

INSIDE The Trails of Hashut Campaign Pack!

1 YEAR
ANNIVERSARY ISSUE

THE WORD OF HASHUT

VOL.II — NO.5 — SUMMER 2009



Warhammer



Mordheim



Bloodbowl

THE WEBZINE FOR CHAOS DWARF GENERALS — WWW.CHAOS-DWARFS.COM



THE WORD OF HASHUT

VOL II— NO. 5— SUMMER 2009

WWW.CHAOS-DWARFS.COM

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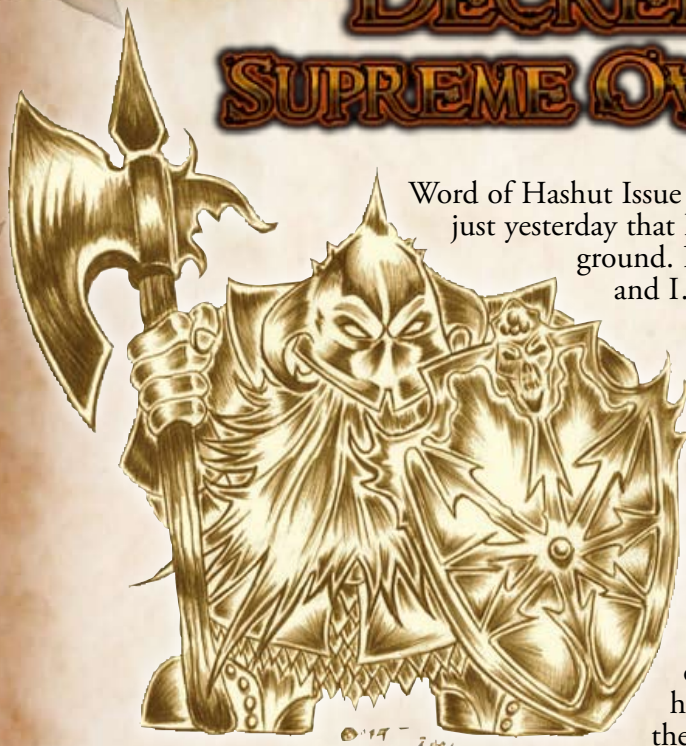
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DECREES FROM THE SUPREME OVERLORD OF WOJ



Word of Hashut Issue #1, one year ago. Where did they time go? It seems like it was just yesterday that I was struggling along trying to get the very first issue off the ground. Back in the first issue the webzine staff consisted of Sojourn and I... and that was it.

In order to get the first issue produced, I kept it simple on purpose, knowing how things go if done by committee: we would most likely still be talking about how to do it and what to put in it. There were **MANY** shortcuts and corners that had to be cut in order to make the first issue due date, but looking back on it now I still am proud of it. Why? Certainly not because it was the best issue, in fact I knew we (I) could do far, far, better, even at the time. But as with many things you have to make compromises in order to achieve a larger goal. Looking back I don't think I would change anything quite frankly. It serves as a reminder of just how far we have come. It also serves as a good yard stick for the criticisms of those who were skeptical at first, but eventually came around and saw just what we were (and still) are trying to

accomplish: The best fan produced e-zine on the web. But through it all I still have a sense of pride because I knew if we simply did it, if we kept plugging away at it everything would start to pick up speed from there. Here we are 5 issues and one year later, and it has.

Usually it is right around this time that many e-zines falter or start to falter, the main challenges have been conquered, the rut begins, issue due dates begin to slip and inertia takes over. This doesn't even count the ones that never make it off the ground or stop at issue #1. Look no further then our own site. The "proto-version" of the webzine never really left the Project Section of the website. Not us, not on my watch. Four times a year may not seem like much, but in fact behind the scenes it is a grueling pace. On average, I now get 1 month out of each 3-month production cycle where I can actually work on my own army. I'm not complaining mind you, but I hope this answers why the webzine isn't more then quarterly.

At this stage I would be remiss if I did not thank the following for the hard work over the past year: Baggronor who came through time and time again with incredible artwork, sometimes under incredibly short time constrains; Sojourn for proofing everything, Servius for his organization skills; Viskar for helping shoulder the layout and design load; to Thommy for turning out the awesome Dark Testament series and the Special Characters; to Pyro Stick for writing many rules for 3rd edition models; to Cornixt for double checking everything; to Xander for invaluable graphical work. To all the others who have contributed to the webzine, show that badge proudly, you have earned it.

So what does the future hold? Who knows? I sure don't, but I do know this: the Word of Hashut will continue to evolve and adapt. As long as we have readers, and an army to promote, we'll be here churning out more lore. So keep those submissions coming in and we'll keep producing.

Till next time, enjoy the birthday issue of the Word of Hashut and see you in September.

Willmark

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 6 AUTUMN 2009

Saturday, September 26, 2009

THE WORD OF HASHUT ISSUE 7 WINTER 2010

Saturday, December 26, 2009

COMMUNITY AWARDS 2009

January 2010

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

THE SLAVE PEN



Dear Slave Pen,
The warriors behind me keep complaining they can't see past my hat, what should I do?

Grimstonefire

If you is da boss crack some 'eads, that's wot da hobgobbo boss does an it works! If that not workz then stick 'um witz a knifetz!

Dear Slave Pen,
It never ceases to amaze me how our clever engineers managed to make a blunderbuss that gets stronger the more Dawi Zharr there are behind the shooter, even when it's only them shooting?

Grimstonefire

I know wot you mean, sounds like a cunnin' hobgobbo know wotz who thought dat one up!

Dear Misguided ones,
Is there any truth to the rumor that the stunty lord by the name of Hashut's Blessing has been sighted again on the forum?

Anonymous

Hashutz Blezzin' ? sounds like the rock hard stunties godz or sumthink...

Slaves,
Its time for your punishment(s), you get to pick which.

ACCCCKKKK Noooo, the worsze punisminz that I can thinkz of is cleanninz up after da ladz in something da stuntiez call da latrinze...

