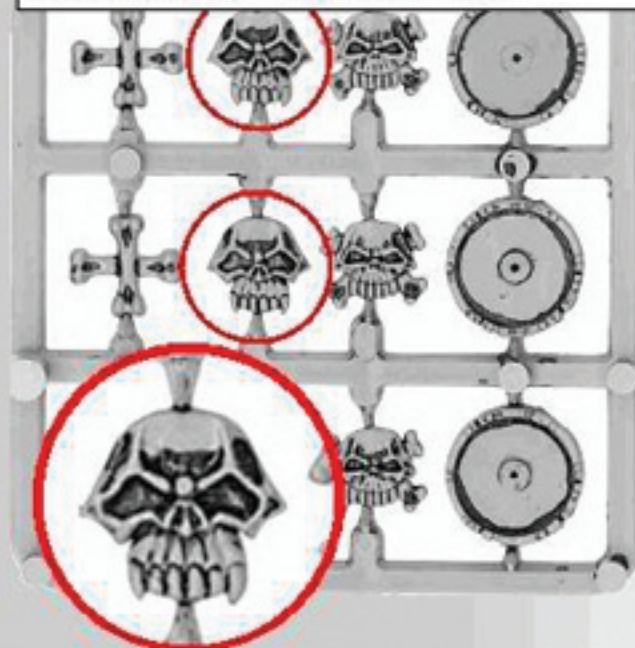
This is what you'll end up with.



Next up, you need somekind of chains.
(you could use rope if you want, but I found chains being more chaosy.)
I found the chains on the zombiesprue to be ideal, both in lenght and in looks. If your converting blunderbusses at the same time, you can use the cut-off bells as pipes.



You may also want to add some cool icon/ornament, on the front of the bolt thrower.
I used the big skulls from the old vampire count shield sprue, as shown below.
If you dont find any cool ornament bits, you can sculpt your own, and later mold copies of it (as described in the mold section).



And now, the hardest, and most time consuming stage.
sculpting originals and making molds.

You have to sculpt the following:

- * a gear/cog wheel
- * a similar metal/washer thingy to be on the opposite side on this bit.
- * two cranequin levers
- * a bolt holder? (the thing that connects the bolt to the chains and spring.)



(Of course, if your only making one, perhaps 2 bolt throwers, you might consider if you need to make molds or not.
It's pretty unnecessary making a mold of a gear, if you'll only need 2, where one of them is the original.)

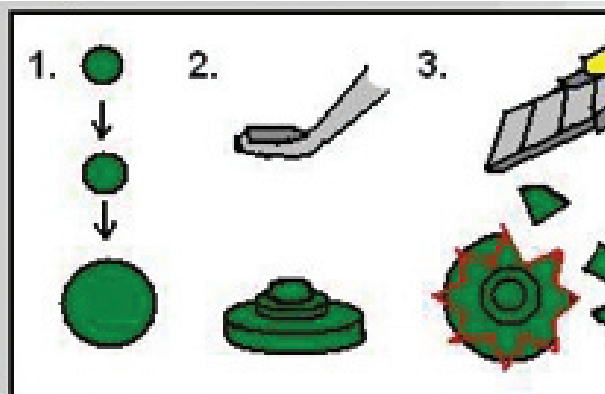
Note: I do not, in any way, recommend you to make molds of GW original parts. I only mold my own sculpted originals.

For the bolt, I took spear arms from the common goblin, and old nightgoblin sprues, which I removed the hands from.
The fletchings (feathery looking things) were made of greenstuff as shown below :

The gear:

I took a ball of gs and flattened it out so it became as circular as possible, but still keeping it about 1,5 mm thick. Then I put a much smaller gs ball on it and flattened it out, followed by another gs ball of similar size, but not as flattened. when the greens stuff had cured, i marked up triangles along the edge of the circle and cut them out. now the wheel had cogs.

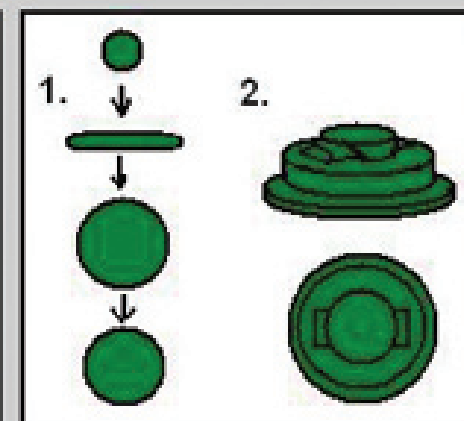
Donel and ready to be molded.



The washer:

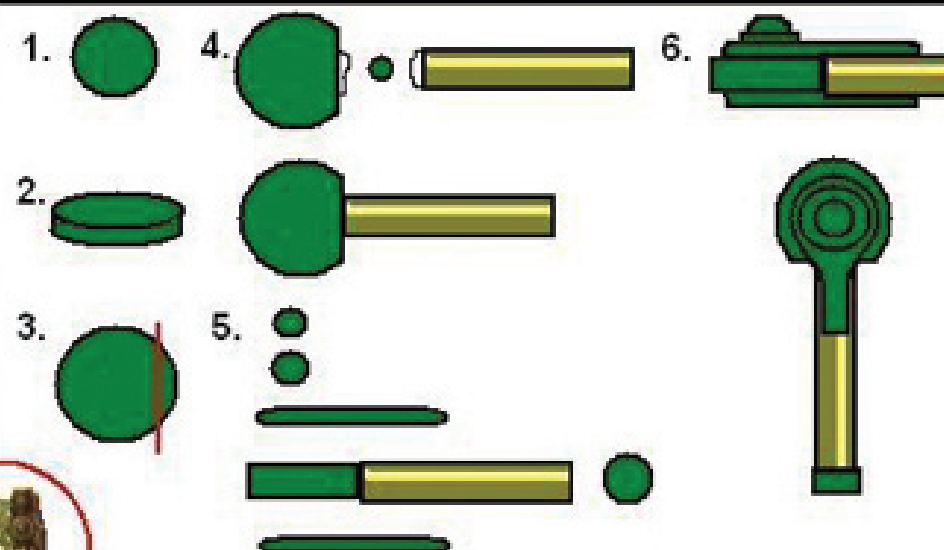
pretty similar to the gear, its made of flattened gs balls. First, make a circular, thin washer out of a gs ball. Then, when its cured, place a long thin gs "sausage" and flat it out/ make it rectangular. After that, place a gs on top of it all and flat it out, and your done with this piece as well.

(YES, it would be much easier making the mould directly on the existing washer on the other side on the bit, but I WOULD NOT recommend it, cause then GW will give you the evil eye. Even if its such a small bit its still pretty much illegal, so therefor I always scult my own originals, just to keep my back clear.)



The levers:

As before, I made a gs-ball and flattened it out. When it had cured, I cut a bit from it, making it flat on one side. then i glued a small brass rod to it (place some greenstuff between to make it stick hard). After that I added more details in form of gs-balls and sausages, using the same techniques as on the gear and washer.

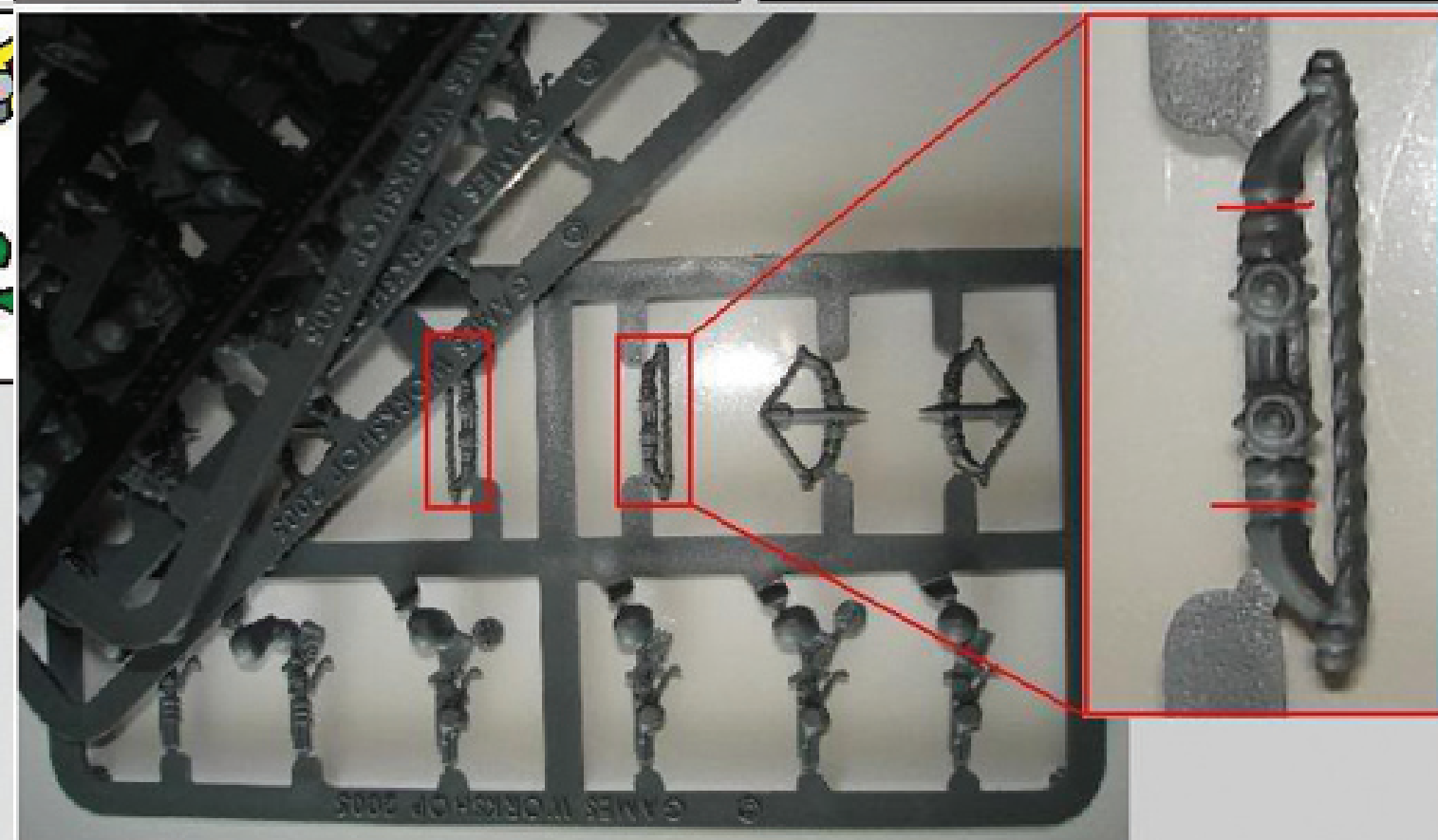
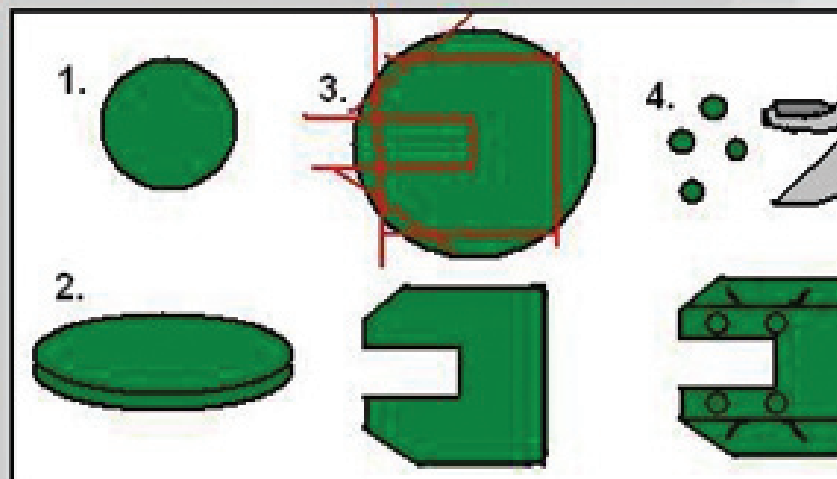


The bolt holder:

This can vary much in design, but the important bit is to make a gap big enough for the bolt to fit, and some space on both sides where you can connect the chains.

Simply flatten out a ball of gs and cut out the shape and gap. Make further shapes with your gs-tools and add tiny gs balls to make rivets if you want.

After I molded mine, I put some bits on them to add detail. I used the gear bits from the dwarven crossbows. (from the thunderer/Quarrellers box).



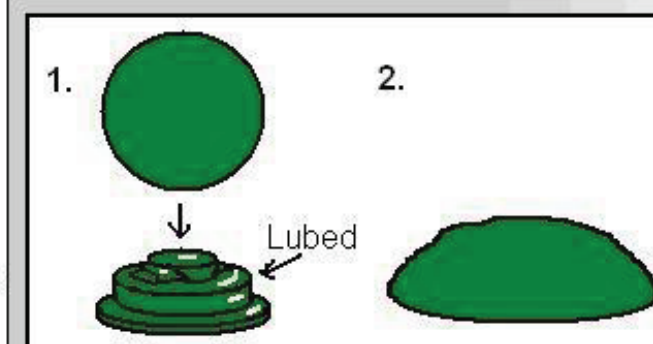
Making molds

There are two different kinds of molds I'm using, one-parts and two-parts. I used one-part molds on every original except the levers, which needed a two-part mold.

One-part molds:

these are the most simple kind of molds, and are used on originals that just har one detailed side. Just lay your lubed original on a flat surface, and push a ball of gs over it. when molding with a one-part mold, lube the inside, and push a ball of gs into it, once it cured pull the copy of your original out, tadah! Another nice feature with the one part mold is that you can stamp your originals. just lay a ball of gs on a flat surface and stamp the mold in it, this way you can create many copies without waiting for the gs to cure.

Note: I do not, in any way, recommend you to make molds of GW original parts. I only mold my **own** sculpted originals.





my stamped gear-wheels.

Two-part molds:

if you have a original that has details on both of it sides, you have to make a two-part mold.

This is a little more complicated procedure, and you can not stamp the copies.

Start by pushing your lubed original into a ball of gs. (somewhat shaped like original, only bigger.)

make shure to push the original down to the widest (or highest) point, so that the molds wont have anything to get stuck to later.

When the lower part of the mold have cured, make some marks ,or "keys" in it, so the two parts will fit well together.

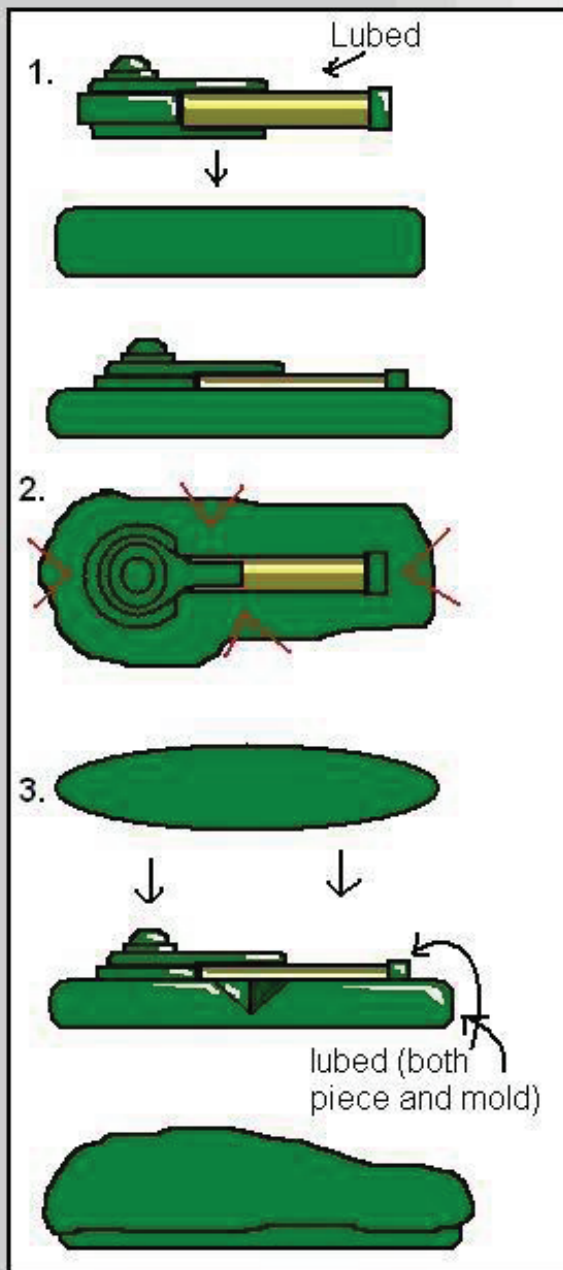
after that, lube the lower part of the mold (and the uncovered top of the original, if needed,) and place another ball of gs on top of it. one it cured, you have your two-part mold!

When molding with the two-part mold, roughly meassure how much greenstuff your copy will need, form it to a somewhat similar shape, and put it in the lower part of the mold (wich is lubed)

Then, put the second (also lubed) part on top of it, and make sure the keys fit.

Push on the two sides, so that the gs will expand and fill every detail in the form.

when the gs cured (6-8 hours) take it out and remove the mold lines.