GOLDEN DEMON CHAOS DWARFS



GOLDEN DEMON
FRANCE 2003
WARHAMMER SINGLE
MINIATURE— 1ST
PAINTED BY
— OLIVIER PERELLO

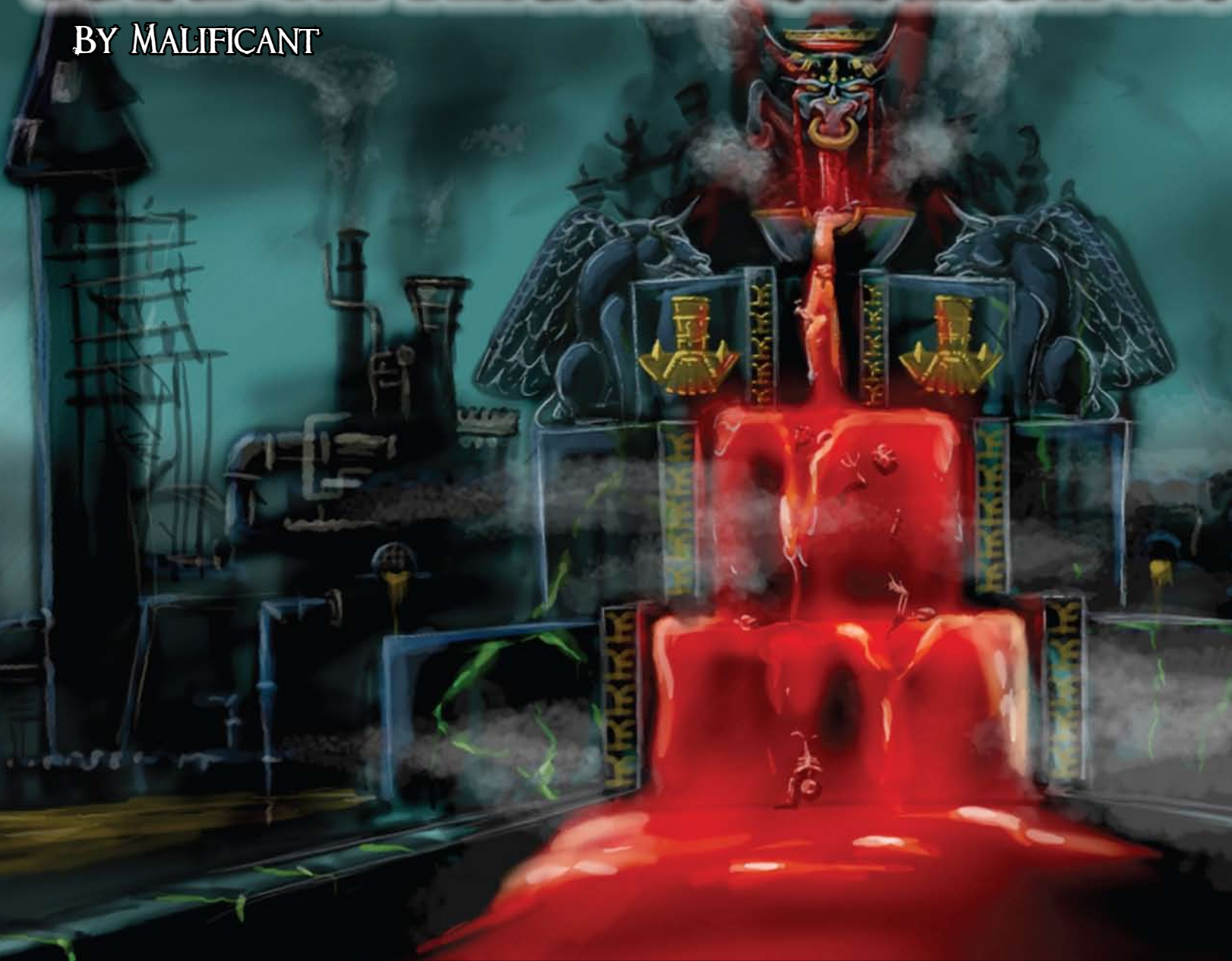


GOLDEN DEMON U.K. 2005
WARHAMMER REGIMENT— 2ND
PAINTED BY —ADAM SKINNER
CURRENTLY OWNED BY HARVEST—
MOUSE— HAND OF HASHUT

GOLDEN DEMON
GERMANY 2006
WARHAMMER SINGLE MINIATURE— 2ND
PAINTED BY — GEORG DAMM

RANDOM TERRAIN GENERATOR

BY MALIFICANT



The original thread for this great idea can be found here:
<http://www.chaos-dwarfs.com/forum/showthread.php?tid=1750>

Here is something quite useful that I found while scrolling through the depths of the forum. I found this most useful thread for the creation of random terrain to simulate the Dark Lands terrain- Willmark

Step one is to first, divide the table into 6, 2'x2' sections. Next, roll 2d6 for up to 5 sections and consult the following chart. After each terrain piece is laid in the center of each section, roll 4d6 and the scatter die to determine where the actual position will be. This roll can be modified for instances such as terrain moving off the table or river are appearing from nowhere.

2d6 result:

- 2-Lava Flow/River Ruin Run-off
- 3-Rock Spire

- 4-Hill
- 5-Lava Pool
- 6-Hill
- 7-Dead Forest
- 8-Burial Mound
- 9-Temple to Hashut
- 10-Watch Tower
- 11-Workshop
- 12-Special Terrain Feature! Roll d6:
 - 1-Stone Sorcerer (Historic Landmark)
 - 2-Sorcerer's Circle (Arcane Monolith)
 - 3-Slave Pens (Acropolis of Heros)
 - 4-Idol of Hashut (Ancient Idol)
 - 5-Collapsed Slave Mine (Fell Ruins)
 - 6-Ancient Tomb (Monument of Glory)

There you have it, quick, simple and can simulate the terrain of the Dark Lands nicely, assuming you have made terrain... haven't you? - Willmark

EAVY X HAT

Birth of Darsnakh by tjub

First got the idea for this conversion when playing Chaos Dwarf lore from WoH#4. My sorcerer succeeded in casting them both in the same phase, unleashing the flames on a unit of slayers. We started talking about how cool he must have looked just emerging from the magma and then flaming the dwarfs from behind and the idea for Darsnakh was born...

ing a battle against a friends dwarfs with the "new" had "magma pool" and the Flames of Azgorh and first moving himself behind the dwarf lines and then

The progression of the conversion work can be seen in my blog at CDO <http://chaos-dwarfs.com/forum/showthread.php?tid=3630> but Darsnakh is based on the thunderer champion from the BFSP box, zombie hands, a thumb tack and green stuff.

I also want to thank Willmark and TommyH for their work on bringing back the old Chaos Dwarfs magic to us.

May Hashut reward you well!



Deckhands for Hire!



Dogs of War Online

Cry havoc and let slip the Dogs of War!

The Daemoniac Legion

Chaos Dwarfs Online

THE CHAOS STAR

Your Warhammer Fantasy
Chaos Army Forums

Chamber of the Everchosen

The Herdstone

TIMELINE OF THE WORD OF HASHUT

1 YEAR FOR THE WORD OF HASHUT BY WILLMARK

One year and what a long strange trip it's been (sounds like a song or something ;) I really had no idea where this would take us, but I thought a look back detailing just how this webzine came to be would be interesting.

For those who are not in the know I figured a recap of how the *Word of Hashut* came to be would be in order. Really the *Word of Hashut* started after I became a moderator in March of 2008; I started to look over more and more of the forum with a critical eye including the project development forum and noticed the following which had been kicked around since the Summer of 2007: <http://www.chaos-dwarfs.com/forum/showthread.php?tid=648&page=1>

At the time I was pretty leery about this as an undertaking, but after seeing some of Baggronor's awesome artwork I was inspired to give it a try. Realizing that if it was done by committee it would never get off the ground. So with that in mind I kept it small and short for just making it to issue #1, as they say the rest is history.

So what's up next? Well for starters the Fall Issue of the Word of Hashut is slated for late September. I have been working on the layout and have been working on something new, hopefully everyone will like it, if not, it's hobgoblin latrine duty for you!

2007

* July 2007- the idea for the proto version of the Word of Hashut is formulated on Chaos Dwarfs Online.

The idea for a ezine then flats for nearly 10 months.

* August 2007- Willmark joins Chaos Dwarfs Online as member number #369, (*see contray to popular belief I havent been here forever!*)

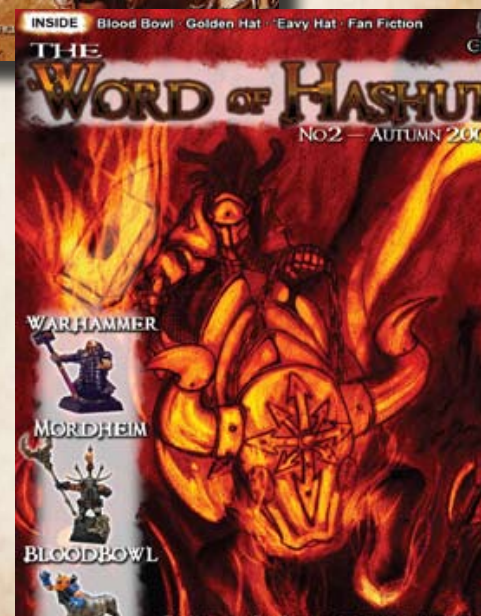
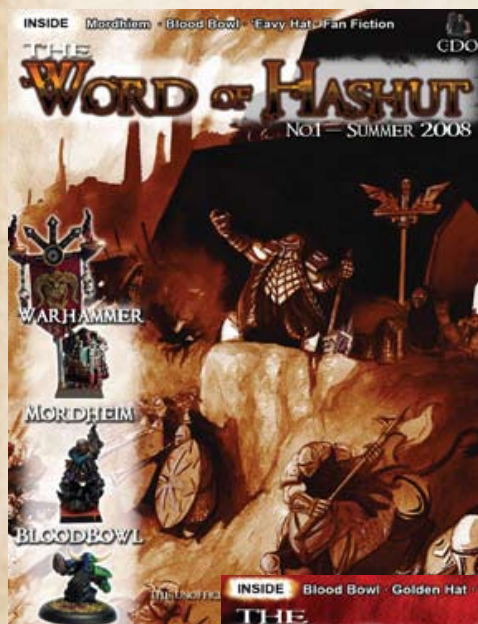
2008

* March 2008- the proto thread gets noticed by a certain Dark Lord of Chaos Dwarfs Online...

* June 2008- The first issue of the Word of Hashut gets off the ground with Baggronor, Sojourn and Willmark as the founding staff!

While a success in and of itself improvements are noted and strategies are formulated.

* October 2008- in what seems to be a trend for the future, the second Issue arrives late, but is an impressive leap forward for the webzine. Issue #2 is well received around the web and sets the bar for what is to come.



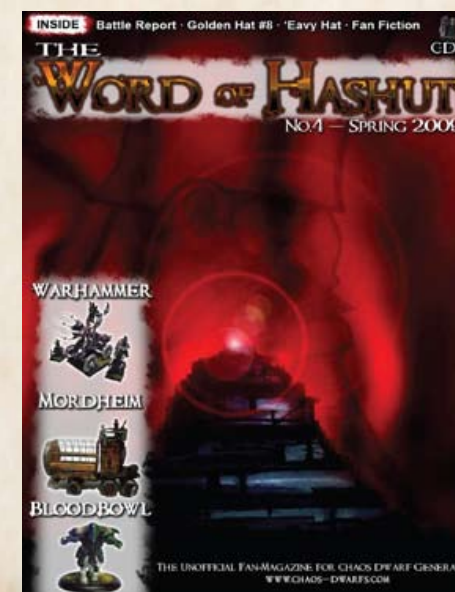
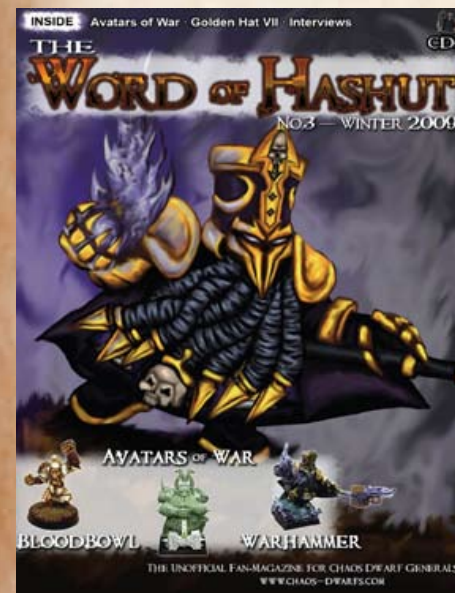
2009

* January 2009- Issue #3 launches a few days late but is another standard pushing up the page count due to massive amounts of quality material.

Little know fact that behind the scenes this one was a chore to produce...

* April 2009- Completing 1 whole year of issues, #4 rounds out Volume I with Ishkur's awesome cover.

* June 2009- On the heels of Issue #4, the 1 year anniversary Issue is released, our largest and most detailed issue to date (read and enjoy).



WORD OF HASHUT

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UZKUL WERIT
VEXXUS
VISKAR ZHARGOTH
WALLACER
WILLMARK
XANDER

Come Back soon Sojourn!

There is someone whose absence this issue of the Word of Hashut has sorely been missed. This is ironic since we just completed our first year. That person is Sojourn. It's true our editor was not able to help out this issue due to something called "real life".

It's strange, as I alluded to in my Editorial she was there with me right there since the beginning. Literally Issue Number 1 was her and I as staff, and Baggronor chipping in with the first cover.

In short I think it is entirely appropriate to recognize her hard work on the e-zine as it would truly be a lesser publication if it were not for her tireless work. There is no other way to slice it, we would not be at this state if it were not for her efforts.

Not only has her work on the Word of Hashut gone largely unnoticed, but also so has her excellent demeanor on the site itself. She always has a kind word and is a positive role model of encouragement. She doesn't play Warhammer, paints sparingly and with what little time she has she gets out her red pen for corrections with little complaint. In short she is a member that any site would be happy to have.

So lets all extend a warm thank you and a wish for a return for Issue #6 and beyond!

I for one am forever in Sojourn's debt. I'm the most visible face of the Word of Hashut. People associate me with it, which is true to a degree. I counter with this: The person who gets the limelight is only but one part; it's the team that makes this publication go and not having Sojourn for one issue proved to me just how true that is.

So on behalf of all of Chaos Dwarfs Online, thank you and hurry back.



TAURUS ATTACK

By tjub



By Pyro Stick



By Ishkur Cinderhat



DEATH FROM ABOVE

THE USE OF DEATH ROCKETS



THE BARRACKS OF ZHARR—NAGGRUND

UNIT ANALYSIS DEATH ROCKETS

BY SWISSDICTATOR

Having played Chaos Dwarfs on the tournament scene for a year now, and winning the “Best General 2008” award on the website, I feel confident in offering some thoughts on the Chaos Dwarf list. I write this article from the perspective of a designing a tough competitive list that is not over the top.

One unit which I feel has been underestimated is the Death Rocket. Many seem to prefer the Hobgoblin Bolt Throwers to the Death Rocket with the theory that the cheaper cost and two for one per special slot is a better deal. This argument is not convincing to me when I look at the bigger picture.

One of the main criticisms of the Death Rocket, when compared to the Bolt Thrower, is that it can misfire. This is where the Death Rocket's special rule is important to note. When you roll a misfire, if you also roll a hit on the scatter dice you don't roll on the misfire table. Instead, the rocket itself malfunctions and careens wildly in a random direction. This still allows the shot to (potentially) still be effective. At

worst, it saves you machine from being silenced or destroyed. This is a very nice ability when 1/3 of all shots statistically roll a hit. When only one, maybe two, misfires occur per game/machine you've got a very nice chance of keeping the machine working. It is perhaps one of the more stable stone throwers in the game.

Damage capacity is another consideration. While the bolt thrower can pierce ranks starting at strength 6, against elite units or single rank cavalry you will tend to only be able to hit one figure unless you're lucky enough to get a flank shot. A death rocket can get several figures, and still negate armor. While most will be at S4, the quantity can make up for the lower strength. One figure will even receive a S8 hit. Against ranked units, the bolt thrower can kill as many as 4-5 figures typically. However if you roll a 1 the bolt stops. The death rocket, if it lands decently can drop more than a bolt thrower. Plus if you aim center mass you can potentially hit most or all of the unit. Having first played Empire, and now playing Chaos Dwarfs, I've gotten my guess ranges down to near perfect. With a little practice guessing ranges becomes very easy.

With 1/3 shots being hits, you can quickly put a hurt on any unit especially if you have a 2nd Death Rocket and/or Earthshaker targeting the same block.

Another trick is to not only aim center mass of the unit, so the smaller drifts can still hit most of the unit, but to target a unit with several units nearby. While this may seem fairly obvious, when doubting the Death Rocket due to its ability to drift it is quickly forgotten. Unlike the bolt thrower, unless you roll a missfire, you're always hitting something in theory. It might drift and hit another unit

which is still doing damage, and it may drift to where it won't hit anything, but you are usually hitting something. In this sense it can be counted on more than the bolt thrower (even taken in pairs). In this sense it only “misses” 1/6 of the time when you roll a misfire. So five out of six times it is doing something. 1/3 of those hit directly, and most of the others have minimal drift. The bolt throwers miss half the time, with no chance of at least damaging a nearby unit.

Another advantage the Death Rocket has over the Bolt Thrower is defense. While this may seem an odd consideration when comparing the two keep in mind your opponent may throw magic (often in the form of magic missiles) or shooting at it. While a cannonball notices no difference between the two any mass shooting will notice a big difference between the higher toughness and heavy armor of the Chaos Dwarf crew compared to their Hobgoblin slaves. This better toughness and armor may seem like a small difference, but having run the Death Rocket a lot I kept in mind how the Bolt Thrower would've fared when it received shooting or magic based attacks. It does add up.

Also in terms of defense in a combat situation, where mobile units might be attacking (such as flyers, or fast cav) the Chaos Dwarf crew stands even further ahead of the Hobgoblins with the better weapon skill compared to the already mentioned improved toughness and armor.

Finally, for the cost of the Death Rocket itself when compared to most warmachines it is a bargain. Improved stability of a stone thrower, a crew with armor and T4, and Dwarven leadership (for magic or terror) makes for a nice war machine.

Finally an important factor is outside the gaming perspective. The Death Rocket is a very nice addition to any army as it is very thematic. It has a very cool theme to it, and in terms of the figure itself the classic figure is really nice or you can convert up some really cool looking figure for it too.

Having been to several tournaments over the last year, of various sizes, and even different point levels I have always been happy that I decided to take it.