Putting it all together

I glued my bolt thrower into two pieces, the upper and the lower part. Once I put all detail and rivets on it, I glued the two parts together.

The lower part:

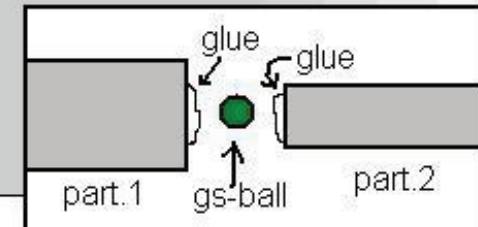
I showed you earlier which kind of sprue I used for the boltthrowers legs. but you also needs two more pieces from a sprue thats about as thick. I marked the pieces on the picture below, and you'll have to cut them so they fit with the pice from the pony wagon.

It can be a litte tricky, but you can always fill the gaps with green stuff.

To add some more details, I super glued rivets on the legs, and added arrow-shaped feets on the legs. The feets were made out of left overs from modular movement trays, but you can also use plasticard or some thick paper.

Rivets were taken from other models, but you can make your own by rolling a very thin gs sausage, and chop it up in thin pieces when it cured.

In the front of the lower part I sculpted some greenstuff to make the construction look a little less fragile. I added a sculpted skull to it aswell.



Greenstuff-glueing:

mostly when i glue my models I use greenstuff.

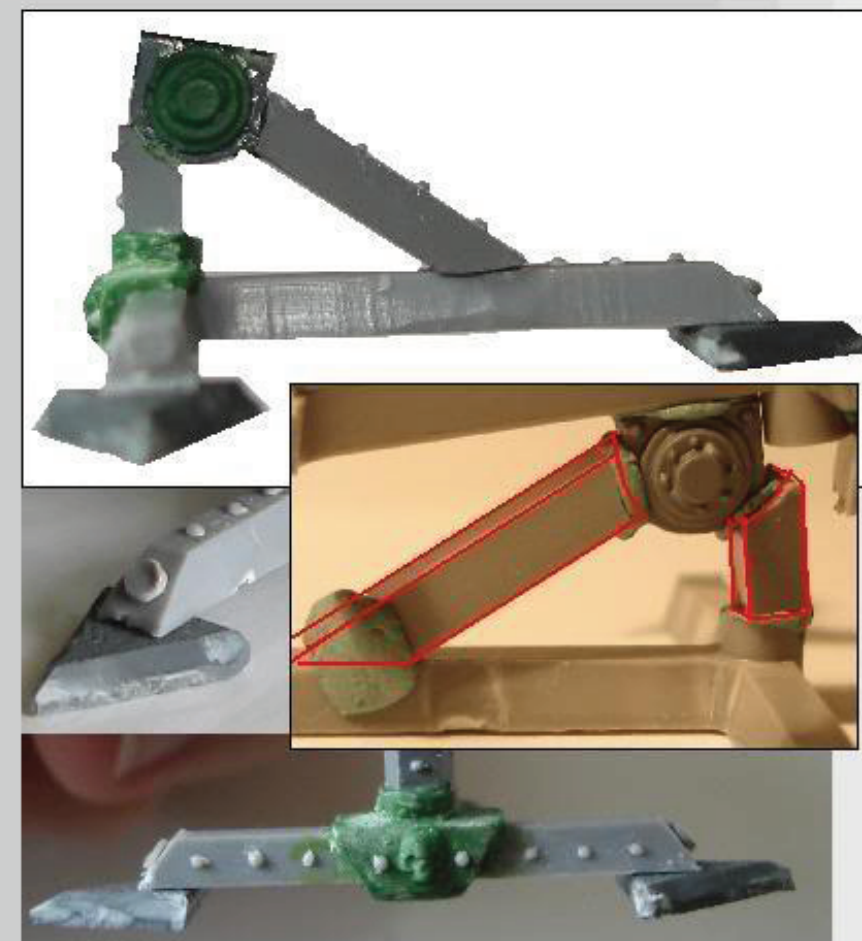
putting a small ball of greenstuff between two superglued pieces makes them stick togheter really hard.

There been so many times before, when I glued big metal models I almost smashed it to pieces because parts always fell of.

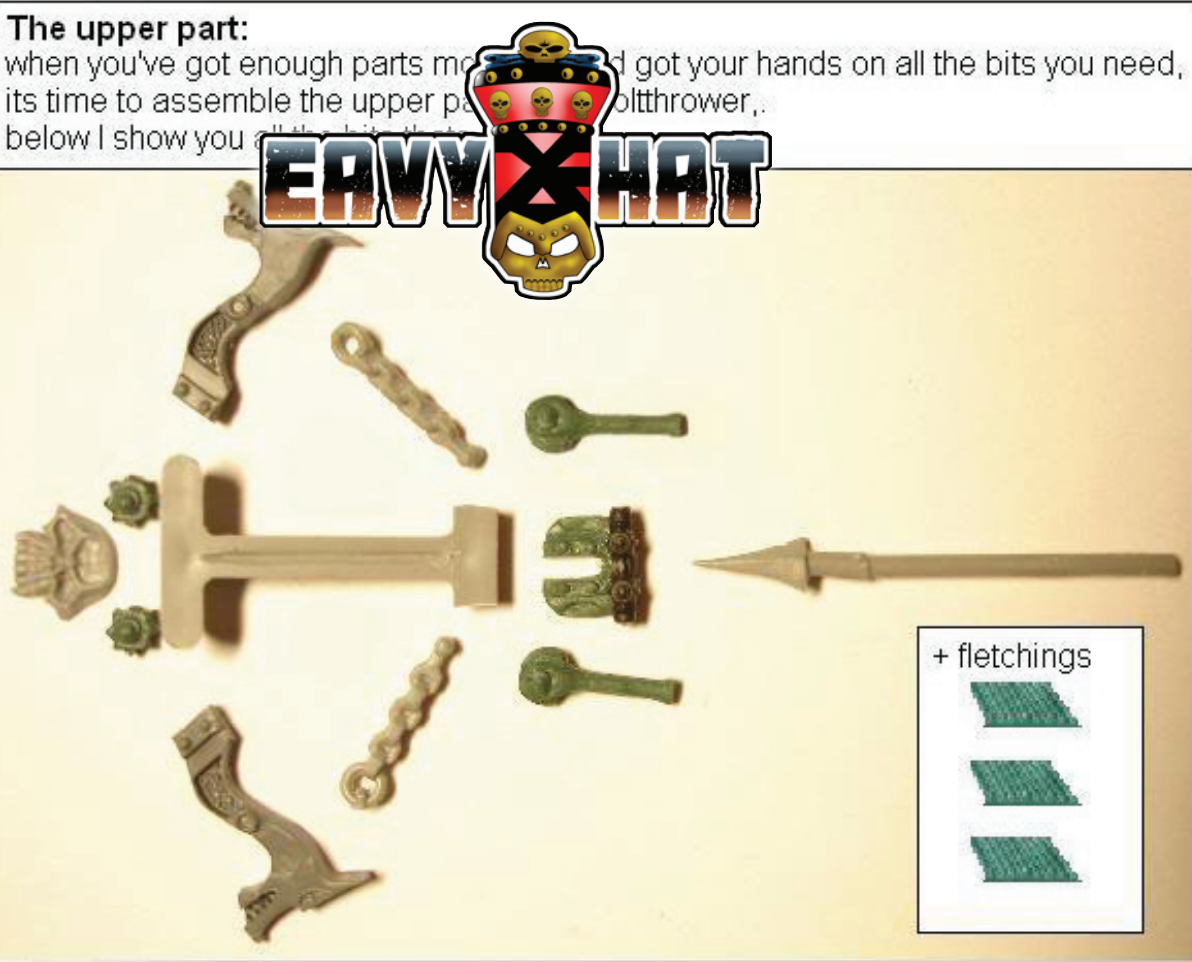
with green stuff, no problem, you dont even have to hold the model those 1-2 minutes waiting for the glue to react,

the gs hold them together for you right from the start!

Once you've started glueing with gs, you'll never go back.



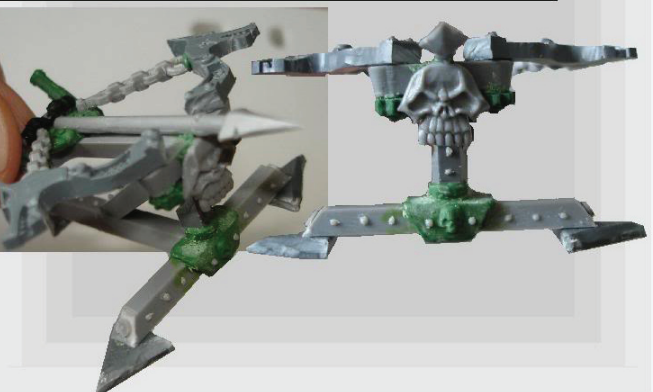
The upper part:
when you've got enough parts made and got your hands on all the bits you need,
its time to assemble the upper part of the boltthrower.
below I show you all the bits that you need.



Gluing all the bits together can be a little bit tricky, but if you measure carefully
before you start gluing it won't be any problem.
First decide how far back the bolt holder will be positioned (if the bolt thrower is loaded,
or just fired), then adjust the "limbs" of the bow, so that the chains will fit inbetween.



Other than that, there's nothing really to worry about, and when you're done with the upper body,
just glue the two bodies together.
And you're done!



We want pics of your Dwarf Lords of Chaos!



Adventures of War

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

xander@chaos-dwarfs.com

DAWI ZHARR IN PRINT

WARPSTONE 28 BY GRIMSTONEFFIRE

Having been a long time fan of the legendary Dwarfs Warhammer Roleplay book 'Stone and Steel' by Alfred Nuñez Jr. (MadAlfred), it took me all of a second to decide to buy Warpstone Issue 28 after I learned there was a twenty five page article in it on Chaos Dwarfs by him.

So for this review I will provide a basic overview at what the article actually includes.

The first five pages of the article are focused on setting out his vision of the Chaos Dwarfs; their past, present, and a little on the future. Even within the first page of high quality writing you come to understand the overall focus of them as a race. A common theme throughout the article is that Alfred has portrayed the Chaos Dwarfs as being the ultimate fatalists of the Warhammer world. There is one powerful quote that perfectly encapsulates this:

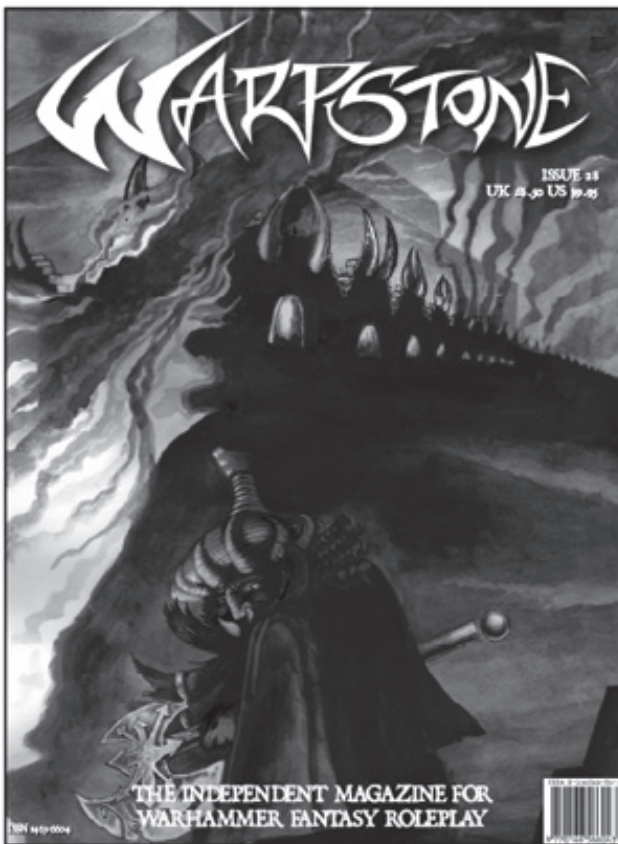
'Their number are depleting more rapidly than any of their leaders care to acknowledge. More than any other race, the Chaos Dwarfs are one catastrophe away from extinction. The question is how much of the world's misery will increase before such a day comes to pass' (p51).

Later in the article there are even speculations that they may become extinct in the next several hundred years. Compared to most of the fan fiction I have read, this already stands out as being life right on the brink of total destruction, so the truly epic potential of this article is already apparent.

Another very important thing of note, and something again that stands out as unique for fan fiction (as far as I'm aware), is that not only has he split the Chaos Dwarf race in two, but he has gone into great depth to

describe them. There are those he calls Dark Dwarfs (the Dhark-Zharrandri), and those he calls the Tainted, but more on that later...

In terms of the origins story the article uses the 'Hashut as a buried chaos deity' version, written out in full. For those familiar with this story it is a logical progression of events, although it leaves many questions about the ultimate role of Hashut as a buried deity for the readers to answer.



For the history fanatics out there, included are mentions of the forced migration of the nomadic humans across the high pass, and the inclusion of the Hobgoblin Hegemony.

Another interesting angle is the involvement of Chaos Dwarfs in the Goblin Wars. In this version they managed to conceal their involvement by using clever designs for weapons and armour.

The Black Orc creation and rebellion is included, as is an inspired piece of writing about what happened in the Dark Lands during the 'night of the restless dead', something I do not recall reading in any fan material before.

In his dark vision of their history Alfred has really gone to town making it bloody and desperate. The devastating Black Plague and a brutal campaign against the legions of Khorne decimated the Chaos Dwarf population, setting the scene for their present situation.

Fortunately the history does not just stop at some point in the recent past. As to be expected from a 2nd edition WHRP writer the history continues right up until the aftermath of the Storm of Chaos, detailing how they have actually expanded their slaving network into Kislev, Cathay and the Steppes.

The following 4 pages are devoted to describing many aspects of their society, anatomy, religion, law, importance of hats, stages of life, death rituals, diet, relations with Chaos and their language.

Without going into great depth here, anyone who has read Stone and Steel will be very pleased with the information provided into all these aspects. The way he has described all these elements provide a fresh view on things that are often discussed and disputed, and goes far beyond what even some of the avid background writers have accomplished.

To give one example, the way he has described the twisted version of the Clan structure is particularly interesting. In this version of the background each Clan is ruled over by the most powerful sorcerer and has any other Clan sorcerers subservient under him. Below them are a council made up of the most loyal supporters, followed by a tier of artisans, weaponsmiths and military leaders, then the warriors and finally the slaves.

The brutality of living in this society is demonstrated in several places. Chaos Dwarfs who fail to follow the commands of the Sorcerers are sacrificed and only the strongest newborns are kept. Another thing I found interesting was the description of the succession process after a ruling Sorcerer dies; the rivals fight it out until the strongest obliterates the others! For any other diminishing race this would all appear extremely self destructive as it goes against all logic of long-term survival, but because of the dark tone set by the article it is all part of an inherent fatalism that pervades all levels of their society and so is perfectly in character.

The following three and a half pages are devoted to describing the Dark Realms, with a pretty 3D map of the Dark Lands. Of particular interest here are the inclusion of the Hobgoblin Hegemony as a buffer set north of Zharr Naggrund, between it and the Steppes. The Kislev Wheatlands in the area we all know as the Zorn Uzkul is included, an interesting historical difference between WHRP and WHFB. No details are given on how the Chaos dwarfs interact with the named towns/ settlements in the Farside colonies though. All of the major locations on the map apart from these have interesting descriptions and named commanders/ sorcerer lords.

After these detailed sections come two and a half pages of good background material on Hashut, including a full lore for WHRP. More information is given on how Hashut selected and empowered his chosen few. Details are given on holy sites, days, strictures and symbols.

The next 3 pages are my personal favourite, a detailed description all about the Tainted I alluded to earlier. To most outsiders the Chaos Dwarfs are all one and the same, but in this vision there is an important and stark difference from one group to the next.

The Dark Dwarfs or 'Tuskers' represent what most of us would know as typical Chaos Dwarfs; masters of

engineering living in industrial cities and ruled over by the cruel sorcerer lords.

The Tainted are a mutated race that first appeared after the disappearance of Karak Vlag. They have a complete sub-culture, history and society of their own. They are hideous mutants, the depraved followers of all the chaos gods except Hashut and Slaanesh. Importantly, whilst the Dark Dwarfs are diminishing, the Tainted are actually growing in number.

The Tainted are not a cohesive nation, some live in caves or settlements across the northern edge of Worlds Edge Mountains or beyond. Others live in Chaos Warbands as armour and weapon smiths. Some retain a few aspects of the Dark Dwarf culture; making beer and maintaining war machines, whereas others simply desire destruction and forage for food and scrap metal.

After this inspirational material comes 4 pages of statistics and bestiary descriptions for using Chaos Dwarfs in WHRP, followed by 3 pages of adventure hooks to set the scene for ideas of how to use them.

In concluding this review, I thought I would highlight a few things I feel may give an overall impression.

The article has clearly been developed specifically to remain true to the 'golden era' of Chaos Dwarfs before the large scale involvement of Daemon binding and Chaos as a whole. No doubt there may be a mention somewhere, but I could not find any on Daemons or on links to the Ogre Kingdoms.