By Tommy



By Swissdictator



By Baggron



By Bassman

THE BARRACKS OF ZHARR—NAGGRUND

UNIT ANALYSIS

AGENTS OF FIRE AND DEATH

Kitting out fighting heroes and lords
BY BORDER REIVER

So you've been tapped by Astragoth to lead the next slaving expedition to the realms of the feral slaves, and you want to make sure that you are all that you can be, and that your subordinate commanders are what you need them to be. Astragoth and his fellow members of the Council will look out for the sorcerers and their wisdom will be dispensed to you at a later time.

At the moment our magical accoutrements are somewhat limited – we have the common magic items and a few unique items. With the blessings of the Temple and my somewhat battered copy of Ravening Hordes let's take a look at the magical items we have available and what they can do.

Magical Weapons

Because you can get more out of the slaves with a kind word and a really large axe, than you can with just a kind word.

Dark Mace of Death – a magical weapon with a once a game function that does D6 wounds to all models in base contact, excepting the wielder's mount. Before

and after all it gives you is a model with a magical attack. Because it's bonus effect will harm your own side as well, it is not weapon that I would give to a model in a ranked unit, or even to the corner model, due to the casualties that it will cause to my own forces, and it is best left at home, or given to a sorcerer lord as it will use your entire magical item allowance leaving you nothing else.

Obsidian Axe – Wounds from this weapon destroy

a surviving model's armour and shield. Moderately useful if you find your self up against models with more than one wound, and a high armour save – which generally means characters. Unfortunately, unless you kill the other model you leave yourself open to counterattacks, and your armour save cannot be the best, nor will you have a significant ward save – so you will likely be wounded back.

Black Hammer of Hashut – best weapon we have access to. A consistent Strength bonus, and the ability to autokill a treemen/TK character with one hit? Sign me up, I'll take two. Its points cost will allow you to combine this with other items and can really beef up a lord character or a hero. More on combos later.

Magical Armour

Because cousin Borat ISN'T watching your back....

Armour of the Furnace – Chaos armour, a 5+ ward save and immunity to fire. This is the best ward save we have access to, so you may want to give this to the character who really needs to survive. It is slightly over priced for what it does.

Armour of Gazrakh – The common 1+ armour save armour – priced comparably to what the other guys get, no complaints here.

Talismans

The added insurance

Talisman of Obsidian – So, I can use my entire magic allowance to make my lord and only my lord immune to all magic, and prevent spell casting if I am in base contact regardless of which side the caster is? A little steep in price for what it does – hopefully that one character isn't so crucial to your plans that his loss isn't a game stopper.



Enchanted Items

For a little surprise

Black Gem of Gnar – A situationally useful tool in your arsenal, it will remove the bearer and one model in base contact from a combat for one round. This item is intended for a cheapie character who can challenge the big strong nasty in your opponent's army (definitely has uses when you are fighting Warriors of Chaos) and take him and his multitude of attacks from the fight, allowing you the better chance to weather the onslaught and maybe swing the combat resolution in your favour.

Gauntlets of Bazhrakk the Cruel – A way to boost your strength, but with the downside of possibly beating your own side (and possibly your mount) to death. Unlike most other Strength boosting magic items out there, this isn't a weapon, and can stack with the bonuses for great weapons or magic weapons, allowing you to reach S7.

Magic Banners

Banner of Slavery – Gives rerolls for your greenskin units for all psychology tests (not break tests) within 12". Better taken by a unit, it is still the only magic banner we have access to other than the ubiquitous

War Banner. I would rather tool the Army Standard Bearer with other kit than giving him a magic banner, as otherwise he is not survivable.

After this brief look at our unique items, we should look at how to best use these and the common magic items in combination.

Bull Centaur Lords are our kick butt and take few prisoners character. A Weapon Skill value to ensure that we're hitting everything in the game on at least a 4+, and a generous amount of base attacks, the one and only bull centaur lord is only let down by his leadership value (which is still respectable). Due to his already high strength, he doesn't need an expensive magic item to reach S7, just a mundane Great Weapon. To make this bad boy a real chariot killer, equip him with something to allow him to survive the large amounts of missile fire and magic that will come his way – say the Armour of Gazrakh or the Armour of the Furnace with a shield for a good to excellent armour save, hand him a great weapon and point him in the direction of those chariots.

Chaos Dwarf Lords are primarily useful for their ability to bring a Great Taurus to the party. The leadership that we normally need the lord for can be supplied by a Chaos Dwarf Hero, so the Lord is free to roam the battlefield on a large flying bovine wreaking havoc. Because he can't take advantage of an armour bonus for being mounted, it behooves us to give him the best save we can right off the bat. This can be accomplished with the Armour of the Furnace and a shield for



Mini By Zanko

a 3+ save, or the Armour of Gazhrakh if nobody else has it and we feel that we can do without the ward save. Next we need to give him a special weapon. On a mount, we only get +1 Strength, so to get a higher consistent bonus I would give him the Black Hammer and a shield.

Chaos Dwarf Heroes are the only leadership 10 heroes in the game which gives us the advantage of being able to employ a very cost effective general. Now this general is not as tough as his Betrayer Kin counterpart, but his high Leadership makes up for this. When we build our hero general we have only 50 points to kit him out with magic so we have to be cost effective. The Armour of Gazhrakh is our best choice for defence. Coupled with a mundane Great Weapon we now have someone with 3 WS6 S6 attacks, not too shabby for less than 100 points. We can improve this by giving him the Gauntlets of Bazhrakk the Cruel, making those attacks S7, and making him a real chariot killer. To get the most out of your general, he needs friends (well, henchmen, lackeys or flunkies really), so a large unit of warriors with shields and hand weapons (to make them more resilient) will provide the bulk of the Combat Resolution, likely with the additional CR coming from our heroic general.

The other use for your Chaos Dwarf Hero is to carry your battle standard. As you only have two options for magic standards, and both of them can be carried by units, I usually choose to kit him up with armour and a magic sword. I admit that this is where I employ the Armour of Gazhrakk, and then finish off the rest of the magic item allowance with the Sword



By Hammerhand

of Might, just for that little extra edge when it comes to getting through the other side's armour.

Bull Centaur Heroes give use the same options as his non-blessed brethren, namely to be kitted out as a fighty character, or as the battlestandard bearer. The primary advantage over Chaos Dwarf Warriors is their mobility and higher attacks. To balance this out the Bull Centaur characters aren't as skilled at fighting, nor are they as good at leading troops in battle. What we need to do is play to their strengths – a Sword of Battle and the Gauntlets of Bazhrakk the Cruel will give us 5 S5 attacks, which will allow you to cut through most rank and file troops and do nasty things to many heroes. A Great Weapon will give you more strength to lay a beating down, but a conventional hand weapon/magic weapon will allow you to strike in initiative order, potentially reducing the number of attacks that you will take before your great weapon armed Bull Centaurs can swing.

Hobgoblin Heroes give us something that our cousins to the west don't have – a cheap and disposable hero. Mounted on a wolf, and kitted out with heavy armour and shield he can ride with the wolves and get into all sorts of mischief. Used to hunt wizards or war machines a sword of battle doesn't go amiss, as that extra attack can really ensure that the pesky spell hurler doesn't get back up. The other use is as a bodyguard. Give him the Black Gem and let him take the challenge from Wulfric. That one turn without the killy enemy character may just swing the fight in your favour.

Now as you've noticed, there is a lot of competition for certain items of kit, and others will be left in the Temple more often than naught. The two armour choices will definitely see the fires of battle, and a Chaos Dwarf player must carefully weigh their options. What do we need our characters to do to support our plans should dictate what kit they go to battle with. Characters for this army are not battlewinners in and of themselves, but provide valuable support to the regiments. As long as you remember that your characters, regardless of how you equip them aren't going to run off and win the battle on their own but will help your warriors to do so you will defeat the feral slaves and bring glory to Hashut.

EAVY X HAT

THE ANVILS OF THE DAWI ZHARR

Dawi Zharr warriors are the rocks that the enemy breaks themselves on...



By maelzch



By Warh



By Skink



By Dorktaku



By Dorktaku



By GRNDL

EAUVY X HAT

By Ubertechie



BLACK ORCS

Why would a chaos dwarf general take Black Orcs considering their history with the Dawi-Zharr?