Another thing I found amusing was the small section on the significance of hats within their society, including the outrageous theory that they are actually hiding conically-shaped heads underneath!

The classically themed artwork throughout combined with the clear historical links to WHRP 1st and 2nd edition give the article a nostalgic feel, but certainly not dated in terms of its potentially radical aspects.

I would say it should be interesting read for all fans of Chaos Dwarfs, but especially those keen on the golden era and who are looking for inspiration to write their own books.

Check out 'From the Darkness: Chaos Dwarfs' for yourselves in Warpstone Issue 28.

<http://www.warpstone.org/issues.htm>

THE WIDE WORLD OF WARHAMMER

HIGHLIGHTING ARMY FORUMS AROUND THE WEB

BY WILLMARK

EMPIRE



Forum/Site Name: Warhammer-Empire
www.warhammer-empire.com

Personal note: The Empire is an interesting army as that was were the first army I started with, Back then I launched my force with some 3rd edition Bretonnian models standing in for Empire Knights. Over the years I've had varying success with the Empire, but much like my armies other then High Elves and Chaos Dwarfs, I haven't played them for years.

Now onto the Warhammer Empire forum: If you play Empire in Warhammer then you know this place means business. The staff is friendly and I have rarely seen problems on the site, there is a great deal of knowledge here and that is just the beginning. The site recently underwent some updates to make it even snappier.

For me the Brush and Palette hobby section of the website is one of the coolest portions. The amount of blogs is staggering, as are some of the pieces under construction



Mini by happyzappydude

there. Of course for Chaos Dwarf players one of the best things is Markus' ongoing construction of a Chaos Dwarf mining Complex that is just ridiculously cool! Of course we need him to finish it so we can get it into the Word of Hashut, but much like Chuck Norris, I'm not sure that much awesomeness can be contained.

So if you want to talk about the 3rd SS Panzer division, the Pope-mobile and gun-lines then this is the beardy, erm place to be!



Mini by Willmark

HIGH ELVES



Forum/Site Name: Ulthuan
www.ulthuan.net

Long before this Sith Lord descended down the path

of the evil stunty kin I was of all things... A High Elf player! Now while I hang my head in shame let me explain. Nah, forget that lets talk about the largest high elf forum out there.

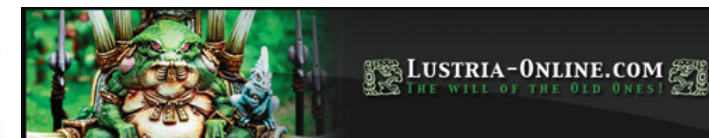
The name has changed a few times over the years and has undergone new management now and again but the purpose remains the same the cause of the High Elves.

Of note to those ezine-o-philas the Citizen Levy produced around the 2004 timeframe and eventually reaching 8 issues was one of the first fan made ezines I ever read. I have canvassed all of the issues and generally like each of them. I can't rightly say if any of them has inspired me to do the Word of Hashut, but they have been a nice reference none the less.

Of special note is the Off Topic section here that can get quite lively in its debate, Always a good read.

My favorite section of the site is the hobby section as there are some really amazing models here. Of which you can find any number of paint schemes for the various provinces.

LIZARDMEN



Forums/Site Name: Lustria Online
<http://www.lustria-online.com/>



Forums/Site Name: Pyramid Vault
<http://www.pyramidvault.net/forum/>

This is one of those cases where there are two forums for an army that both seem to be about the same in terms of traffic (this is not an indictment on either one folks). It's important to note that I don't spend a ton of time on either one so I'm bringing you these sites for information purposes.

Either forum has what you would come to expect from Warhammer forums devoted to the scaly ones. Both are well thought out and easy to navigate.

Of special note for the Pyramid Vault is for the graphical icons to denote which army that you collect and follow, it's a nice feature but last time I was there I didn't see a Chaos Dwarf one!

Of the two Lustria Online is probably my favorite, as I like the look and feel of the site more. With all of this being said I leave it up to you the reader to decide which one you like better as I don't frequent either that heavily to have an opinion on forum quality/community one way or the other.

(For all those who wish to know how to beat the scaly ones check out the Word of Hashut #4 for tactics by Wallace. - Willmark).

That's it for this time around and I hope it's been informative, Join me next quarter when I discuss Orcs and Goblins, Skaven and Tomb Kings.'



Mini by GRNDZ



Mini by GRNDZ

GOLDEN HAT —X

 GOLD — m3lvin



"I knew all from start that I wanted to include both a Great Taurus and Lammasu in my army. They're very cool and unique monsters, so it's a definitive "must have" for a chaos dwarf player.

Even though I really like the appearance of the GW versions of the models, It felt like they didn't fit in with my models that much. That and the fact that they're pretty hard and/or expensive to get, made me decide to sculpt my own.

My Idea of making a masked Lammasu had made me very excited to start building it, and when I saw that a Golden Hat Competition was coming up, I took the opportunity! I've only made one model from scratch before, and that was "Kholek Suneater" for my warriors of chaos army.

So I took all that I learned from building "Kholek Suneater" and followed the same procedures doing my Lammasu; using wire, tin foil, self curing clay and greenstuff.

When making a model like this, it's more important to have lots of patience and self-discipline rather than just skill.

There were many times I just wanted to put it on a shelf and forget about it for a month, but that was no option. You need to be highly motivated to finish such project before a deadline, and knowing that it was a competition gave that motivation.

It took somewhere between 100-150 hours of sculpting and 10 hours of painting to finish this model.

But the time spent on it really paid off, and I'm very happy with the result. I'm very honoured to be awarded the golden hat, and thankful to the whole Chaos Dwarfs Online community which opened my eye's to the best race in the Warhammer world, Hail the mighty Hashut!"

GOLDEN HAT —X

SILVER —  Bassman

In the beginning I was critical of Golden Hat X, as I thought an open contest, without any limitation, was a bad idea. But after I thought about it for a while I understood the real meaning of the contest: have fun modeling something unusual!

I wanted to create something playable and useful for my army yet original and innovative, popping out with an idea: why not a nice unit filler for my second blunderbusses unit?

I like the idea of steam punk technology for Chaos Dwarfs more than daemons binding technology so I went with an huge steam powered machine with a lot of dark and greasy smoke. Victorians steam boats with huge and flute-shaped smoke stacks provided inspiration

The body is made from an old photo film container, plasticard and a little bit of green stuff. Faces are sculpted from styrofoam, bits from an hell cannon complete the miniature.

I am so happy you enjoyed my crazy creation.

-Bassman



GOLDEN HAT — X



BRONZE— Ishkur Cinderhat

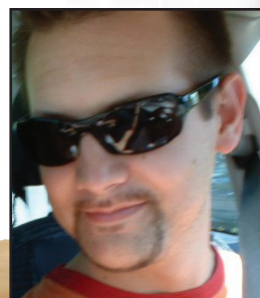
My model shows a rather classic chaos dwarf design, with big hat, scale armor, big nose and tusks.

This is the first time I tried my hand on a large scale sculpt so I had to come up with an easy way to build a frame for the body, and I found this in... aluminum foil! Crumpled and pressed vaguely into the shape of a torso, I was then able to sculpt the body in thin layers of Fimo and green stuff over it.

The metal parts are thin polystyrene sheets cut into shape and stuck onto the green stuff, the rivets are slices from a cured thin roll of green stuff. I like a pseudo-oriental approach to the style of Dawi Zharr tools and weapons, so I curved the handle of the axe similar to a scimitar. The whole thing was then based on a 50mm square Warhammer base.

My favorite part of the model is the belt with the left hand on it, I think this part of the sculpt turned out best, though I will have to practice sculpting hands a lot more in the future as these are very tricky to do in my opinion.

- Ishkur Cinderhat



Fire for Effect!

The Art of Using the Blunderbuss



Coming to Chaos Dwarf Generals in Issue #8— March

TESTAMENT OF A DAWI—ZHARR

— MEMBER SPOTLIGHT — PYRO STICK —



Who Are You?

My name is Ross Gillespie. I'm 19, live in the highlands of Scotland, I have 4 cats and 2 chinchillas and I am currently in the process of trying to get into Edinburgh University to study Japanese.

I have an immense library of fantasy

books and spend just as much time reading, if not more, as I do painting, gaming etc. I'm also a huge fan of black metal so a lot of my money nowadays goes towards expanding my music collection. I have been collecting Warhammer for 5 years. I bought my first models (a unit of Tomb King Skeleton Warriors) on my 14th birthday and since then I've amassed hundreds of models from various different armies. Apart from Chaos Dwarfs Online and my Man 'O War forum *Doom Harbour* there aren't many forums I visit.

When did you start playing Warhammer?

I first got into Warhammer when a few of my friends in High School started a Wargaming club at the school so I went along and checked out some White Dwarf magazines and thought that it looked interesting and something that I would enjoy so I decided to give it a go. I have been collecting Warhammer for 5 years now. Although I enjoy a good game once in a while I still prefer the painting side of the hobby. That's why I've got models from probably 10 different armies. I don't intend on collecting the army but there are just a few models in each army that I would love to paint.

Why Chaos Dwarfs?

I can't remember exactly how I got into Chaos Dwarfs



(ever since I got glandular fever I've been finding it very hard to remember things) but I think this is how it went. When I registered on eBay 5 years ago I would just search "Warhammer" and go through the results and eventually I came across some old Chaos Dwarf

models. I searched Google for Chaos Dwarfs as I had never heard of them and found *The Hand of Hashut*. I wasn't interested in them at the time because I found out they were oop so I didn't register or buy ant models as I was only interested in getting a large Tomb Kings army at the time. A few months later I saw the models again, a bazooka and mortar I think and I bought then for something like £2. I thought the idea of a bazooka in warhammer was epic so when the models arrived I set about trying to find the rules and ended up buying *White Dwarf Presents: Chaos Dwarfs*. That was when I got hooked on Chaos Dwarfs (although I was a bit angry that the book didn't contain the bazooka rules lol. It took a few more years to find the White Dwarf that contained those rules). So the 3rd edition models were put aside in favour of the big hat models. I also collected them because I liked having an army that no one else I gamed with knew about. Then I joined *Hand of Hashut* and *Chaos Dwarfs Online* and a few years later here I am with 5000 points of Chaos Dwarfs, sadly most of it unpainted.



Other Armies?

For Warhammer Fantasy my armies are Tomb Kings, Chaos Dwarfs, Night Goblins and Wood Elves. I have a few Skaven models but not enough for an army. For 40K my armies are Necrons and Deamonhunters and I also have a small force of Haradrim for Lord of the Rings. I also have a 1000 point Plaguefleet for Man 'O War. It's a Nurgle and Slannesh combined fleet.

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

My goal is to finish painting all my Chaos Dwarfs and if I get into Edinburgh Uni hopefully I will get some games in with them. I have no intention of buying anymore-big hat models or 3rd edition models as the prices since I started collecting chaos dwarfs have become too high for me to be able to afford. I don't think I need to add to my 5000 points anyway and its time someone else won a few MM90 Mages lol. I also have a 1500-point Chaos Dwarf Man 'O War fleet to finish painting up. After that I would love to paint up every models I've ever bought (I'll definitely need to strip my Tomb Kings and repaint them all) and display them all. But if I ever do finish all these goals and if I have the money I just might add a few more models to my chaos dwarf collection, like more crossbowmen, bull centaurs, ass cannon and if chaos dwarfs get remade I'll definitely buy a few of those models as well.

What models interest you as a collector?

As a collector I'm interested in a few things in a model. I'm always partial to a Limited Edition model (I should probably sell my second Archaon on Foot...), Out of Print models and valuable models.



With Out of Print models I will only buy them if I think they will look much cooler with a modern paint job than then they did with their original paint jobs. The MM90 set was a perfect opportunity for me as a collector. The mage and crossbowman seem to be semi limited edition and they look awesome with a modern paint job. And they are worth more now than when I first bought them and hopefully their value will continue to increase.

What Do You Listen To While Painting?

I plug my Zune into some speakers and just put it on Shuffle, so I basically listen to loads of different genres of metal. No other music interests me. Favourite genres would have to be Symphonic, Atmospheric/Depressive and Melodic Black Metal, Black Metal (TNBM etc), Melodic Death Metal and Deathcore.

Favourite Chaos Dwarf Model?

My favourite Chaos Dwarf model would have to be the Juggernaut but so far I've only succeeded in getting hold of the Boar Centaur and the sides. I know I should have accepted when I was offered one for £100...



For those not in the know, this is one of Pyro's Man 'O War chaos dwarf ships: a *Thunderfire Battle-barge*. Stay tuned for more Man 'O War content in the *Word of Hashut* in the not too distant future. Willmark



Grudge of Grudges Battle Report

Grudge of Grudges- Battle Report

DWARFS VS CHAOS DWARFS

BATTLE REPORT

By Xander & Taylor

Intro Story By Thommy H

Captain Krazth, Under-Despot of the Fifth Tower, Lieutenant to Lord Hzurkhan of the West Gate, perused the crudely sketched map pinned to the anvil set in the centre of his tent as a makeshift table. He glowered beneath his fecund eyebrows at the cowering Hobgoblin slave, standing as close as possible to the tent's exit as the Chaos Dwarf guards flanking him allowed.

"Your reconnaissance skills are...wanting, Skabend," he said, "but since this is the only information we have, and I cannot spare my own troops to scout the terrain and the disposition of the enemy I will not kill you for its deficiencies. You and your wolf riders have delayed your deaths for another day."

Fank you, m'lord," Skabend murmured before a curt nod from Krazth saw him ejected unceremoniously from the tent.

Unless, of course, you end up skewered by a Dwarf bolt..." Krazth ran a many-ringed hand down his beard, and then began to idly finger one of his tusks; a bad habit he had had for years. "There numbers are no greater than ours, it seems. It is not like our hated kin to set ambushes either, particularly so far from home. I suspect we will have no miners emerging from below our feet."

The two guards just kept staring straight ahead. They knew that their master was not addressing them, merely thinking aloud.

Bolt throwers, a cannon of some kind perhaps, crossbows and...ah yes, Ironbreakers." Krazth shook his head. "If only we had Immortals to counter that threat, but no matter." He shoved the map aside and then marched out of the tent into the brightening dawn.

Krazth, unused to light unfiltered through a pall of smog, squinted towards the east. He could just make out the dark shapes of the Dwarf army beginning to form ranks amongst the distant hills. Sure enough, three war machines were being laboriously dragged into place. Around his own camp, slaves were being whipped up to their feet as Skabend and his wolf riders mounted up and, at a hard stare from him, bolted away into the darkness to take up a position that would make best use of their speed and manoeuvrability – that was an advantage that the forces of the Dawi'Zharr would always have over their western cousins.

But that would not be what won them the day, Krazth knew. He turned and walked across the churned-up earth towards the rear of the camp, past a number of his warriors who were currently checking and loading their fearsome blunderbusses. Behind them, a towering shape loomed over its Chaos Dwarf allies. A wizened figure hobbled from between its legs, which resembled iron tree trunks.

"All is ready?" Krazth asked.

The rites of binding have been spoken, Captain," Dhruz, the ancient Daemonsmith whispered, his voice made hoarse from years of shouting commands over the thunderous noise of the soul-forge. "The beast will serve you. I regret that I shall not be able to fight beside it."

There is no need for regret, my loyal magister – except for that which will blossom in the minds of our weakling cousins as they see this engine march into battle beside our blunderbusses. They

will truly know that the will of Hashut is set against them when they look upon their iron-bound doom."

As the sun began to rise, both Dhurz and Krazth craned their necks to look up at the Kolossus. For its part, the dull red glow had only just begun to rise in the thing's dead eyes, but both Chaos Dwarfs could hear the distant chattering of enslaved Daemons within its metal hull and soon, very soon indeed, they would stare out through the bull-shaped facsimile at the Dwarfs who waited for them. And then they would indeed know that Hashut – and doom – was upon them.



The Opponents

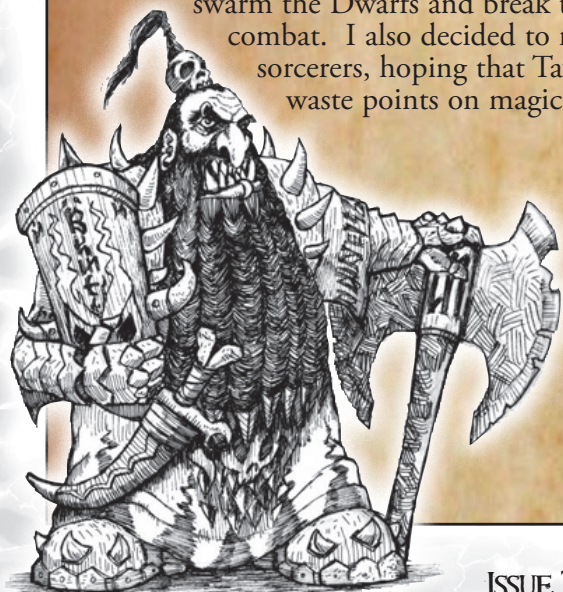


XANDER
COMMANDING
THE CHAOS DWARFS



No gang, we do not make Chaos Dwarf T-shirts; you need to make your own and remember you cannot sell them. - Willmark

Dwarfs versus Chaos Dwarfs: the grudge of grudges. Those goodie-two-shoes abandoned our ancestors in their time of need. Now we'll make them pay! For our battle report, Taylor and I decided to only use our painted models. We decided on 1000 points for this reason. Since I wanted to use my newly painted Kollossus model and I didn't have any Blunderbuss painted, I decided to run the Kollossus as 9 Blunderbuss (like a unit filler) surrounded with Hobgoblin fodder. Thus, I could represent the awesome firepower of the Kollossus in a neat little unit that doesn't go beyond the Ravening Hordes rules. When making my list, I wanted to take as many troops as possible and try to use numbers to swarm the Dwarfs and break them in combat. I also decided to not take any sorcerers, hoping that Taylor would waste points on magic protection.



TAYLOR
COMMANDING
THE DWARFS



As Xander said, we only wanted to use our painted miniatures. Since I have over 2500 pts of painted miniatures, I let Dave decide on the amount points he wanted to use. I've never had good luck with mobile dwarven armies so with that in mind I made one that would primarily

involve shooting at the enemy until they got close enough to engage. Since the game was only 1000 points, I figured that I would just rely on the natural magical protection of the dwarves rather than taking any additional magical protection. So, with that being said, let's give these filthy perverts a good what-for!!



And So it begins...

Theme

The dwarfs must defend their mine from the onslaught of the Chaos Dwarf raiders.

Deployment

Deployment - Chaos Dwarfs

Xander- I really didn't have much of a plan in my deployment except that I wanted to get my war machines in a position to fire without obstruction. The rest of my troops would be placed at the very perimeter of my deployment zone, so that I could b-line it to the enemy.

Deployment - Dwarfs

Taylor- I knew that I had to protect my artillery - thus I decided to fortify it in within the hills on the map. I would mainly be staying in one place and letting Dave's troops come to me, thus I knew that I should take a place that was protected and where I would be comfortable for the first five turns of the game. We rolled to see who goes first, and we both rolled a 1, though because I finished deploying first I decided that I would take the first round.



the capacity to throw a wrench into my plans, but also because I knew it would piss Dave off. The first shot hit, inflicting 2 out of 3 wounds on the piece of vile machinery! One more hit was all it would take to put it out of commission!!

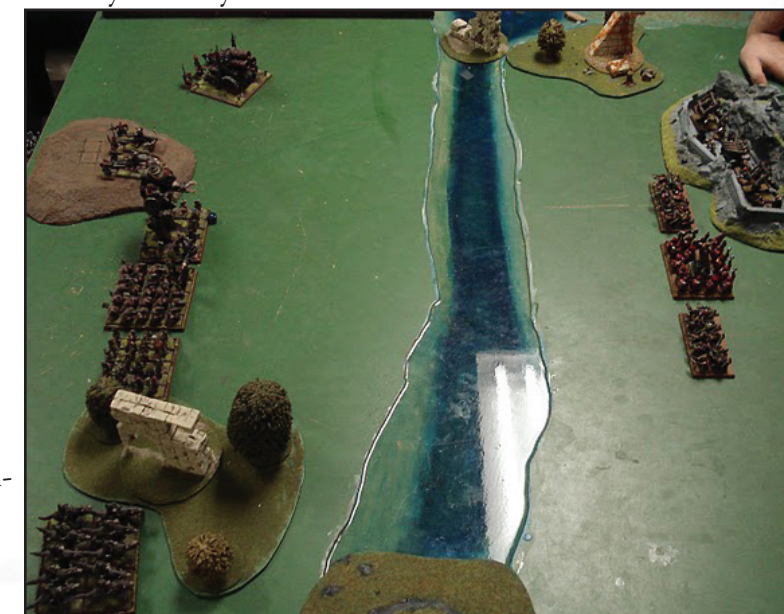
I then launched a volley of crossbow bolts at his Blunderbusses. 3 hits, and 3 wounds - though only one was able to successfully stave off injury. I then redirected my second unit of quarrellers to his warriors - though I only managed to hit twice, and inflict one wound, which was easily saved by the warriors.



All units, Fire! DWARF TURN 1

T: As mentioned above, I didn't plan on moving my dwarves this turn, as I would wait for them to come to me. I felt bad playing like this, but I was greatly outnumbered, and knew that even with my oathstone, I could easily be overwhelmed.

The Shooting Phase was going to be where I did the most damage - so I decided to first cripple Dave's Earthshaker cannon. The Earthshaker is a particularly annoying piece of artillery that can stop my units from shooting at his units as they advance - so I decided to attack it with my bolt throwers not only because it had



Grudge of Grudges- Battle Report

THE CHAOS DWARFS

- 1 Chaos Dwarf Hero – General with Great Weapon, Heavy Armour, Shield
- 2 Chaos Dwarf Hero – Battle Standard Bearer with Great Weapon, Heavy Armour, Shield
- 3 24 Chaos Dwarf Warriors (General in this unit) Full Command, Hand weapon, heavy armor, shield
- 4 19 Chaos Dwarf Blunderbusseers Hand weapon, heavy armor, blunderbuss
- 5 20 Hobgoblin Warriors Hand weapon
- 6 10 Hobgoblin wolfriders (General in this unit) hand weapon, light armor, shield, musician
- 7 2 Bolt Throwers
- 8 Earthshaker



Grudge of Grudges- Battle Report

THE DWARVES

- 1 Dwarven Thane - General- Runic Weapon (+1 S, +1 A), Runic Gromril Armour (Re-Roll Failed Armour Saves, +1 AS), a Shield, and an Oathstone.
- 2 19 Ironbreakers- Stone Bearers, Full Command, Runic Standard (Ancestor Rune x 1, Rune of Battle, and Rune of Sanctuary x 1).
- 3 10 Quarrellers- Crossbow, Great Weapons, and Light Armour.
- 4 10 Quarrellers- Crossbow, Great Weapons, and Light Armour.
- 5 2 Bolt Throwers- Crew and an Engineer
- 6 Organ Gun- Crew

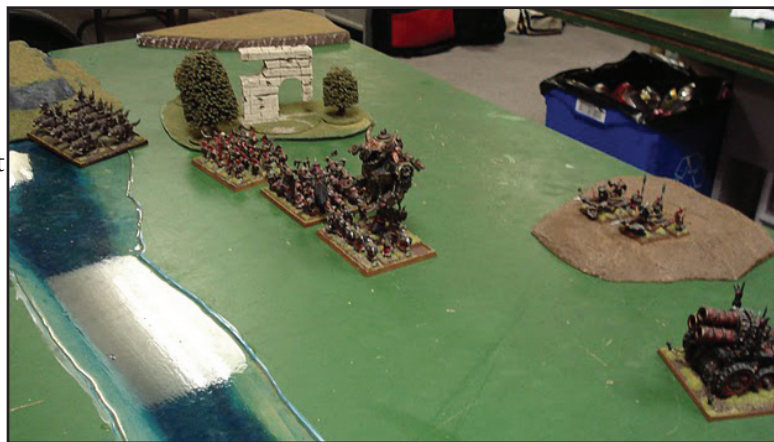


Grudge of Grudges- Battle Report



The assault begins CHAOS DWARF TURN 1

X: Well that was a close call! Taylor almost popped my Earthshaker on turn 1! Time for some payback. The long march begins! It's clear that Taylor is going to stay put and defend his mine, so I sped towards him with all my warriors. The Earthshaker was angry at the wound it sustained, and spewed out its earth-shaking shell which landed amongst the Dwarven war machines, killing a Bolt Thrower crewman and a crewman from the Organ Gun. I managed to roll a 10 for the Earthshaker effect, which means all but the Crossbowman on the far side would be subject to some plate-tectonic disturbance. My Bolt Throwers both shot the Iron Breakers, and managed to cause a single wound.



2nd verse, same as... DWARF TURN 2

T: I knew this was going to happen! The earthshaking managed to get a direct hit on my artillery and one of my crossbow units. Having already decided that I'm not going to be moving my dwarves, so we decided to go straight to the shooting phase. I first decided to try to finish off the earthshaker cannon - though Dave wasn't going to make it easy on me. I rolled both dice, and I rolled a 4 and a 6 - both high enough to allow my ballistae to shoot this round! Unfortunately, my shots weren't nearly as lucky this round, as I only killed one of the crew on the cannon.

My second unit of quarrellers who were not affected by the earthshaker saw how dangerously close the wolf-riders were getting to them, and decided to unleash a volley of shots in their direction. Only one managed to find their mark, mind you, as one died as the rest padded forward towards my dwarves.



Misses a plenty... CHAOS DWARF TURN 2

X: So much for the shaking earth! Must have only been a 2 pointer on Richter's scale. Oh well. I'm not sure what I was thinking with my Wolfriders, but I think I

really wanted to charge to get the game going for the Battle Report! How boring would it be to have 4 turns of shooting without some combat! My shooting wasn't quite as successful this turn. No wounds on anyone, but I managed to roll 11 inches for the area affect of the quaking shell. My Wolfriders charged into the

Crossbowman losing one comrade to stand-and-shoot fire. Rolling the Hobgoblin and Wolf attacks together, I managed 6 hits with my 10 attacks! Then, disaster! Needing 5+ to wound, all my dice came up 4 or below! Attacking back with Great Weapons, the Dwarfs cut down two Riders. Losing combat by two, with my General within 12", it seemed a modified leadership of 8 wouldn't be too bad - wrong - I rolled a 10, and fled 9" panicking my Hobgoblin Warriors, which also fled 9". Ouch...



Awaiting the foe DWARF TURN 3

T: Xander should have known better than to throw hobgoblins up against rock-hard dwarven warriors! I would again have my dwarves hold their ground as I pounded Xander's filthy perverts with artillery. Though Xander's earthshaker managed to throw off a single unit of my quarrellers, both ballistae passed their check again - and took bloody vengeance on the earthshaker. Again, this time I wasn't nearly as lucky as I was my first turn, with no injuries whatsoever.

My quarrellers that was unmolested by the earthshaker's quake effect decided to launch a volley of death at Dave's blunderbusses, but to little avail, as



Grudge of Grudges- Battle Report



Missing redux CHAOS DWARF TURN 3

only one of the gunners was killed.

X: Those Dwarfs have a low center of gravity! Their war machine crew just won't be slowed down! And those Hobgoblins! Worthless gits! It's time to regroup. Marching forward again, and rallying both my Hobgoblin units, things are starting to look a little better. This time, I will think twice before charging the front of those Dwarven Crossbowman. My war machines didn't do much this turn, 2 partial hits, which didn't lead to wound for my Earthshaker, and again 2 misses for my Bolt Throwers, this time against the Organ Gun, which will be in range of my troops next turn.



Fire at will! DWARF TURN 4

T: Sticking to the plan, the dwarves held their ground. I had to make a test for my artillery - namely the organ gun which would be coming into play this turn. It turns out that one of my ballista would not be able to fire this turn as the engineer checked the mechanisms. The one remaining bolt thrower launched a shot at the earthshaker, and manages to hit - though fails to inflict a



wound on the cannon. I directed the organ gun's attention onto the unit of blunderbusses, which is getting dangerously close. The battlefield reeks of gunpowder and blood, as 3 blunderbusses lie dead on the ground.

The second unit of quarrellers decide to shoot the wolf-riders which just managed to regain control over their mounts, though they are too far and they manage to shrug off the injuries.



Annihilation! CHAOS DWARF TURN 4

X: Another close call with my Earthshaker! That daemon-bound monstrosity won't be deterred! It's turn 4! I am finally about to move into combat-range. I decided to position my Kollossus Blunderbuss unit on the perfect angle to hit every Iron Breaker. After a big miss from my Earthshaker, which sent it's shell right off the table edge, my Bolt Throwers took aim against the Iron Breakers. After missing 2 turns in a row, both of the Bolt Throwers hit, skewering 6 dwarfs in all as the bolts pierced the Dwarven armour as if it were tin. Next, my Kollossus unleashed a volley of fire, inflecting 7 hits, and causing 6 wounds. Half of those were saved thanks to the mighty Gromril armour, but 3 Dwarfs lay dead on the ground. A devastating blow, at last! 9 Iron Breakers obliterated!



The Kollossus falls DWARF TURN 5

T: Now the battle has truly begun! Remaining immobile, I prepare for the shooting phase. Both of my ballistae shoot at the Earthshaker, though only one hits - but it kills a crewman! Only one wound or one crewman left - either way it will soon be left useless. The organ gun unleashes a second volley at the blunderbusses - inflicting 2 wounds. The dwarves watched on triumphantly as the kollossus starts to blow steam from various parts of it's body, as it goes to one knee before completely collapsing! The second unit of quarrellers shoots again at those wolf-riders, and fells four of them - which makes the unit no longer a threat.



Hold Fast CHAOS DWARF TURN 5

X: Charge! Here we go, the showdown between the Dawi and the Dawi Zharr! My Wolfriders managed a flank charge on the Crossbowman as well. It's going to be a combat heavy turn! My Earthshaker rolled a Hit on the Organ Gun, then rolled a wound! But alas, I only managed 2 wounds on my multiplier roll! Drat! And then, only a 3" radius would be affected by the Earthshaker's aftershocks. My Kollossus opened fire against the Crossbowmen causing 2 wounds, and my bolt throwers returned to form, scoring no hits on the Organ Gun. Combat time! Taylor threw down his Oath Stone and declared a challenge! My General accepted, and they began their duel. The Chaos Dwarf leader managed to cause an unsaved wound, but was slain when attacked back. The rest of the stunties attacked each other, trading a single casualty. Despite the general's death, the Chaos Dwarfs won combat! Using secret runes of their ancestors, the Dwarfs managed to pass their Leadership check. On the second front, the Wolfriders managed to cause two deaths breaking the Crossbowman. The dwarfs flew a stunning 8 inches away, and the Wolfriders pursued 6 inches into the Iron Breakers. I should have attacked with my Riders first! But I didn't expect them to rout the Dwarfs.



Attack! DWARF TURN 6

T: This is the turn that counts! Luckily, Dave underestimated the tactical ability of the dwarves. Having left his

Grudge of Grudges- Battle Report



flank open when he charged my ironbreakers, my unit of quarrellers (who have only managed to fire off a single volley of bolts) charged the unit of chaos dwarf warriors - denying them their precious rank bonus, with great-weapons at the ready! Because of that thrice-damned earthshaker, one of my bolt-throwers, and my organ gun cannot fire this turn. The remaining shot missed the Earthshaker.

As for the combat portion of the round, my dwarven thane was still revelling in the death of the chaos dwarf hero, and declared a challenge on the champion of that unit. My thane almost finished him off if he wasn't so quick to parry off the

attack. What Xander also failed to realize is that dwarves don't flee unless they want to - and bringing the wolf-riders into combat with the ironbreakers was an easy way to get some unarmoured combat resolution. The oathstone ensured that he would not get a flank bonus, so the advantage lies with the ironbreakers. While the ironbreakers remained unscathed by the wolf-rider's charge, the ironbreakers attacked back - inflicting 1 death upon the unit. As this is happening, the quarrellers smashed into the flank of the chaos dwarf warriors, and managed to kill one of filthy dawzi zharr! The main battle was uneventful, with no deaths on either end, though the chaos dwarves suddenly realized that their raid on this mine was largely a mistake! The wolf-riders broke and fled, while the chaos dwarves only managed to muster enough courage to stand and fight, as they knew that turning their back on such a foe would mean their demise.



To last I grapple... CHAOS DWARF TURN 6

***"I must press on!
For Zharr Naggrund!
For Hashut!"***

X: My last turn! After my colossal mistake, I am feeling downhearted, but I must press on! For Zharr Naggrund! For Hashut! Although my war machines did negligible damage, my BBs unloaded on the rallied Crossbowman and fell 5 of them reducing them below half of their starting number, securing me some Victory Points! My rallied Riders were able to take up a table quarter as well! Charging in with my Hobgoblin warriors would contribute some ranks, and at worst offset any wounds the Iron Breakers would cause them. My champion would fall in his challenge, but any every other wound caused on my Chaos Dwarf Warriors was saved! Only losing combat by 1, I was able to pass both Leadership tests!

Victory Points

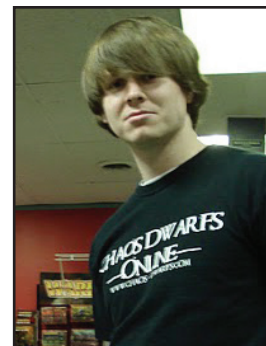
Dwarfs: 374
Chaos Dwarfs: 411
Result: Tie



Grudge of Grudges- Battle Report

Destruction Denied.

Post-Game Thoughts Xander



A tie. Oh well, that's better than a loss! I had two big blunders in game. The first was charging in so early with my Riders - like I said, a hasty move, to try and make the game more interesting. The second was leaving my Warrior's flank unprotected! I should have just moved up my Blunderbuss unit a little bit to block the flank charge, but it slipped my mind. I will thus blame my distracted mind on all the note taking I was doing for the Battle Report - haha - ya... it definitely wasn't my fault. :) The biggest highlight for me was turn 4, when I killed 9 Iron Breakers! I had a fun game but in the future, I would have worked more carefully to outmaneuver the dwarfs, and better protect my flanks.

Vengeance! ...errr, wait.