"Keep your friends close; your enemies closer..." - Willmark

By ElEndro



By Ubercat



EAUVY X HAT

HOBGOBLINS

By Swissdictator



By Tarrak Blackhand



By tjub



By trili__pinpon



By Ubertechie



THE TRAILS OF HASHUT

CHAOS DWARF CAMPAIGN PACK FOR 7TH EDITION WARHAMMER

FROM CHAOS DWARFS ONLINE



TRAILS OF HASHUT

THE TRAILS OF HASHUT CHAOS DWARFS VS WARRIORS OF CHAOS CAMPAIGN PACK

For those graybeards that were around back in the day of 4-th 5th edition era of Warhammer you may remember the campaign Packs from Games Workshop. So in the vein of Idol of Gork, Tears of Isha, etc we proudly present the Trails of Hashut- Willmark

This article describes an historical conflict arising between armies of Chaos Dwarfs and Warriors of Chaos in a northern region of the Dark Lands known as the Trails of Hashut. A series of battles were fought over a Chaos Monolith at the heart of a network of lava flows that became infamous in the histories of both races.

This Warhammer Campaign is designed around two rival forces, but with the chief emphasis on one army in particular. Trails of Hashut, as its title suggests, is based around Chaos Dwarfs.

Trails of Hashut is written for players who already have suitable armies. The games are designed so that players who have typical 3,000 point armies should be able to field appropriate troops without purchasing vast numbers of new models. Players who wish to increase their armies by adding a few units or characters especially for the campaign can take the opportunity of so doing.

Choosing Forces

Each battle contains a list of "Historic Forces", which are the armies that actually took part in the battle. However, players also have the option of selecting an army to a specific points value from their army list, with a few restrictions. This enables players who may not own the correct models required to replicate the historic forces to play the campaign too.

Special Characters

This campaign features a number of special characters for both the Chaos Dwarf and Warriors of Chaos armies. You'll find details and rules for these characters in the Appendix. They can be represented by any suitable models.

The characters described in Trails of Hashut are also compatible with Chaos Dwarf and Warriors of Chaos armies, and may be used as normal special characters

if you wish. As with all content in the Word of Hashut, you should only use these with prior permission from your opponent.

The Trails of Hashut

In the north of the Dark Lands, bordering on the endless sweep of the Eastern Steppes is a highly volcanic region known as the Trails of Hashut. This tortured area is broken up by lava flows which criss-cross the earth and divide it into irregular pieces of relatively stable land. Geysers, lava springs and scalding hot pools pockmark the ground and earthquakes are extremely common. Nothing can live in the Trails of Hashut and, indeed, most races consider it a completely worthless piece of territory. However, for the Chaos Dwarfs it has a certain strategic value: it represents an impenetrable obstacle for invaders attempting to attack their lands. Any army of Marauders or Hobgoblins wishing to sweep down and attack Zorn Uzkul or the Plain of Zharr must negotiate the Trails (an almost impossible task) or go around them, which leads them directly into the teeth of the Dawi'Zharr defensive ring: a vast network of watch towers and bastions that mark their borders. The Chaos Dwarfs themselves have extensively explored the Trails, using slaves to





TRAILS OF HASHUT



scout out the most dangerous parts. They alone have knowledge of the treacherous paths through the lava flows and keep battalions of troops in close proximity so that, if an invading army begins to gather beyond the Trails, they can strike through the heart of the volcanic wasteland and take them by surprise. It is this mastery of the region by the Chaos Dwarfs that has given it its name.

Galtair the Betrayer

Galtair was a shaman from one of the Kurgan tribes that roam the Eastern Steppes. He was born with the talent for witchcraft that is relatively common amongst the tribes of Chaos Marauders, but he was also cursed with a deformity: a crooked leg. This minor ailment would be almost irrelevant in the Old World, but to the Kurgan horselords it was effectively a death sentence. Galtair could not ride and tradition demanded that he be taken out to the wastes and left to die from exposure at birth. However, the mark of the shaman was upon Galtair and tradition also demanded that he be raised to practice the dark art. Grudgingly, the Chieftain of his tribe allowed Galtair to live, but he was always an object of scorn and derision. He was a burden upon his people and was blamed for every ill fortune that occurred. Finally, when he could take no more, Galtair turned upon his people: he betrayed them to a rival tribe and they were slaughtered in a night of vicious bloodshed. The enemy tribe, a band of Khorne worshippers, were as capricious as any followers of Chaos and planned to kill Galtair as well since he was an enemy as well as a Sorcerer, however Galtair

was able to bargain with his life – he told them a tale he had heard of a mighty Daemon Prince of Khorne, imprisoned beneath the earth across the steppes. Galtair knew he had the power to free the Daemon and persuaded the Marauders to begin a journey across the wastes in exchange for letting him live. Grudgingly, the enemy Chieftain agreed.

The Pilgrimage of the Destroyer Cult

The way to the place of the Daemon Prince's imprisonment was hard. The warband crossed many miles of windswept steppe, encountering other barbarians and Hobgoblins. On their journey they achieved many great deeds and won the favour of the Gods many times over. Once they had been one of the many thousands of Marauder tribes, but when they approached their destination they were a great army of Chaos Warriors, blessed with mighty Chaos armour and other gifts of the Gods. Their Chieftain, Hukath, had become an awesome Chaos Lord astride a black Daemonic destrier. Their journey had become a religious pilgrimage and they were now wholly dedicated to their dark task: freeing the Daemon Abbadon, first of all the Daemon Princes of Khorne from his subterranean prison. Abbadon was known in ancient times as The Destroyer, and his followers took that title for themselves. The object of their quest was a great Chaos Monolith in the heart of a volcanic region that Galtair learned was known as the Trails of Hashut. He did not understand the provenance of the name, for the Destroyer Cult had travelled from hundreds of leagues away and knew nothing of the Chaos Dwarfs. It would not take them long to learn of the Dawi Zharr.

Scenario 1: Entering the Trails

Galtair, who had interrogated local inhabitants as they approached the Trails of Hashut, advised Hukath to approach the region with caution due to its instability. Galtair knew that if he had the opportunity, he could use his magic to scry a path through the lava flows. Hukath was impatient but eventually agreed to Galtair's suggestion. The Sorcerer had led them this far, and Hukath knew that once Abbadon was released, he would be able to dispose of the shaman at last. Galtair took a bodyguard of warriors with him in order to seek a way to the heart of the Trails.

However, the Chaos Dwarfs did not leave the Trails unguarded. They kept a careful watch

MARAUDERS



Minis By Ishkur Cinderhat



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using mercenary and slave warbands who patrolled the outlying regions. One such detachment – a scouting force of Hobgoblins – were passing nearby when they realised a large Chaos Warrior army had gathered. They immediately plunged into the Trails in hopes of cutting through and reaching a Chaos Dwarf garrison stationed on the other side. They were unaware that Galtair was already leading a force into the Trails and the two armies clashed on the borders. Galtair realised that if the Hobgoblins were allowed to escape, they would carry word to their masters and the entire plan would be placed in jeopardy. The Hobgoblins, led by the famed mercenary chieftain Ulgash Khan, had one objective: to break through the lines set up by the Warriors of Chaos vanguard to warn the Chaos Dwarfs. Hopelessly outnumbered, escaping was their only real hope.

Fighting the Battle

Entering the Trails is the first in a series of encounters between Chaos Dwarf and Warriors of Chaos forces. The outcome of this battle determines whether the Chaos Dwarf forces on the other side of the Trails of Hashut are warned about the approaching Destroyer Cult.

THE BATTLEFIELD

The setting for this battle is the outlying regions of the Trails of Hashut. Here, the land is relatively stable but there are still dangerous volcanic terrain features.

Set up the battlefield in any mutually agreeable manner. There should be no features like trees or buildings: the Trails of Hashut are utterly desolate and uninhabited. Terrain features such as lava flows, geysers and boiling pools represent the region perfectly, and they should all count as impassable terrain.

Historic Forces

The Chaos Dwarf (really Hobgoblin) army consists of the following:

Hero: Ulgash Khan (General), Hobgoblin Hero. He has light armour and a shield. He rides a wolf.

Core: Riderz, 10 Hobgoblins with bows, light armour and shields. They ride wolves and have a champion (Boss Shazka), musician and standard.

Core: Arrerz, 10 Hobgoblins with bows. They have a standard.

Special: Gitz, 20 Sneaky Gitz with a champion (Boss Stabgit), musician and standard.