Post-Game Thoughts Taylor



I'm not surprised the game was a tie, though if I had a little more time, I would have slaughtered those dwarves within a few more rounds. In retrospect, I probably should have used my ballistae to better effect than simply shooting at the earthshaker, though I am stubborn and wanted to see the damned thing destroyed. I wasn't surprised at the lack of courage from the greenskins, and even though my dwarves temporarily forgot about their near legendary hatred of the creatures, they were simply enough to dispatch and route from the battlefield.

I honestly didn't expect Xander to fall for the flank charge of my quarrellers - if there is one thing I've learned battling The Empire with my chaos army, it is that detachments are invaluable when battling especially large units that rely on rank bonuses. I knew that if I did not deny that unit of warrior's their rank bonus, I would quickly crumble against their numbers. All in all, it was a good game, and I look forward to a rematch!



It seems the Dawzi Zharr are on a bit of a rough patch when it comes to battle reports. A loss last issue and now a tie, who will be the one to break the streak? Stay tuned for issue #8. - Willmark



THE BARRACKS OF ZHARR—NAGGRUND

Hobgoblin Sneaky Gitz

UNIT ANALYSIS

Sneaky Gits

BY SWISSDICTATOR

Sneaky Gits are the greatest depiction of the personality of Hobgoblins, and indeed nearly any type of Goblinoid. A lot of people may dismiss them, ever since they lost any benefit from the lap around ability with the coming of 7th edition. However, what was once an amazingly effective should not be dismissed that quickly.

Sneaky Gits are greenskins, so our Dawi Zharr units won't care about them fleeing, being destroyed, etc. Neither will any Black Orcs we field. This adds to their expandability, as they won't panic our more expensive units. Only other Hobgoblins will care, and they're dirt cheap! This is an important point to make as you can also use them as a meat shield to surge forward kill a few guys (possibly to bust a rank) and fall back behind a solid warrior block giving our block just a little more edge. Plus if you position yourself right and the enemy pursues... they might find themselves finding a warrior block charging them down and if set up right, you might even have flank chargers too. It's one of the few ways, Earth shaker effect aside; we can try to set up a charge.

Unlike regular Hobgoblins the sneaky gits are capable in combat. With two poisoned attacks, they can do some

damage. Quantity of attacks combined with poison goes together well as you will have more poisoned hits, which will be helpful in nearly any situation. Even against models with decent toughness, this will allow wounds to get through making up for their average strength. Against monsters, giants, etc this is even more beneficial as these creatures tend to rely on their toughness to protect them.

To maximize this, I recommend you deploy sneaky gits seven wide. While this might, at first, seem unwieldy it actually works very well. It allows you maximum attacks, as even a human sized unit will tend to be at least five models wide, so all seven will get to strike unless terrain or other units prevent maximizing frontage. The frontage isn't much wider than a five wide unit of figures that are 25mm wide, so maneuvering isn't as problematic as you would initially think. This also allows you to retain rank bonuses a little longer. I'd say a unit of twenty-one is a

nice sized unit, though twenty-eight is still affordable and gives you full ranks and you'll almost always outnumber. However, if you have the spare special slots you can instead opt for units of fourteen for very cheap units that can be both hit and run units, but also quite excellent flankers.

Animosity is often seen as a downside, I tend to think while it can be a problem when they squabble or hurtle forward where you don't want them the surge forward can be very nice at the right times. This might give you the charge by covering some ground, or allow you to wheel to chase off some pesky flanking unit. Unlike normal Hobgoblins, getting the charge is more

important for the Sneaky gits. So animosity is something to consider, but you have the same odds of either result. The best way to counteract this is to set yourself up so that they can fail, and it won't hurt you as much. In addition, as Warhammer is a game with bluffing and feints, try to lull your opponent into hoping or counting on the sneaky gits squabbling. This can pay off very well.

Game psychology, such as bluffing, feints, etc is also important in how an opponent will respond to different choices. Black Orcs or Bull Centaurs, by comparison will draw a lot of attention from them. They will direct fire at them, as well as magic. While this can be good if you have several things for them to deal with, the lower numbers of these units will make them succumb



to such tactics faster. Also, an opponent is more likely to position his units to reduce the effectiveness of the Black Orcs or Bull Centaurs. In comparison sneaky gits might get ignored, being dismissed as the weedy goblins they are. Especially when used in the small 'flanking packs' of 14-21. This helps as the opponent might not be expecting a unit that can dish out damage to suddenly be in their face! Sneaky Gits are a passive threat, and this is an advantage you can exploit.

Command is something that should be considered. I almost always think a musician is worth it, and Sneaky Gits are no exception. Having a bonus to rally, or to not

lose on a tie (as most units do take musicians) is very important on their base leadership. Though having them near a Chaos Dwarf general will fix this problem for any unit, I would still pay for the musician. A champion isn't worth it, in my opinion, unless you are planning on adding a character to the unit. The champion is only worth it at that point, to soak up a challenge from something nasty or character on a monster as that will likely cap the combat resolution they can generate. Also a champion would eat up the points for another two infantry! A standard is not really worth it on these guys, as while they're deadly and meant to do damage, they are also meant to be expendable. Which is actually a nice combination. With the downside of no armor, any unit that is also deadly can be a match for the sneaky gits, so it is not worth adding a banner which will be worth almost as many victory points as the unit itself!

The Sneaky Gits are also cheap. For the cost of an effective flanking unit, you can't even buy the minimum number of a majority of the units in the game! They're a fraction of the cost of a Black Orc, so for the same cost as sneaky gits with ranks, you will have a Black Orc unit that will be easily neutralized with shooting or magic. Compared to Orc boys with two choppas, they are still worthwhile as the poisoned makes the multiple attacks more deadly against all enemies.

The Chaos Dwarf army has very few choices that are deadly in combat. The lord on Taurus lacks soft res, and is a character. Black Orcs can only be fielded once, and have the disadvantage of being expensive and walk around with a giant bullseye. The Bull Centaurs are not cheap, though effective, but use up a rare slot so they can't be fielded en masse. While all those are still decent, none of them can really work on a budget. Sneaky gits, are the response, especially in smaller games (2,000 points and smaller).

For those who have played in 1,000 point tournaments, or play such sizes on a regular basis, the cheap cost becomes critical if you're trying to fit in our mandatory core choices and using our less limited special slots. The sneaky gits are still useful in larger games, but between 2,500-2,999 points, Black Orcs are worth it as you start to compete for special slots. At 3,000+ points, the sneaky gits use such a small portion of points that they are worthwhile again.



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THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

SLAVE RUN

BY LOKI AND UBERTECHIE

Loki and Uberteachie bowed low before Astragoth the High Priest of Hashut,

"Do you know why I summoned you here"? Astragoth said.

Loki and Uberteachie exchanged glances and said "No my lord"

"Good you where not meant to, you are both the best generals at my disposal and I have need of you"

"I have a plan that if enacted will ensure my dominance for the next 1000 years and finally put a end to that upstart Ghorth and his lap dog Zhatan"

"If you fail me in this I shall have you flayed alive and offered up to Hashut as a sacrifice, but if you succeed power and wealth will be yours"

Evil grins spread across the faces of Loki and Uberteachie "What is you bidding my lord " they said in unison.

"You will gather your armies and cross the so called World's Edge Mountains and bring me slaves"

"My lord do we not have enough slaves here already" said Loki

"Silence" boomed Astragoth voice "You dare to question me"

"No my lord" said Loki bowing his head even closer to the floor in hope of avoiding the High Priest wrath.

"I need fresh slaves, and a great number of them for what I have in mind, if I where to take from our current stock it would arouse suspicion and I can not afford to be drawing attention at this time"

"You will cross the world Edge Mountains! You will bring



me the slaves! You will destroy any who stand in your way, teach this empire

of men to fear the Dawi Zharr and also remind our western cousins that we will not be forgotten."

"You will leave at the next new moon as to avoid discovery as this is when the rest of the priests will be distracted performing the ritual sacrifice"

"Now go and do not fail me in this task"

Loki and Uberteachie raised their hands and left the room to start the task, which they had been given.

Astragoth turned and slowly moved over to the window, his mighty suit of amour hissing as the pistons, which moved his now petrified legs came to life, he looked out over the tower of Zharr Naggrund and the surrounding dark lands,

"Soon I will be whole once more" he whispered to himself.

The Slave Run

The Slave run is all based around a Chaos Dwarf Invasion of the old world in order to capture fresh slaves for Astragoth the High Lord of Hashut.

The campaign will be focused around the mighty empires board which will keep track of all combats and what territories are owned / occupied by what armies, You will work in teams of two and will control one group of territories between you. This will mean that games can still be played even with the absence of some one.

The Rules

Armies:

As there are 2 people to a team, there will be two armies active in your territories. Only tiles with armies on can launch attacks and 2 armies cannot launch attacks on the same tile at the same time. Army tiles, which attack each other, work the same way as standard attacks. Armies are never destroyed but are pushed back (see

attacking)

Slaves

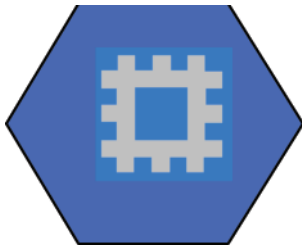
Slaves are the main focus of this campaign and they affect every aspect of the game from moving to bribing you enemies.

Slaves are awarded for conquering tiles (see attacking of more details), for destroying capitals or from taking bribes to not attack capitals.

Each team start the game with 10 slaves to use for various activities as detailed below and in whatever manner that they see fit. For the chaos dwarfs to win they must have a joint total of 100 slaves and then return their capital to the dark lands (right hand side of the board the bit that looks like ash and has lava on it). If the Chaos Dwarfs fail to do this the winner will be the team that has the most slaves.

Capitals

Each army has a capital located on the map (you will be assigned one depending on which army you play) if this tile is captured by the enemy your capital is destroyed and you are removed from the game.



When attacking a capital the defenders get both full armies to protect their city plus an extra 500 points as they use the cities population to help with the defences, the attacking player gets to attack with all of their standard forces so there should 4500 points for the defenders and 4000 point for the attackers. Both players on either side must be present for this game to be played (unless you can field 4000 points on your own).

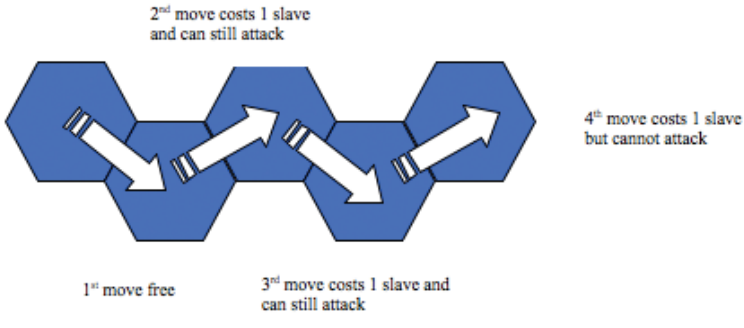
If the attacker wins and the capital is destroyed the attacking players team gains 50 slaves and removes the defending players team from the game. You only gain the tile that you attacked no matter what the result is as you army is to busy looting to move on and take extra ground.

If the defenders win the attacking team is pushed back two tiles, which the defender may occupy in the same way as a massacre result (detailed below) and in addition they gain 10 slaves for a successful defence.

If your capital comes under attack you can try and bribe the attackers using the slaves that you have in you stash this must be worked out between yourselves and the attacking team as to what you both think is a fair deal not to continue the attack.

Moving

Armies can move to a adjoining tile that is owned by the player for free and still then attack, if you want to move extra tiles it will cost you one slave per tile you may only do this twice per turn so you can move 3 tiles for the coast of 2 slaves and still attack, If you want to move 4 tiles it will cost you 3 slaves in total but you may not attack, 4 tiles is the max that you may move in 1 turn.

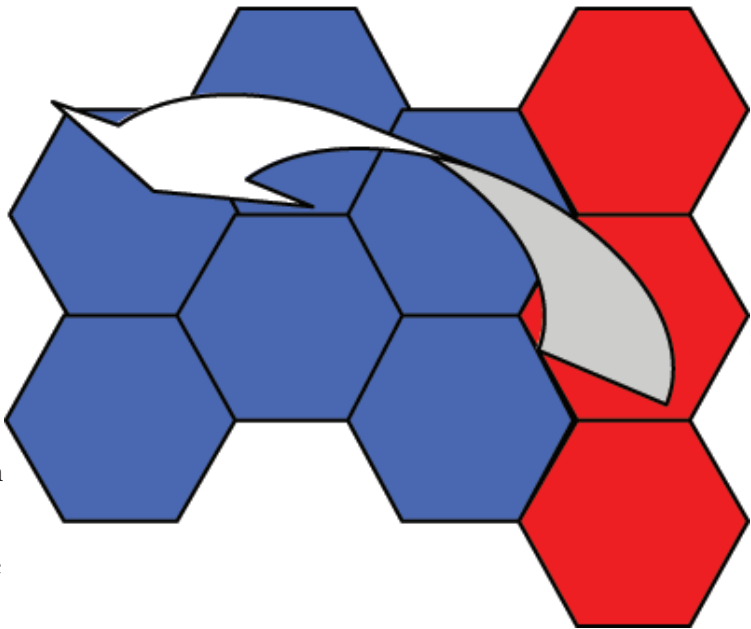


Ritual of teleporting

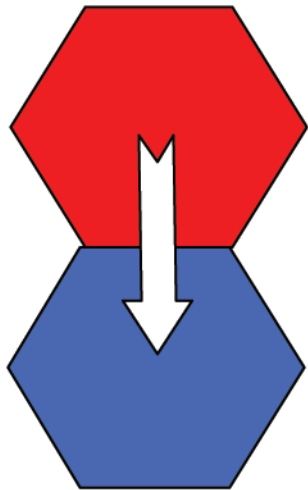
The ritual of teleporting is a magic spell that allows your army to attack a tile any where on the board (please note this may not be used to attack capitals) it works just like a normal attack, if the attacker wins his army moves to the tile being attacked if the attacking army is defeated the army will return to its starting point, The ritual costs 2 slaves to activate and cannot be stopped, dispelled or interfered with by any means whatsoever.

Defending

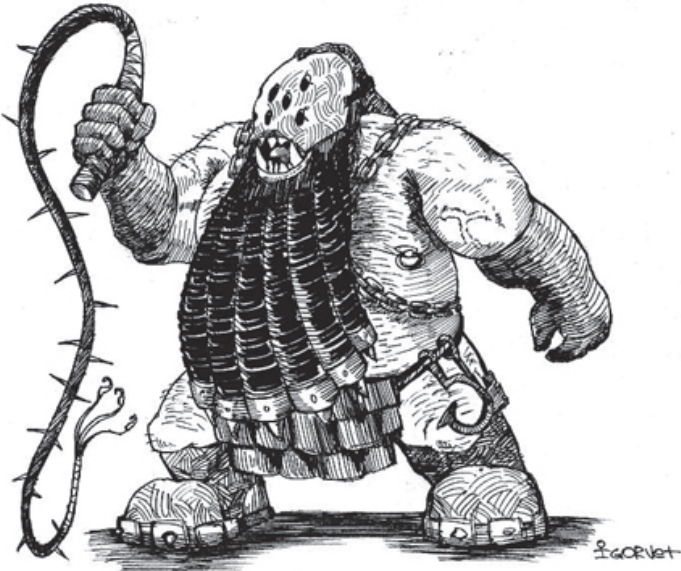
If your tile comes under attack you must defend it, a



standard 2000 point game will be played (unless it's your capital that is being attacked) If you mount a successful defence of you tile refer to the table below.



The red tile uses the ritual of teleporting to launch an attack against a tile that it would not normally be able to attack (i.e. its not connected) he uses the 2 slaves required to do this and standard 2000 point game is played, if he wins he will gain control of the tile.



Defending

If the blue tile is successfully in it defence, depending on the out come of the game will determine what happens next:

Draw = No slaves no tiles are taken or lost.

Minor Victory = 2 slaves and defending army moves in to the tile that was attacking it.

Solid Victory = 3 slaves and defending army moves in to the tile that was attacking it.

Massacre = 4 Slaves and the defending army moves in to the tile that was attacking it and + 1 adjoining tile that is not occupied by the opposing army. (for more details on massacre see the attacking)



Draw



Minor victory + 2 slaves

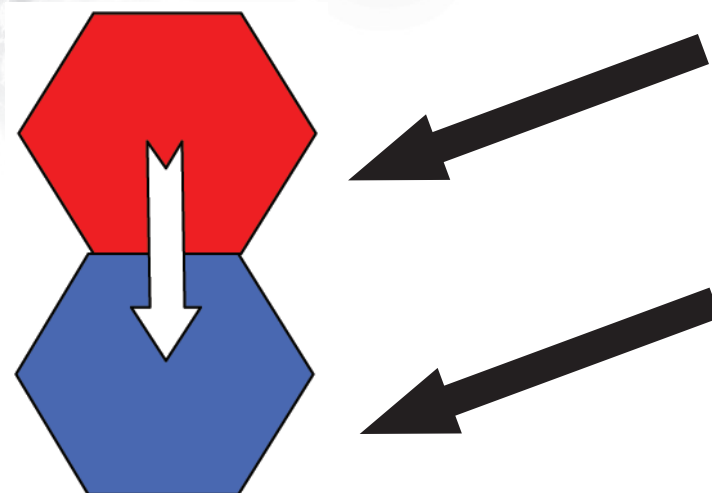


Solid Victory + 3

Massacre!