Special: 2 Hobgoblin Bolt Throwers

Alternatively, the Chaos Dwarf player may choose an army to a total of 500 points. Only Hobgoblin and other Greenskin units (Orcs, Goblins, Black Orcs) may be taken. The usual restriction on Hobgoblins counting as compulsory Core units is waived for this battle.

The Warriors of Chaos army consists of the following:

Hero: Galtair the Betrayer (General), Chaos Sorcerer. He is upgraded to a Level 2 Wizard and uses the Lore of Death. He has the Necrotic Phylactery and the Staff of Sorcery.

Hero: Ulf the Werekin, Exalted Hero. He has a great weapon, the Mark of Khorne and the Helm of Many Eyes.

Core: Children of the Hound, 17 Chaos Marauders with shields and light armour. They are led by a Chieftain (Klore) and have a musician and standard. They have the Mark of Khorne.

Core: The Furious, 10 Chaos Warriors with shields. They are led by a Champion (Grond) and have a musician and standard. They have the Mark of Khorne.

Core: The Hateful, 10 Chaos Warriors with shields and halberds. They are led by a Champion (Cron) and have a musician and standard. They have the Mark of Khorne.

Core: Hounds, 10 Chaos Warhounds with Scaly Skin (6+).

Alternatively, the Warriors of Chaos payer may choose an army to a total of 1,000 points. They must be led by an unmarked Chaos Sorcerer and no Marks of Chaos besides the Mark of Khorne may be used.

Deployment

Follow the normal deployment rules for this battle.

THE BATTLE

Who has the first turn?

The Chaos Dwarf army has the first turn.

How long does the battle last?

The battle lasts six turns.

VICTORY OR DEEAT

Determine victory using victory points as normal. However, for every unit that the Chaos Dwarfs manage to move off the Warriors of Chaos table edge they receive their points value back in victory points. So, for example, if the Arrerz move off the table along that edge, the Chaos Dwarf player will gain 60 VPs. If the unit is reduced to half strength or below, moving it off the

table will only give half VPs. Units which flee off the Warriors of Chaos table edge do not give VPs. Victory points are not awarded for table quarters in this game (neither side is interested in obtaining territory).

Scenario 2: The Ritual

The Hobgoblins of course had no hope of actually stopping Galtair and the Chaos Warrior vanguard – their only hope was to escape and carry a warning. Once they had fled, Galtair continued on course to the Monolith. He had correctly deduced that it would lie at the heart of the Trails of Hashut and that it was really the Daemon Prince's presence that was causing the volcanic instability. At the centre of the Trails was the mighty stone erected to serve as a warning against mortals – in ancient times, Abbaddon had been the scourge of worlds, and his imprisonment had averted great disaster. Whoever had imprisoned him hoped that no one would ever be foolish enough to try to release him. With a dark gleam in his eyes, Galtair approached the monolith and began the terrible ritual. What was left of the vanguard patrolled the area as Hukath and the rest of the Destroyer Cult followed their path through the Trails to join him – the Chaos Lord was determined to be present when Abbaddon was freed! Meanwhile, the Chaos Dwarf garrison on the other side of the Trails had been made aware of the presence of the Destroyer Cult. Fearing for the consequences, their commander, Lord Zhulduz, immediately raised his forces and set out to stop whatever the Warriors of Chaos were up to. The Chaos Dwarfs marched as swiftly as possible, but as they approached, they saw that the Destroyer Cult was already forming up near the Monolith, determined to protect Galtair as he completed the ritual to free Abbaddon...

Fighting the Battle

The Ritual is the second in a series of encounters between Chaos Dwarf and Warriors of Chaos forces. Galtair the Betrayer has reached the Monolith and begun to perform the ritual that will release the Daemon Prince Abbaddon. The Destroyer Cult will try to defend him as Zhulduz's Garrison arrive. Depending on whether they received warning from the Hobgoblins, the Chaos Dwarfs may arrive late and find the Warriors of Chaos already in a commanding position. The outcome of this battle will determine the fate of both Abba-



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don and the Trails of Hashut themselves.

THE BATTLEFIELD

The setting for this battle is the very heart of the Trails of Hashut. Here, the ground is highly unstable, with lava flows running across the battlefield, geysers hissing steam into the air and treacherous pitfalls that open up at the slightest pressure. In the centre of the battlefield is the Monolith of Abbadon itself – a huge, obsidian slab that rears some thirty feet into the air.

Set up the Monolith first in the centre of the battlefield. There is no terrain within 18" of it – in fact, there are many dangers in this area, but this is represented by the scenario special rules (see below). Beyond that, set the battlefield up in a similar way to the previous battle with lava flows, geysers and hot pools, all of which are impassable.

Historic Forces

The Chaos Dwarf army consists of the following:

Lord: Lord Zhulduz (General), Chaos Dwarf Lord. He has a shield, the Black Hammer of Hashut and the Armour of the Furnace. He rides a Great Taurus.

Hero: Hkath Daemonbane, Chaos Dwarf Sorcerer. He is upgraded to a Level 2 Wizard and uses the Lore of Metal. He has the Talisman of Protection. (Note: Hkath also has the Rod of Daemon Binding which is detailed in the Appendix, but it has no use in this battle and does not count towards his points cost).

Hero: Ghrath the Mighty, Chaos Dwarf Hero. He has Heavy Armour and the Sword of Might. He carries the army's Battle Standard.

Core: The Stormbrothers, 15 Chaos Dwarf Warriors with great axes.

They are led by a champion (Dazakh) and have a musician and standard with the War Banner.

Core: The Stormbringers, 19 Chaos Dwarf Warriors with blunderbusses. They are led by a champion (Thregha) and have a musician and standard.

Core: The Stormcallers, 20 Chaos Dwarf Warriors with blunderbusses. They are led by a champion (Zakh) and have a musician and standard.

Core: Riderz, 10 Hobgoblins with bows, light armour and shields. They ride wolves and have a champion (Boss Shazka), musician and standard.

Special: Death Rocket

Special: Gitz, 20 Sneaky Gitz with a champion (Boss Stabgit), musician and standard.

Special: 2 Hobgoblin Bolt Throwers.

Rare: The Thunderspawn, 5 Bull Centaurs with heavy armour. They are led by a champion (Bhaal).

Alternatively, the Chaos Dwarf player may choose an army to a total of 2,000 points. They must be led by a Chaos Dwarf Lord.

The Warriors of Chaos army consists of the following:

Lord: Lord Huthak (General), Chaos Lord with a shield. He has the Mark of Khorne, the Axe of Khorne, the Collar of Khorne and Bloodcurdling Roar. He rides a Daemonic Mount.



Hero: Ulf the Werekin, Exalted Hero. He has a great weapon, the Mark of Khorne and the Helm of Many Eyes.

Core: Children of the Hound, 17 Chaos Marauders with shields and light armour. They are led by a Chieftain (Klore) and have a musician and standard. They have the Mark of Khorne.

Core: The Furious, 10 Chaos Warriors with shields. They are led by a Champion (Grond) and have a musician and standard. They have the Mark of Khorne.

Core: The Hateful, 10 Chaos Warriors with shields and halberds. They are led by a Champion (Cron) and have a musician and standard. They have the Mark of Khorne.

Special: The Enraged, 5 Chaos Knights. They are led by a Champion (Hund) and have a musician and standard with the Banner of Wrath. They have the Mark of Khorne.

Special: The Worldeaters, 3 Ogres. They are led by a Mutant Ogre (Brog) and have a musician and

standard. They have the Mark of Khorne.

Rare: 2 Chaos Spawn with the Mark of Khorne.

Rare: Brass Altar of Khorne, a Chaos Warshrine with the Mark of Khorne.

Alternatively, the Warriors of Chaos player may select an army to a total of 2,000 points. They may not include any Sorcerers, must be led by a Chaos Lord and no Marks of Chaos besides the Mark of Khorne may be used.

Deployment

If the Chaos Dwarf player was victorious in the previous battle, the Warriors of Chaos deploy in the normal deployment zone along one long table edge. If the Warriors of Chaos player was victorious however, the Destroyer Cult has had time to take up defensive positions around Galtair. They may deploy anywhere within 18" of the Monolith in their half of the battlefield. If they deploy like this, they must be set up first, otherwise the normal deployment rules are followed.

In either case, the Chaos Dwarfs set up along the opposite long table edge as normal.

SPECIAL RULES

The Ritual

Galtair is performing the ritual to release Abbadon as the battle rages around him. He is set up in base contact with the Monolith (which blocks line of sight, so he should be placed on the opposite side to the Chaos Dwarfs) and may not be set up with a unit. He may not move, cast spells or do anything during the battle – not even defend himself if attacked: he is wholly focused on completing the ritual. Otherwise he counts as a Chaos Sorcerer, but does not contribute any dispel dice in the magic phase.

Unstable Ground

Closer to the Monolith, the ground grows even less stable. Pools of lava and hidden crevasses leading to chambers filled with boiling magma break up the earth. When units of troops move close to the Monolith, there is a good chance the ground will give way beneath them, plunging them into burning lava, or causing them to vanish forever beneath the earth. Units that march or charge within 18" of the Monolith must roll 3D6 – if the result is less than the unit's total Unit Strength, they take a number of Strength 4 hits equal to the difference

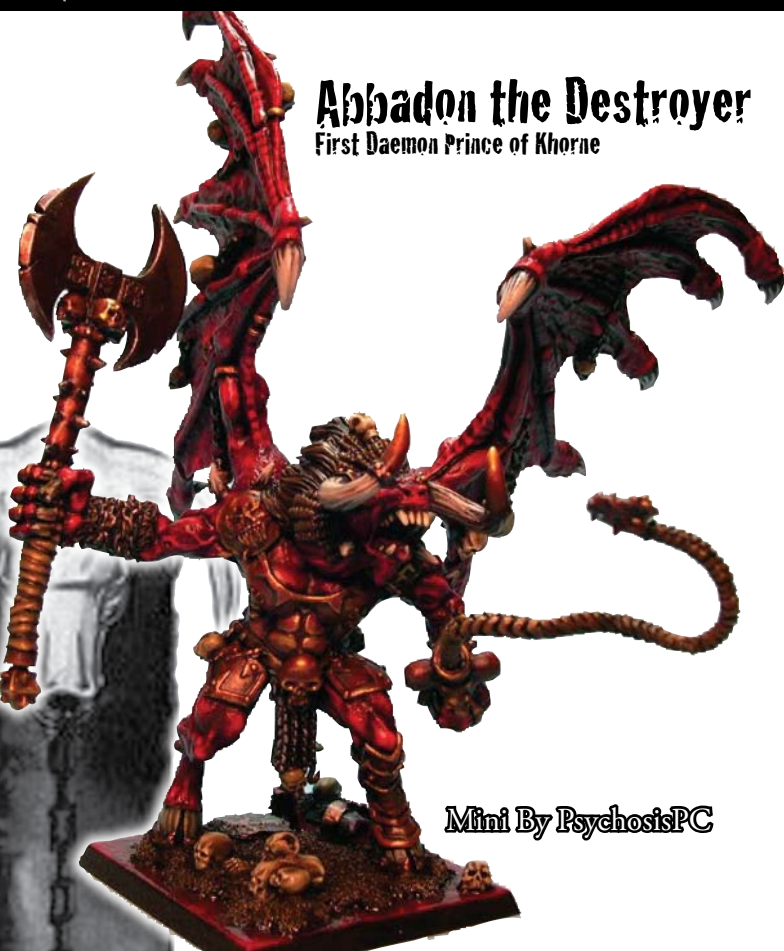


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Abbadon the Destroyer First Daemon Prince of Khorne



Mini By PsychosisPC

between the result of the roll and the unit's Unit Strength. Units that march or charge within 12" of the Monolith test on 2D6 and units that march or charge within 6" test on a single D6.

THE BATTLE

Who has the first turn?

Roll off to determine who has the first turn as normal.

How long does the battle last?

The battle is determined by sudden death victory conditions (see below).

VICTORY OR DEFEAT

Throughout the battle, Galtair is attempting to release Abbadon from his prison beneath the battlefield. If he succeeds, the battle will end immediately as the shocked Chaos Dwarfs fall back from the sudden appearance of a mighty Daemon Prince. Alternatively, if the Chaos Dwarfs can stop the ritual by killing Galtair the Destroyer Cult will have no way to summon him and will scatter.

At the end of each turn starting with the third, roll a D6 to determine if the ritual is complete. It will end on a roll of 6 at the end of turn three, a 5+ at the end of turn four, a 4+ at the end of turn five, a 3+ at the end of turn 6, a 2+ at the end of turn seven and, if the battle lasts eight turns Abbadon will be summoned automatically. If Galtair is killed at any point, the Warriors of Chaos loose immediately, as the ritual cannot be completed without him.

Scenario 3: The Battle for the Monolith

While the structure and victory conditions of this scenario remain the same regardless of the outcome of The Ritual, the circumstances and forces are altered depending on whether Abbadon was released or not. Use the appropriate background text below depending on the result of the previous battle.

If Galtair completed the ritual...

Abbadon the Destroyer, first Daemon Prince of Khorne, has been released from the adamantine prison that has held him beneath the earth since the Time of Chaos. Driven insane by long aeons of imprisonment, he burst from the ground in a torrent of fire and magma, consuming the feeble Galtair instantly. Immediately a great tremor shook across the Trails of Hashut, silencing the volcanic activity forever and cooling the tortured ground. Abbadon, rising on a pillar of flame, glared balefully down at the Chaos Dwarfs who were now arrayed against his followers and bellowed words of challenge in a long-forgotten tongue. His warcry was answered by Lord Huthak and his followers and the Destroyer Cult fell in behind their Daemonic master, charging headlong towards the surviving Chaos Dwarfs.

If the ritual was stopped...

Dismayed at their failure as Galtair was cut down, the Destroyer Cult fell back. Huthak attempted to rally his men, but even the frenzied Khornate warriors found their faith shaken by the sudden scuppering of their plans. Seizing his opportunity, Lord Zhulduz ordered Hkath, his chief Daemonsmith, to take advantage of the lingering magics still surrounding the Monolith. In a night of feverish activity while the Destroyer Cult rallied, Hkath successfully summoned Abbadon, imprisoning him with his dark art and bound him into the waiting chassis of a mighty Daemon Engine. As the Warriors of Chaos renewed their attack in the dim light of dawn, they saw waiting for them a new threat: an awesome Hellcannon containing the bound essence of their very master. Furious and with renewed vigour, they vowed to destroy the machine and free Abbadon by force instead of art this time.

Fighting the Battle

The Battle for the Monolith is the third and final in a series of encounters between Chaos Dwarfs and Warriors of Chaos. Abbadon has been released from his prison beneath the Trails of Hashut, either to lead his Destroyer Cult or to be cruelly bound into a new prison of iron and gromril. In either case though, the ritual is not truly complete: the Monolith still retains much of Abbadon's power and must be secured by driving away the enemy force so that he can be properly freed or bound. Both armies are attempting to annihilate the opposition and take control of the Monolith.

THE BATTLEFIELD

This battle takes place in the same location as The Ritual and the battlefield should be set up in the same manner. However, Abbadon's release has changed the topography of the Trails of Hashut slightly, so it's fine if some of the terrain is altered from the previous battle. Note that the 'Unstable Ground' rule no longer applies, and so there may be proper terrain set up within 18" of the Monolith.

Historic Forces

The same forces that participated in The Ritual fight in this battle. The Warriors of Chaos army may not use Galtair as he has been killed. In addition, if the Warriors of Chaos won the previous battle, they are led by Abbadon the Destroyer, a Daemon Prince special character detailed in the Appendix. If the Chaos Dwarfs won the previous battle their army includes the Hellcannon that contains the bound essence of Abbadon. See the Appendix for details.

THE BATTLE

Who has the first turn?

Roll off to determine who has the first turn as normal.

How long does the battle last?

The battle lasts six turns.

VICTORY OR DEFEAT

Use Victory Points to determine the winner of the battle as normal. The Monolith counts as the Historic Landmark special feature, as detailed on page 100 of the Warhammer Rule Book.

APPENDIX

Entering the Trails

Tactical Notes

This battle is an uneven points match, but it has some important victory conditions that mean the Hobgoblins can win it without having to actually engage the

Warriors of Chaos head on. The best tactic is to put Ulgash Khan with the Riderz and head straight for the table edge. The rest of the army should play a game of Victory Points denial, avoiding the Warriors of Chaos altogether and try to score as much damage as possible without being killed themselves. If the Hobgoblin player finds any of his units near the enemy table edge at any point, he should move them off! Doing so not only denies VPs to the enemy, but also scores more VPs for him. Trying to actually take on the Warriors of Chaos is something of a fools' errand – and no Hobgoblin worth his salt tries to fight an enemy head on anyway! The Warriors of Chaos player needs to try and bring the Hobgoblins to battle, because almost everything he has can wipe out any enemy unit with almost no effort.