When a massacre has been achieved the tile that was being attacked is taken and 4 slaves are earned. In addition the attacking army may move in to any tiles adjoining the tile that was attacked. The army that was in the tile that was attacked and lost is not destroyed but pushed back in to one of the adjoining tiles (this applies for all victories) the defeated player decides what tile he is pushed back in to please not this can only be one of the 3 tiles directly behind not to the side on the massacring army may do this. The tile that the defeated army now occupies cannot be moved in to by the massacring army they must pick one of the 4 empty tiles. Also capitals cannot be attacked by a massacring move.





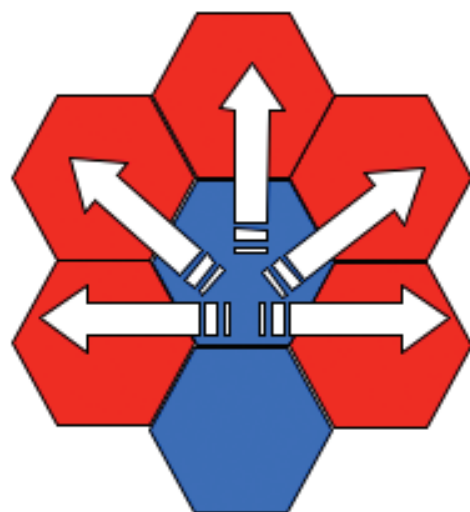
Attacking
If the red tile is attacking the blue tile a standard 2000 point battle will take place depending on the out come will determine how many slaves are captured:

Draw = No slaves no tiles are taken or lost.

Minor Victory = 2 slaves and attacking army moves in to the tile it was attacking .

Solid Victory = 3 slaves and attacking army moves in to the tile it was attacking.

Massacre = 4 Slaves and attacking army moves in to the tile it was attacking + 1 adjoining tile that is not occupied by the opposing army.



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Some of you may have noticed that the attacking and defending rules are just the inverse of each other this is because you have as much to lose as gain by attacking. Also it makes things simpler for me and you.



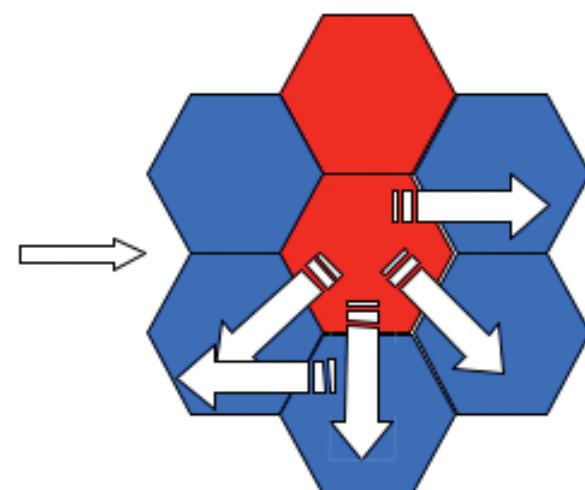
Draw



Minor
victory + 2
slaves



Solid
Victory + 3
slaves



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The Army of Zharr Naggrund

CORE

- Chaos Dwarf Warriors
- Chaos Dwarf Blunderbuss
- Hobgoblins



By Bassman

CORE

- Chaos Dwarf Warriors
- Chaos Dwarf Blunderbuss
- Hobgoblins



By Ishkur Cinderhat



By Ishkur Cinderhat

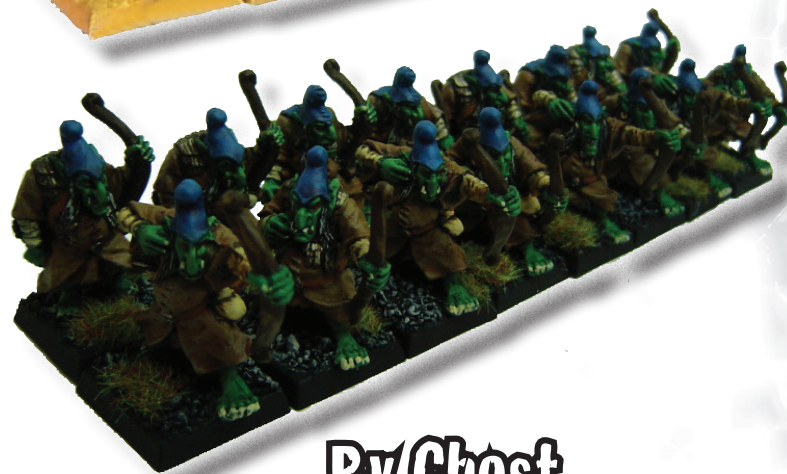
By grupax



By Bassman



By Tom Van Dyke



By Ghost



By Ishkur Cinderhat

The Army of Zharr Naggrund

SPECIAL

- Orc Boyz
- Orc Arrer Boyz
- Goblins
- Black Orcs
- Death Rocket
- Hobgoblin Bolt Thrower
- Sneaky Gits



By Willmark



By Ghost

By Ishkur Cinderhat



By Bassman

SPECIAL

- Orc Boyz
- Orc Arrer Boyz
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- Hobgoblin Bolt Thrower
- Sneaky Gits



By Knight of Awesome



By Black Gonzo



By Willmark



The Army of Zharr Naggrund

RARE

- Earthsaker
- Bull Centaurs



By Ishkur Cinderhat



By Pulper

LORDS

- Chaos Dwarf Lords
- Chaos Dwarf Heroes
- Battle Standard Bearer
- Chaos Dwarf Sorcerors
- Hobgoblin Heroes
- Bull Centaur Heroes



By Slim



By Exquisite Evil



By Ishkur Cinderhat



By Slim



By NOFX



OW, DAT'S MY FOOT, YOU KNOB!!

GIMME DAT!!

IT'S MINE!!

AHHHHHH, I'M BURNIN'!!!

HEEHENEH

URGH, WOT'S DAT SMELL?

IT'S ME BURNIN'!!!

SHUT IT, YOU MUPPETS AND GET TA LOOKIN'! I GOT A FEELIN' ABOUT DIS PLACE.

DAT'S WOT YOU SAID ABOUT DA LAST ONE, AND ALL WE FOUND WAS A ZOGGIN' BEAR.

I NEVER SAID IT WAS A GOOD FEELIN'.

SKAGG, LOOK! MURK!! TESTICULATIN' WILDLY!!

IT'S 'CESTICULATIN', YOU ARSEHEAD. LET'S GO SEE WOT HE WANTS.

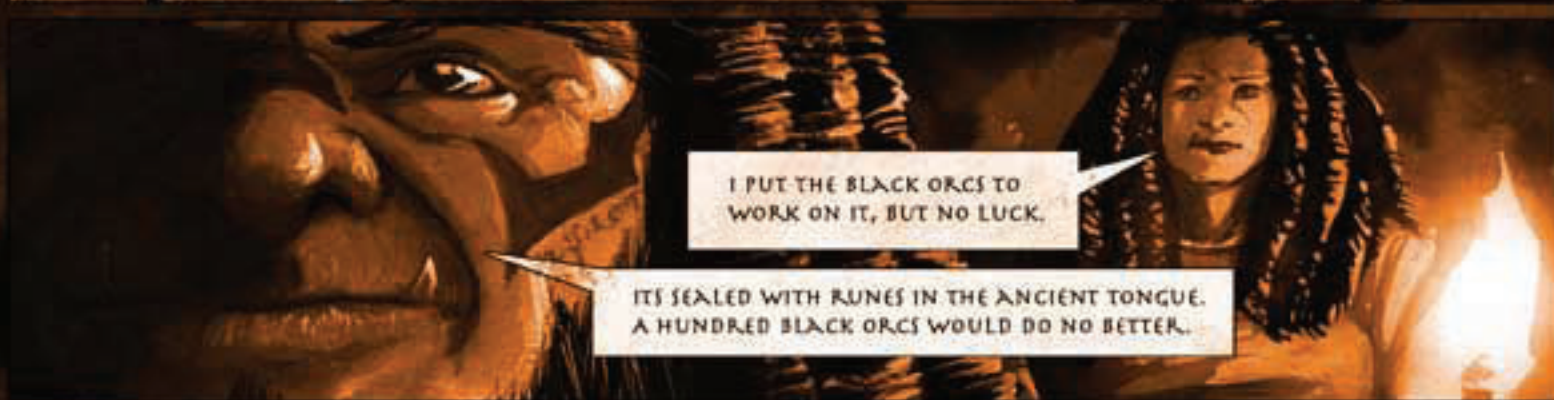


SHADOW AND FLAME

DIS MUST BE IT. DA DOOR INTO DA UNDERWAY BOSS WAS TALKIN' ABOUT.

BLATANTLY. ONLY DWARVES WOULD BE STOOPID ENUFF TO MAKE A DOOR OUT OF STONE.

BY BAGGRONOR



I PUT THE BLACK ORCS TO
WORK ON IT, BUT NO LUCK.

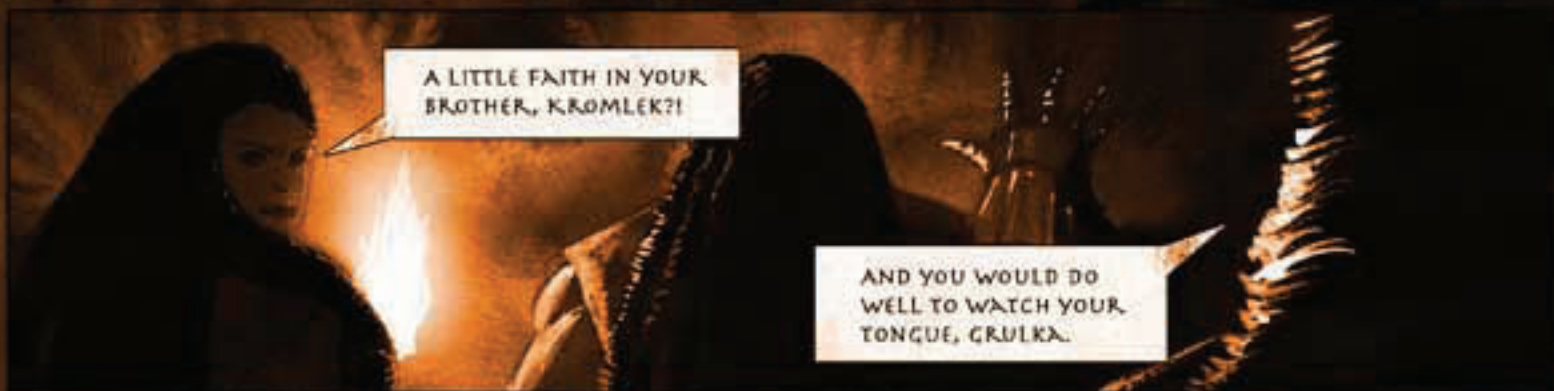
IT'S SEALED WITH RUNES IN THE ANCIENT TONGUE.
A HUNDRED BLACK ORCS WOULD DO NO BETTER.



I DO NOT WANT TO HEAR THAT
WE HAVE COME THIS FAR FOR
NOTHING, MARROC.

THIS WILL BE SIMPLE ENOUGH, BROTHER.
SKAGG, BRING MY TOOLS AND A SLAVE.

YES, BOSS.



A LITTLE FAITH IN YOUR
BROTHER, KROMLEK?!

AND YOU WOULD DO
WELL TO WATCH YOUR
TONGUE, GRULKA.



I HAVE NO NEED OF A WIFE WHO
DOES NOT KNOW HER PLACE.

IT IS NOT TOO LATE TO HAVE YOU
ESCORTED BACK TO UZKULAK.

...THAT WON'T BE
NECESSARY...

I...SPOKE OUT OF TURN.



JOO REMEMBER WHEN DAT ARCHAON
FELLA CAME DOWN FROM DA NORF?
DAT BIG, HUMIE BOSS MAN.



AHH, YEAH YEAH. AND DA SORCERERS
SOLD 'IM ALL DEM OLD 'ELLCANNONS.

COR, DEY SAW HIM COMIN'.
DA MISFIRES ON DEM FINGSI!



QUIET!!

SORRY, BOSSI!



'THAGG-A-DURZ'.
'COURSE WE WILL.
DAT MAP IS SOLID.

YOU RECKON WE'LL FIND
DIS 'BAG-O-FURZ' DEN?

GOT IT OFF MY OLD
BOSSMAN INNIT.



UGH, HE WAS A NASTY
ONE, YOUR OLD BOSS.
POISONED IN HIS SLEEP
WEREN'T IT?

YEAH, NEVER DID
FIND WHO DID IT.



SHUT UP OVER THERE!

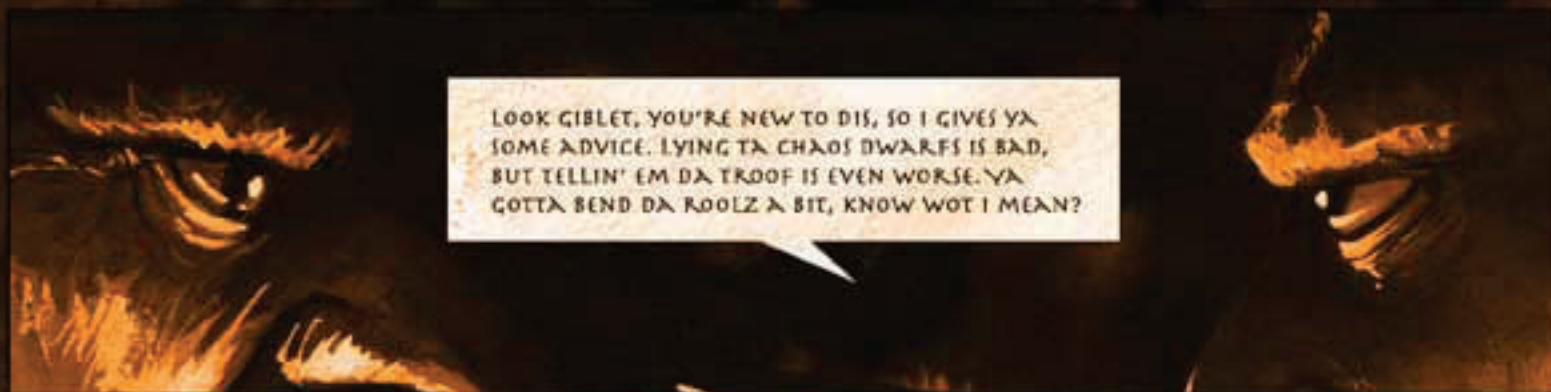
SORRY BOSS!



SO, MARROG DON'T
KNOW ABOUT DAT?

NAH, 'COURSE NOT.

WELL, I HOPE HE
DON'T FIND OUT.



LOOK GIBLET, YOU'RE NEW TO DIS, SO I GIVES YA
SOME ADVICE. LYING TA CHAOS DWARFS IS BAD,
BUT TELLIN' EM DA TROOF IS EVEN WORSE. YA
GOTTA BEND DA KOOLZ A BIT, KNOW WOT I MEAN?



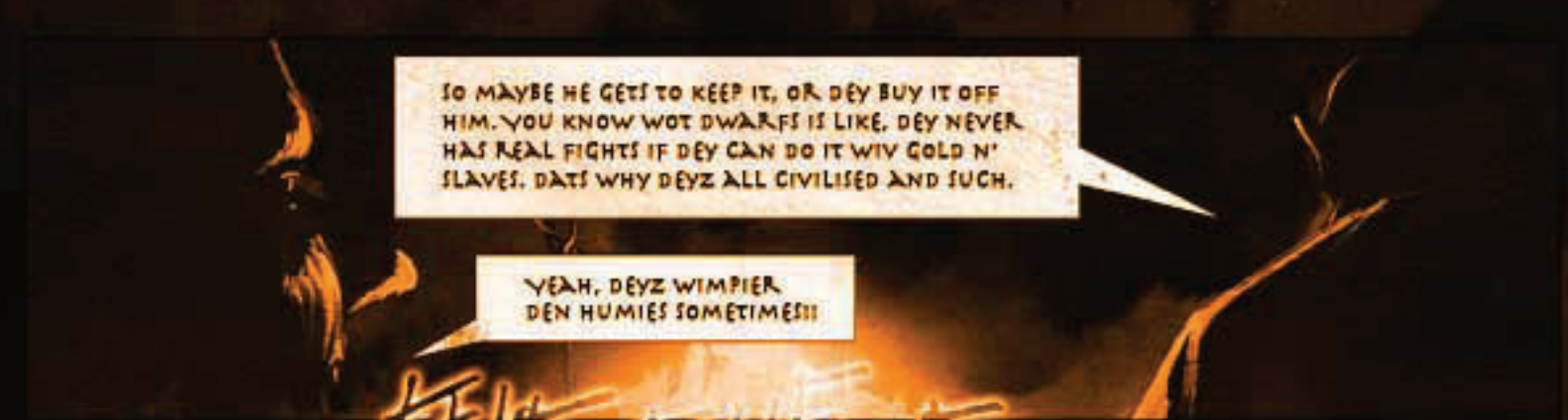
DAT'S MARROG'S PROBLEM. HE
FINKS IF HE MAKES ENOUGH OF
DEM DAEMON-BOUND WOTSITS
HE CAN GET SOMEWHERE.

IT'S ALL ORCSHIT, I TELL YA.
HE CAN'T DO NUFFINK WHILE
HIS BRUVA'S IN CHARGE.



WOT IF WE FIND BACCY-DURZ?
WOT DEN? CAN HE KEEP IT?

WELL, BY LAW IT WOULD BELONG TO
HOUSE BLACKHAND. BUT, COZ KROMLEK
AIN'T A SORCERER, HE WON'T GET MUCH
OF A SAY WHEN DA OLD BOYZ AT ZHARR
NAGGRUND GET WIND OF IT.



SO MAYBE HE GETS TO KEEP IT, OR DEY BUY IT OFF
HIM. YOU KNOW WOT DWARFS IS LIKE, DEY NEVER
HAS REAL FIGHTS IF DEY CAN DO IT WIV GOLD N'
SLAVES. DATS WHY DEYZ ALL CIVILISED AND SUCH.

YEAH, DEYZ WIMPIER
DEN HUMIES SOMETIMES!!

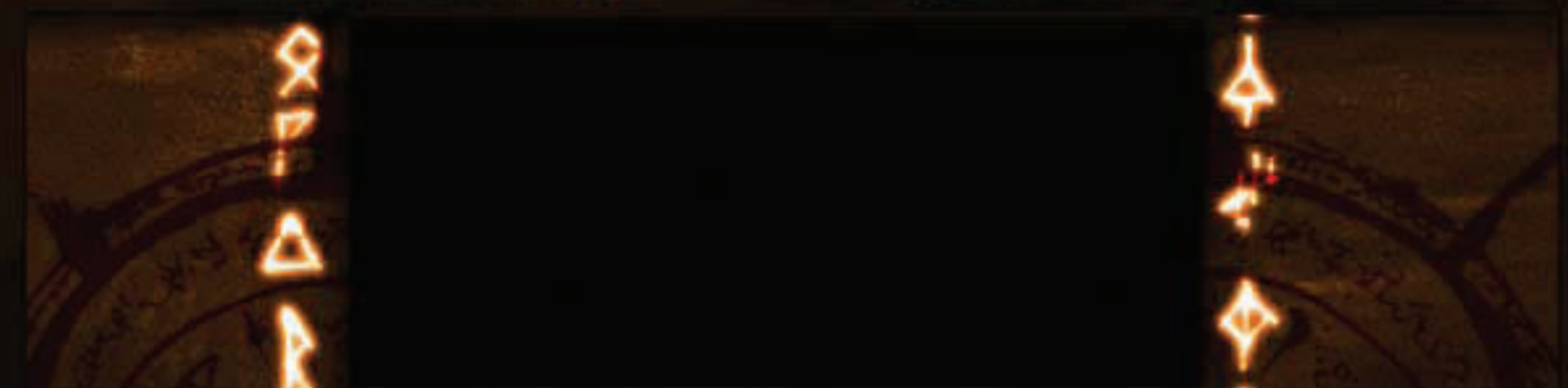


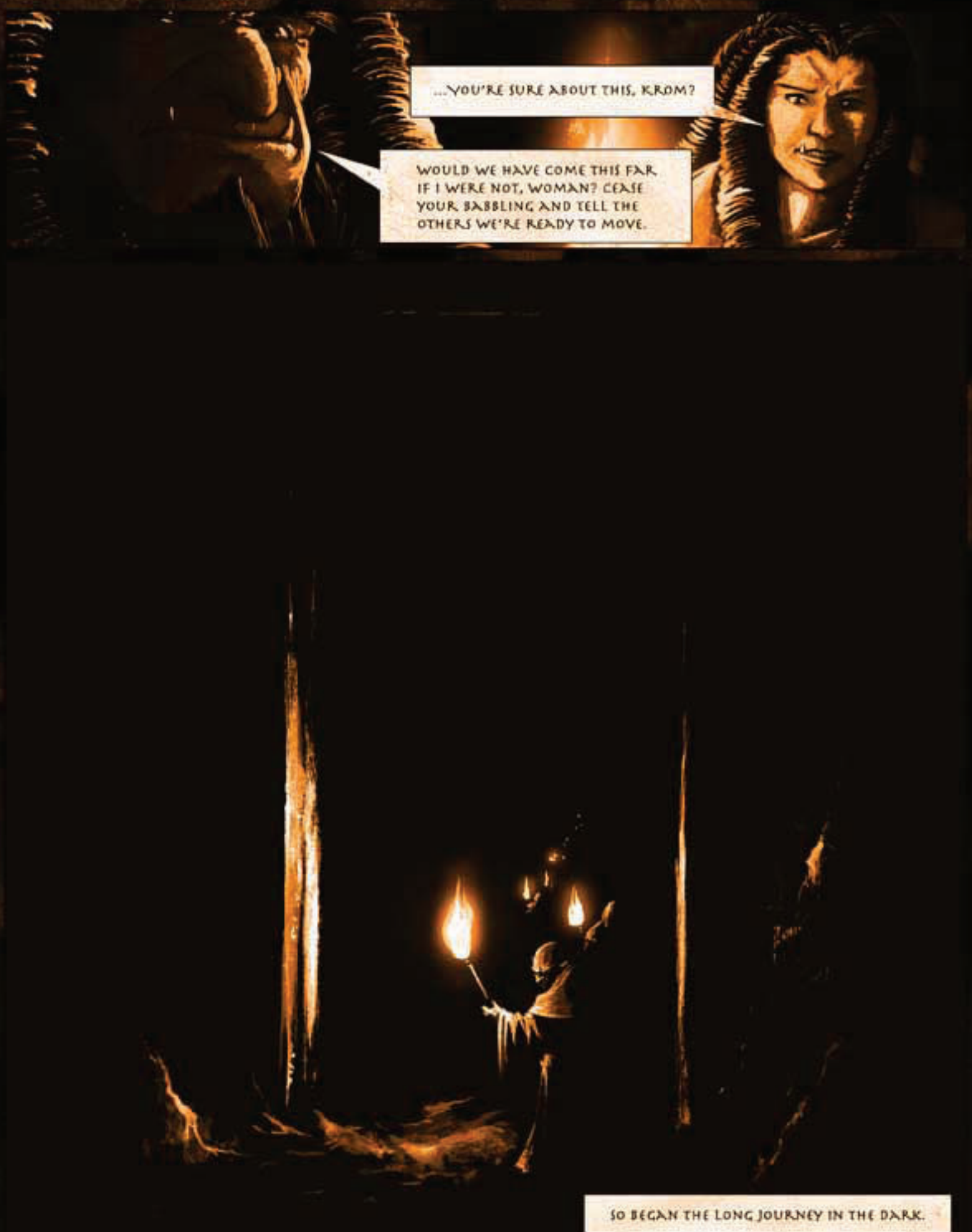
DON'T MAKE ME
COME OVER THERE!

SORRY BOSS!!



THE MOMENT OF TRUTH... THE TORCHES
FLICKER AS THE CHILL OF THE UNDERWAY
WASHES OVER US LIKE THE RATTLING
BREATH OF A ROTTEN GOD.





...YOU'RE SURE ABOUT THIS, KROM?

WOULD WE HAVE COME THIS FAR,
IF I WERE NOT, WOMAN? CEASE
YOUR BABBLING AND TELL THE
OTHERS WE'RE READY TO MOVE.

SO BEGAN THE LONG JOURNEY IN THE DARK.

Sorcerers of Zharr Naggrund



By tjub



By Obsidian



By Hotstuff



Koyote's Army

I often get accused of not liking big hats... that is completely true, I don't like them. I do however, like great painted minis! Koyote's classic minis here look excellent and are a fine example of painting them in the "classic" chaos dwarf style. - Willmark



A devious sorcerer and a treacherous Sneaky Git.



A fearsome Earthshaker



Villianous Hobgoblins manning a bolt thrower



Chaos Dwarf Full Command



Bull Centaur Standard Bearer



Chaos Dwarf Hero and Sorcerer



Bull Centaur Champion

EARTHSHAKING CANON

Grudgebearer

By Ancient History

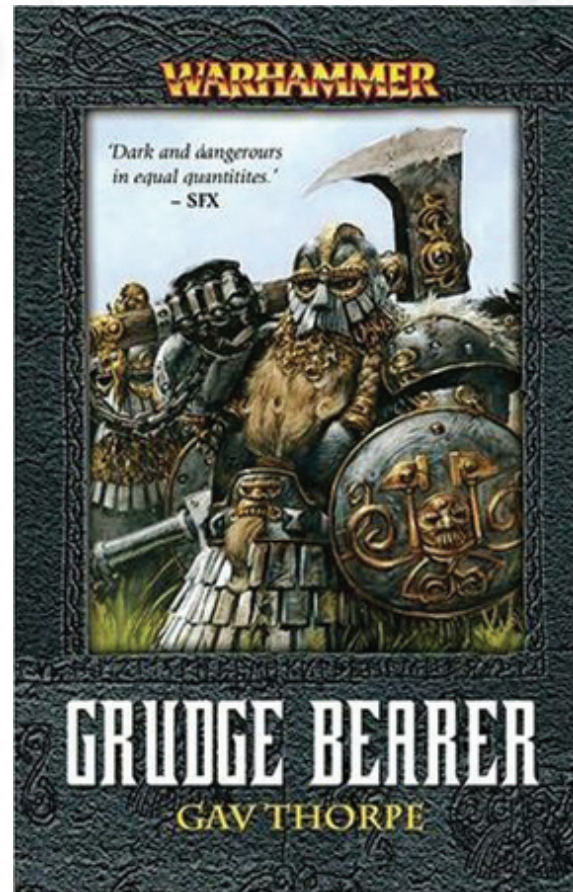
In 2005, Gavin Thorpe's *Grudge Bearer* became the first Black Library novel to include Chaos Dwarfs. This was remarkable because Chaos Dwarfs hadn't been characters in a Games Workshop story in a mass-market paperback since the original anthology *Ignorant Armies* (1989), and even those Chaos Dwarfs were Chaos Dwarf Mutants and Renegades—not modern Dawi'Zharr, worshippers of Hashut. More interesting to fans at the time was the fact that the Chaos Dwarf army featured in *Grudge Bearer*'s last chapter was both highly detailed—and strongly divergent from the last rules for the Chaos Dwarf army, the 6th Edition *Ravening Hordes* (2002).

The Father of Darkness

Gav Thorpe is a longtime Warhammer fan who worked at Games Workshop as an game developer and as a writer for White Dwarf. Well known among fans for his enthusiasm for the game, Thorpe is also well-known as a fan of Chaos Dwarfs (and their Warhammer 40K equivalents, the Squats) in general—indeed, his generalship in command of Chaos Dwarf armies for a series of White Dwarf battle reports were recorded for posterity in *White Dwarf Presents: Chronicles of War* (1995). After being elevated to the position of “Warhammer Loremaster” in 2000 he began writing Games Workshop novels, starting with the very-well received *Last Chancers* series, while continuing to develop the game lines. Thorpe was one of the authors of *Storm of Chaos* (2004) that introduced the Hellcannon.

The First Grudge

Given his coinciding interests in writing novels, developing the Storm of Chaos, and Dwarfs in general (he would later write *Grudgelore* with Nick Kyme), it shouldn't have been much of a surprise when the Chaos Dwarfs appeared in their full majesty in the final chapter *Grudge Bearer*. What did surprise—and delight—everyone were the lavish descriptions heaped on the Dawi'Zharr. Thorpe wrote not only of Death Rockets and Hellcannons, re-imagined as daemon-engines attended by sorcerer-engineers that cajoled and commanded the daemons bound within with powerful runes and bloody rites, but of the High Prophet of Hashut and his dreaded Immortals, an elite unit of Chaos Dwarf wearing black painted steel from head to toe; their beards are protected by long sheaths of



metal and parts of their armour reinforced by solid plates of marble and granite, and armed with long-bladed axes enchanted with dour curses. Last but not least was the Kollopus, a mechanical giant powered by bound souls.

Partially because of the introduction of the Hellcannon in *Storm of Chaos*, and partially because of the new direction for the Chaos Dwarfs presented in both that book and especially in *Grudge Bearer*, Chaos Dwarfs began appearing much more regularly in Black Library novels and publications such as *Magestorm* (2004), *Darkness Rising* (2005), *Palace of the Plague Lord* (2007), *Knight of the Realm* (2009).

Of course, Gav Thorpe wasn't the first author to use Chaos Dwarfs in Warhammer fiction; he was just the first one to include the modern Dawi'Zharr as anything other than a passing mention—or have Chaos Dwarfs in a novel at all, really.

Behind the Obsidian Curtain

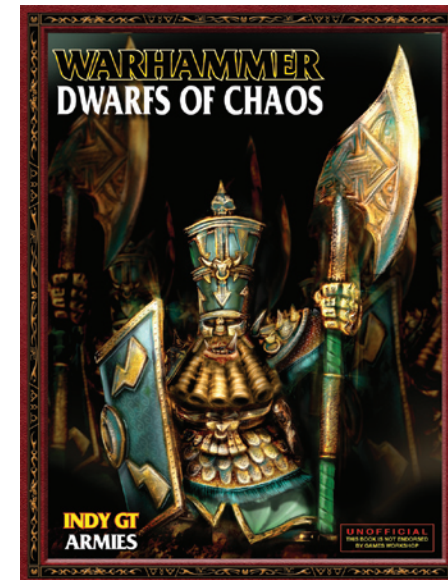
The Sons of Hashut have always seen meager spotlight time compared to most of the other armies in Warhammer Fantasy, and nowhere is this more obvious than in Games Workshop's novel line. William King made use of the Chaos Dwarf Renegades in two short stories in *Ignorant Armies*—

the original Gotrek and Felix tale *Geheimnisnacht* and the superb *The Laughter of Dark Gods*. A strange reference to a Tzeentch-worshipping clan of dwarfs in Brian Craig's *The Light of Transfiguration*—part of the anthology *Red Thirst* (1990) is the only other mass-market Chaos Dwarf reference until King's Gotrek and Felix story was reprinted as part of the novel/anthology *Trollslayer* (1999) and again in *Gotrek & Felix: The First Omnibus* (2003). King would address Gotrek, Felix, and the Chaos Dwarf Renegades again in a short story in the Warhammer supplement *The Lost and the Damned*. Of these early Chaos Dwarf references, only *Geheimnisnacht* remains canon, though *The Laughter of Dark Gods* was reprinted, along with other early anthology tales, in an anthology of the same name in 2002. Perhaps as a nod to fans, *Giantslayer* (2003), William King's last hurrah for Games Workshop and Gotrek & Felix, also contained a Chaos Dwarf reference—this time firmly referring to the modern Dawi'Zharr, and very much in canon.

Uncanonical—but Interesting!

The seeds sown by Thorpe in *Grudge Bearer* gave strange fruit in 2009 with the release of the *Dwarfs of Chaos* armybook for the Indy GT. Among the many units included are Hellcannons, the Kollopus Daemon Tower, more daemon engines, and the character Rykarth the Unbreakable, who was created during the worldwide

Nemesis Crown campaign as a special character for use in Nemesis Crown mega battles and whose background ties into the Storm of Chaos. While the Indy GT *Dwarf of Chaos* armybook is unofficial and by no means canon, it's an example of the far-reaching impact of *Grudge Bearer* not just on Chaos Dwarf fans, but the entire Warhammer Fantasy community.



CHAOS DWARF RADIO



After a bit of a hiatus Chaos Dwarf Radio is back in its new (hopefully) monthly format.

As noted on the latest cast the plan is to put out smaller monthly podcast srather then massive ones every half year...

If you have ideas for the podcast contact either Xander of Hashut's Blessing.

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

“Diz Magz Needz a taka ova!”

And wez gotz da ladz ta do itz!



BLOODBOWL

Converting a Chaos Dwarf Team- Part I

By Blackhammer



(Need a down and dirty way to make some chaos dwarf blockers for your Bloodbowl team, read on then. For additional references be sure to check out Issue #6 of the Word of Hashut as well. AGPO's article in that issue was more about sculpting from scratch, where this is about a conversion) - Willmark.

Part 1- Converting Blockers



Parts needed: Battle for Skull Pass Miner Front and back, pickaxe arm, Ork Nob shoulder pads, green stuff.



Step 1. Carve the face, beard, and candles from a *Battle for Skull Pass Miner* front. (Now what good chaos dwarf general doesn't have a lot of these guys hanging around? - Willmark).



Step 2. Carve down the shoulder pads so they're and shorter and thinner.

Step 3. Cut off all of the pickaxe parts so you're left with just the arm and hands.



Step 4. Next, cut off the hand from right arm, rotate it clockwise a bit and glue it back on.



Step 5. Use green stuff to sculpt on the scales (just like in Xander's tutorial).



Step 6. Sculpt (Or glue if you use chaos warrior heads or marauder shoulder pads) on the head.

Step 7. Sculpt on the beard and then glue on the right arm and left hand.

Step 8. Finally, glue on the shoulder pads. You can now also glue on any spikes or other accessories.

Join me next time for converting Hobgoblins for your Bloodbowl team.



Geckilian's Bloodbowl Team!

<http://www.chaos-dwarfs.com/bloodbowl1.php>



KHUZAHKH STONEFINGER



FARLHAD FLINTHEART



HADRUKK GOLDTOOTH



ZZHARG MADEYE
STAR PLAYER





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New Slayer Brotherhood

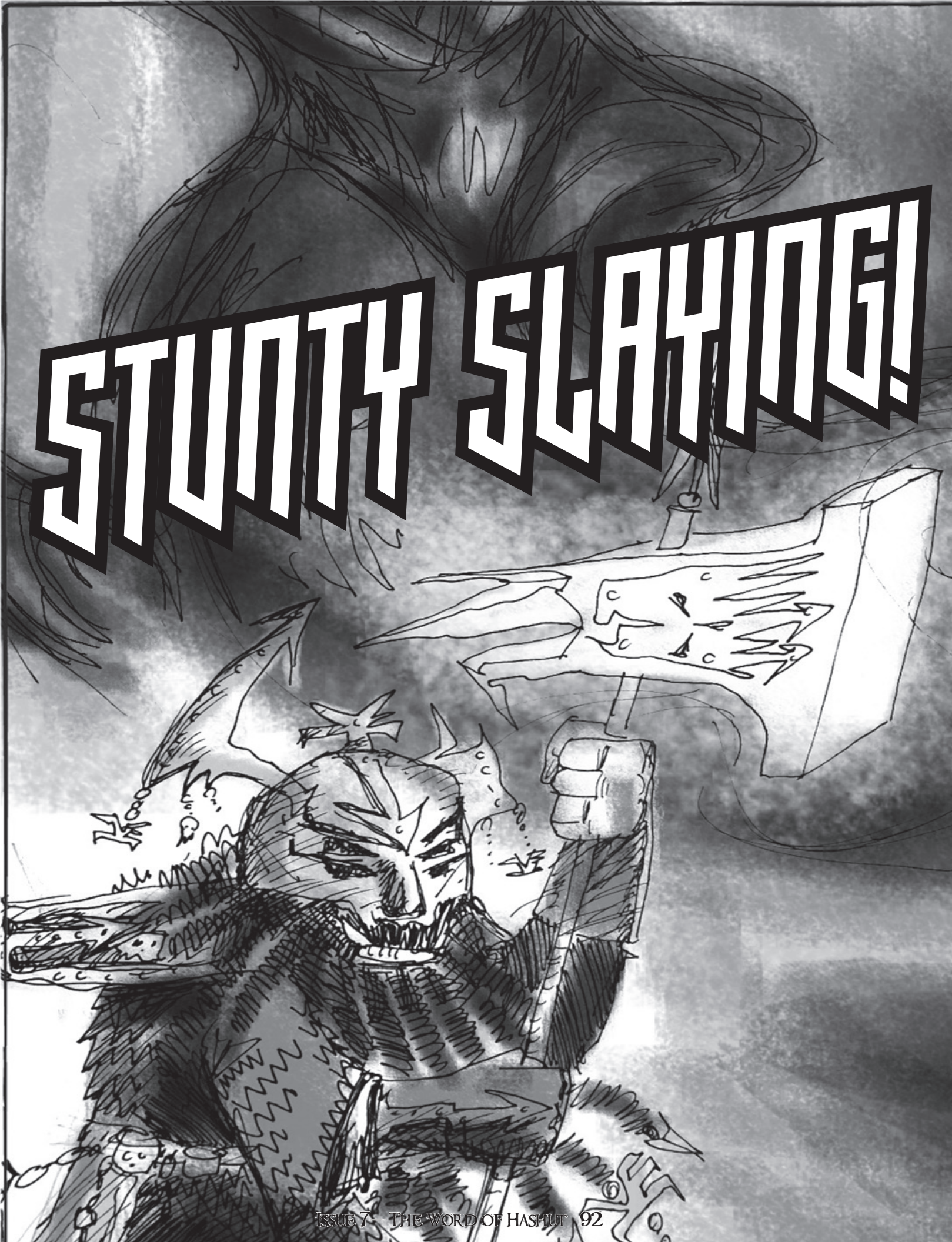
<http://z8.invisionfree.com/SlayerBrotherhood/index.php?act=site>

Ravenging Hordes

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

Warhammer Fantasy Battle Reporter

<http://battlereporter.freeforums.org/portal.php>



DAWI—ZHARR STRATEGEMS

TACTICS FOR CHAOS DWARF GENERALS

Stunty Slaying

BY LOKI

Hello one and all, once again I have had the chance to pen to paper to help the cause of the Dwai Zharr and my fellow generals to defeat the forces of our western kin the Dwarfs.

I have crossed blades with the dwarfs on several occasions now and with being a dwarf general my self (ducks blunderbuss shots). I hope my experience and knowledge can be put to use in some small way.

The first thing is the armies are very similar in lots of ways, high points cost, low movement, rock hard lords and heroes and a great arsenal of weapons.

The dwarfs have access to a lot more unit types than us and you can take it for granted that what ever dwarf army you face it will have a unit of iron breakers or hammers in it, with their lord on shield bearers in this unit forming the centre of the army and a anchor which the rest of the force will be based around.

Any dwarf general worth his beard with have at least one if not two organ guns in the force these multi barrel bringers of death are amazing with the ability to reroll the first artillery dice of hits and not having to roll to hit with a range of 24" really makes for a effective killing field when combined with either thunders and their 24" + 1 to hit armour piercing shoots or Quarllers with their 30" range to can be sure to come under fire the second that you step foot inside 24".

Magic, we have it they don't and they hate it so if you take any wizards in your force beware that your opponents are likely to have a rune smith which's grants the dwarf player an extra dispel dice that he adds to the dwarfs to the standard 4 which they get for being dwarfs and with the option to take at least 3 runes of spell breaking per rune smith for only 75 pts its going to be hard to get any magic off, and with all the oath stones adding + 1 magic resistance to units and the runic standards that can be taken to give units even more magic resistance its going to make it hard to get any spells off. For these reasons I don't take any wizards when facing a dwarf force and focus on combat heros and earth shakers

Fear not for the Dwai Zharr have more than a few tricks under their big hats, with a earth shaker we have the best weapon out there to deal with dwarfs, with the 2D6 area effect of no shooting and moving at half rate, what could be more deadly for a dwarf army than not being able to shoot and only moving 1.5" in the movement phase. This is such a massive advantage as it allows us to get in to range and bring the good old blunderbuss to bear and to get hobgoblins in to the flank to lose the dwarf player there rank bonus with this gone its only a matter of time till they break and run.



Mini By Dino

Another great advantage is our use of cavalry in the form of wolf riders and bull centaurs, the wolf riders can get in to those exposed flanks and cause a good old mess, same can be said for bull centaurs when these guys hit in the flank they hit hard, by using great weapons they should be able to get a good amounts of kills with -3 to the dwarf armour save, and with the dwarfs not being able to use the advantage of hand weapon and shield when attacked in the flank this means you will be killing on 3's with no armour save against a standard dwarf warrior for extra killing power I would throw in a bull centaur hero but be warned make sure that the unit you charge does not have a thane in as chances are that he will have a oath stone. This nasty lump of rock adds +1 magic resistance to the unit. When it is dropped, which the dwarf player can do when ever they want it means that the unit has no flanks or rear thus protecting his rank bonus and preventing you from getting your +1 for a flank charge this can really turn the combat round for the dwarfs. All is not lost if this happens as by doing this the dwarf unit can not move for the rest of the game so if you do break from combat he can not chase you can catch you and this also makes it a great unit for target practise for bolt throwers, blunderbuss, death rockets the list goes on, needless to say once you get the range right it's a matter of smashing the unit to pieces with fire power.

Time to have a look at some of the units that you will face in a battle against the dwarfs, first up is the Warriors, These guys are carbon copies of our chaos dwarf warriors apart from the cool looking hats, they

have the same stat line the same points cost and the same options as ours, in a straight forward fight its really going to come down to luck of the dice, so we are going to need to tip this in our favour the best way is to give your warriors great axes, it costs a little more but should make up for the points cost when you start hacking them down in combat, also for 20 points get a small unit of 10 hobgoblins so charge the target dwarf unit in the flank when you charge in with the warriors just to remove their rank bonus this should be enough to get those dwarfs running, be careful of any thanes in the unit as with there runic weapons they can carve up some of your warriors making your job just that bit harder.

By ThaneYorgiSmorgii125

@ www.bugmansbrewery.com

Long beards are more than likely to make an appearance

in the army you face, for an extra 3 points your opponent can upgrade a warrior to a long beard and you gain + 1 WS and + 1 Strength and become immune to panic which is a pretty sweet deal, when facing long beards I would use the same tactic as for the warriors but I would make sure that the warriors charging the long beards had a hero in unit to dish out some extra hurt with a great weapon. He should be able to take done an extra 1 or 2 and that should be enough to make sure you win.

Thunderers and Quarrellers I have covered a little on already, these are most certainly going to located on a hill with all of the dwarf artillery this works great for us at it provides a sweet target for our artillery, simply shell this hill with your earth shakers and problem solved. The earth

shakers will stop the thunders and Quarrellers from shooting till their next turn even if they don't kill any thing and any warmachine can only shoot on a 4+.

This should save a lot of Chaos Dwarfs lives as our units won't get picked off at long range before they have a chance to get to grips with the enemy at close quarters.

That covers the core units that you are going to be facing now on to the special units, this is where a dwarf army is its strongest with 7 special units available to them including warmachines means you can be facing a very different force every time you play, so lets start with my favourite unit the Ironbreakers.

I never leave the hold with out a unit of 20 of these guys with being able to take 50 points of runic standards and a 2+ armour save in combat along with WS 5 and S 4 they area tough nut to crack for any unit. The chances are that the unit will have the dwarf lord on shield bearers as well making it even harder .

The best way to deal with this armoured unit is to first slow them down with a earth shaker, this will give you longer to whittle down the unit with superior Chaos Dwarf fire power in the form of the death rockets and hobgoblin bolt throwers and these don't allow an armour saves so make them perfect for taking on a unit like this.

If your opponent knows his stuff he might well have taken the banner with the master rune of Grungni which grants any dwarf unit with in 6" of the standard a 5+ ward save against shooting attacks and any spell defined as magic missiles this will save some of his models but not all. It only means is it will take a little longer to kill the unit than planned but keep shooting and in time they will run and with them only being only able to move 1.5" a turn due to the earth shaker you will have plenty of time to shoot at them.

Hammers are the kings body guard, I know a fair few players that take these guys for there lord to hang out with. This is dueto the fact when a lord is in the unit it is stubborn, immune to psychology, and with them coming with great weapons they can dish out the hurt on any unit that they get to grips with. They do have a weakness which is their armour, with only having heavy armour and a shield they have a pretty poor save for the amount you pay for them, their best save with be a 3 + in combat but only if they go with hand weapon and shield, this will be reduced to a 5+ if they go with their great weapon so there not as hard to kill as Iron breakers but there stubborn means they will be hanging around to the bitter end.

The best way to deal with these it to try and get your lord on great Taurus in to one of the flanks, with a unit strength of 5 negating that rank bonus and 8 strength 6 attacks and hitting on 3's killing on 2's you should be able to kill a fair few and if your lucky enough and make the unit run (that 5 and 6 or double 6 will come up sooner or later) then they just need chasing down and with the 3d6 movement for the Taurus this means they should not get away. If you end up in a challenge with the lord the chaos dwarf lord should be able to hold his own until you get him some back up in there in the form of bull centaurs or a unit of warriors with great weapons.

Bolt throwers are something to watch out for, with them being able to take 2 as one special choice just like us they are a great choice for killing nasty monsters or high armour units. The only problems is they are much better at shooting them than we are, curse those hobgoblins. Granted the dwarf ones cost more but with the ability to add an engineer and runes to the weapons it means that they are not going to miss very often and when they hit they will really pack a punch.

Try and keep your lord on Taurus in some sort of cover until you can fire your earthshakers at them. One thing to be aware of is dwarf players will often add the rune of fire to bolt throwers for dealing with trolls and ethereal beings.

If your unlucky enough to have bolt throwers fired at your lord on Taurus ask what runes they have on them and if they have the rune of fire smile to your self and let them roll to hit and wound and then remind them that you have the armour of the furnace and that you and your mount are immune to fire based attacks and because their bolts count as flaming attacks they have no effect. This will only work once as they will not make that mistake again will most likely pick a nice big unit of chaos dwarfs to punch holes through.

Grudge throwers and cannons have the same options as bolt throwers they can both add an engineer to there crew but rather than using their BS to improve the shooting they can re-roll on the miss fire chart. They have the bonus to add runes to do more damage and to improve accuracy. Your best bet is to try and get your lord on Taurus in to these warmachines you should be able to kill one a turn, but if you have a much more tempting target for your lord in mind simple earthshaker them and stop them firing until you can get some foot troops up there to sort them out.

Miners are a problem, but you can always tell where they will come up, right behind our warmachines. With the ability to come on any board edge from turn 2 and

being able to have a thane in with them as well and having blasting charges, a small explosive device that they throw when they are charged causing D6 flaming Strength 6 hits and the steam drill that adds +3 strength to the wielder which also allows the dwarf player to re roll his arrival dice to see when the unit turns up makes for a perfect unit to kill warmachines.

Lucky for us we have a nice cheap green meat shield, a few small units of hobgoblins left to guard the warmachines will ensure that if the miners come on near them they will be protected for at least one turn and that should give you time to swing some bolt throwers around and let fly at close range in to the miners.

Slayers I have to say I have very rarely seen used in games with no armour they tend to get shot to bits and with them not being able to take a magic standard to protect themselves they die very easy, best bet to deal with these is not to engage them in combat as they will cut what ever you put in from of them to bits, simple get in to range with the blunderbuss and keep firing till they are all gone, simple but effective.

Now that we have covered the huge amount of special units it's on to the rare ones, first on the list has to be the organ gun, every dwarf army should have one if not two of these in it just for the amount of death that they deal out with a range of 24" strength 5 with -3 to your armour saves they are perfect for mowing down large numbers of medium armoured troops which I am sorry to say is our army. For 10 points over the earthshaker they are too good not to take and with the ability to re roll the first result on the artillery dice to get more hits you can be sure that you're going to be get a lot of lead flying your way. The only thing I can recommend is the same tactic as dealing with bolt throwers and cannons, earthshakers or Great Taurus them and you can't go wrong.

Flame cannons and Gyrocopter, I will honest and must say that I have never faced off against either of these I don't even own them for my 4000 point dwarf army preferring the organ gun, but I would say the best bet is once again the earthshaker and even more so the lord on great Taurus with them being immune to fire they are perfect for charging right down the barrel of the flame cannon as nothing it does will effect either of them, the Gyrocopter is classed as a warmachine in its description so if inside the earthshakers effect range will only fire on 4+ and be at half movement, that brings this tactica to a close. I once again hope that this will be of use to you whenyou facing dwarfs and that achieve victory against our western kin, All glory to Hashut.

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 points 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. EPS, PSD, TIFF, JPEG is preferred.

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

- Cover submissions are a special case. If you want to

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

- Artwork. Artwork is always appreciated, but keep in mind color artwork always takes precedence. That is not to say you cannot submit black & white, just make it your best effort. Sometimes I will request Black and White artwork as well.

- 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 Maul's attention via PM. We can then work out the logistics of sending the required files.

In closing, if you follow these guidelines you run a greater chance of having your piece included.

As always if there are any questions about the process please send me a PM.



Artistic Credits

Anno: Hobgoblin head

Page:100

Baggronor: Shadow and Flame, Hobgoblin Slave Pen, Map of the Dark Lands, Chaos Dwarf Icons, Juggernaut

Pages: 5, 7, 47, 78-74,

Forgefire: CD Warriors, CD Sorcerer

Pages: 53, 85

Grupax: Chaos Star Ad

Pages: 69

Igorvet: Front Cover, Chaos Dwarfs, Hobgoblins

Pages: 1, 23, 50-51, 67, 89

Ishkur Cinderhat: Chaos Dwarf heads, shields

Pages: 23, 25, 41, 54-64

M3lvin: CD Blunderbusser, Chaos Dwarf Warroior, Daemonsmith, CD warrior, Sneaky Gits, CD icons

Pages: 3,10, 62-63, 65, 77, 86-87, 89, 91

Malorn: Sneaky Git

Pages: 7

Matt Birdoff: Borders, Earth- saker, Hobgoblin, Hobgoblin Wolfrider, Blunderbuss, CD Warrior

Pages: 11-13, 96

Skink: Hogboblin Wolf Riders

Pages: 16-17

T'engu: Cd Lord

Pages: 9

TwilightCo: 'eavy Hat Logo, Bloodbowl Logo, Back Cover, Axe of Zhârn

Pages:18, 71, 86-87, 90, 93, Back Cover

Xander: Word of Hashut Logo, Front Cover Work

Pages: 1

NEXT ISSUE

Cry havoc and let slip the Dogs of War!



ISSUE 8 OF THE WORD OF HASHUT. COMING FOR YOU. MARCH 2010