If using different forces from those listed in the scenario, the Hobgoblins will find the battle much easier if they load up on Wolf Riders, and the Warriors of Chaos may find the same if they use lots of Chaos Knights or Marauder Horsemen. Players may enjoy re-fighting this scenario as a cavalry clash, but the battle is likely to be over very quickly as one side takes an early advantage!

What really happened...

True to his Hobgoblin roots, Ulgash Khan immediately gathered the Riderz and rode off for the horizon, leaving the rest of his troops to face the Chaos Warrior onslaught alone. The Destroyer Cult tried to bring the Riderz down, but they proved too fast and escaped easily. The rest of the Hobgoblins didn't last long, but they held up the Warriors of Chaos for long enough for Ulgash to get his message to Zhulduz's garrison, and killed enough of the enemy to secure a victory.

The Ritual Tactical Notes

The way this battle plays will very much depend on the result of the previous scenario. If the Warriors of Chaos are deployed around the Monolith, they can take up defensive positions and try to hold off the Chaos Dwarfs. However, because they are frenzied, they have to be wary of being charge-baited. With the increased danger of the battlefield, this means that the Destroyer Cult may find themselves becoming their own worst enemies. If they deploy on their table edge, they should do everything in their power to reach Galtair and protect him. Again, this is dangerous, because moving fast may



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cause the ground to give way. For their part, the Chaos Dwarfs have the disadvantage of being a slow-moving attacking army. Their best chance is to focus everything they can on Galtair, ignoring the rest of the Chaos Warrior army until they have no choice but to engage them. They will have a big advantage if the Destroyer Cult has to cross the battlefield to reach them – using Zhulduz on his Great Taurus to assault Gatair is by far the best strategy.

If using different forces for this battle, the Warriors of Chaos would benefit from a faster moving force, or by not taking Khornate troops. An alternative version of the Destroyer Cult without the potential weakness of being charge-baited could simply sit tight and withstand any assault from the Chaos Dwarfs.

What really happened...

Arriving late, the Destroyer Cult found Zhulduz's Garrison waiting for them. Galtair was midway through the ritual and Huthak rushed to protect him, clashing with the Chaos Dwarfs around the Monolith itself. The unstable footing resulted in many casualties, with the furious Chaos Warriors falling into bottomless crevasses and lava pits. The Chaos Dwarfs took a more measured approach, but this was their undoing: the Destroyer Cult was able to surround Galtair before they struck. Zhulduz himself attempted to swoop in on his Taurus to cut down the sorcerer, but Huthak made a desperate charge in and was able to distract him. The fight was inconclusive, but it gave Galtair time to complete the ritual and release Abbadon.

The Battle for the Monolith

Special Characters

- Abbadon is a Daemon Prince with the Mark of Khorne. He has the Daemonic Gifts Word of Agony, Diabolic Splendour and Fury of the Blood God.
- Hthak Daemonbane is a Chaos Dwarf Sorcerer. He is upgraded to a Level 2 Wizard and uses the Lore of Metal. He has the Talisman of Protection and the Rod of Daemon Binding. This magic weapon costs 30 points. It gives Hkath the Killing Blow ability against Abbadon. If Hkath joins the Hellcannon unit the Rod of Daemon Binding allows

him to re-roll the Leadership test for the Rampage rule.

- The Hellcannon follows all the rules given in the Warriors of Chaos Armies Book.

Tactical Notes

This battle again depends very much on the situation going in. Either side will have a large advantage in the form of a powerful free unit. If Abbadon is present, the Destroyer Cult essentially has two Lord choices who are both close combat monsters. The Chaos Dwarfs will have to play extremely defensively if they are faced with this force, although Zhulduz and the Thunderspawn can certainly hold their own. They should attempt to take control of the Monolith early on for the bonus VPs and then sit tight. If the Destroyer Cult is faced with a Hellcannon, they should try to kill it as soon as possible as it can do a lot of damage. Fortunately, it is very unstable so there should be no problems engaging it in close combat – ironically, the Hellcannon can take on the Chaos units and win though, so the Warriors of Chaos player should ensure he has the odds stacked in his favour. Using their manoeuvrability to take control of the Monolith is also a must in this situation.

If different forces are being used for this battle, the Chaos Dwarfs could do a lot worse than taking more war machines in order to present the enemy with a wall of fire. The Chaos Warriors should make sure they have lots of combat troops to take advantage of their main strength.

What really happened...

With Abbadon released, the Destroyer Cult charged furiously into battle. The Chaos Dwarfs held their ground, absorbing the assault and repelling them with their blunderbusses and war engines. Zhulduz and the Bull Centaurs counter-charged, engaging Abbadon himself, allowing Hkath to strike from the flank, ensnaring him with the Rod of Daemon Binding. As Abbadon was drawn screaming into an ethereal prison, the Destroyer Cult found their resolve fading. They put up a brave struggle, but the Chaos Dwarfs proved indomitable and they were driven off, leaving their enslaved master behind. The day belonged to the Chaos Dwarfs, but the Trails of Hashut had been destroyed forever and their bulwark against invasion was gone. The Destroyer Cult remained at large in the wastes, and Zhulduz knew they would return for revenge sooner rather than later.

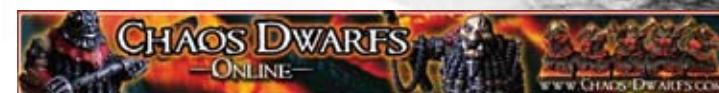
TRAILS OF HASHUT— CREDITS

EDITORIAL

Writer: Thommy
Design & Layout: Willmark
Editors: Cornixt & SwissDictator

ARTWORK

Baggronor
Ishkur Cinderhat
Skink
Tengu
TwilightCo



TESTAMENT OF A DAWI-ZHARR

MEMBER SPOTLIGHT —SWISSDICTATOR—

Who are you?

My name is Robert Elmer, though my friends of-fine actually do call me “Swiss” from time to time. I’m finishing up my bachelor’s degree in history this summer. I will need to work for a while to save up some money, but my goal is to someday earn my doctorate and to be a professor in history. I’m still torn as to if I want focus more on American, European, or Middle Eastern history as they are like flavors of ice cream to me... all good, but I have to pick one. I was born and raised in the mediocre state of Wisconsin which I happily make fun of. I am active on Carpe Noctem where I hell with their webzine, The Invocation, and Rites of War where I am a moderator.



When did you first start wargaming, and when did you start playing Warhammer?

I first started wargaming when I was a very young child in 1994 when I was nine years old. My dad was, and still is, playing historical wargames. My first game was an American Civil War game called “Fire and Fury” and my second was an American Civil War naval game called “Iron-clads”. The era of these games was chosen as I had just seen “Gettysburg” and that is what finally won my interest in history.

Until I was in High School I primarily played historicals, not having bought any of my own stuff. Then the now defunct Agents of Gaming released several games set in the Babylon 5 universe which I delved into, and when they went out of business I bought hordes of their ground combat system, as well as some stuff for the space combat system at a great price.

Around this time (Sophomore or Juinor year) my dad purchased a book called “How to paint Wargames armies”. Some of you may remember this one, it’s a bit older with black binding. It has some of the now ‘old school’ figures for Warhammer and Warhammer 40,000. This book really caught my interest, and I went out and bought the 6th edition box and a couple armies books. I never really got into it after that, as I didn’t know anyone else who played. I had collected three armies books (Empire, Orcs, and Vampire Counts). The first two as they were in the started set, and the Empire really appealed to me. Vampire Counts as they seemed really cool.

I finally found the state wide league in 2005 when I first moved into my apartment, which also happened to have the perfect painting table built into it. I actually managed to find them on the GW site, after several searches. I built up my Empire army over the fall (it only took me 2-3 weeks to paint up) and I began playing. I built up my VC army, listening to the Batman Begins soundtrack and painting at night. I quickly fell in love with the list, and the theme as well. I still loved the Empire, but Vampire Counts would become my main army. I’d later build a second VC army, but I ended up trading it off for Dark Elves and going back to my original VC army.

Why Chaos Dwarfs?

When the new VC book came out, I stuck with them for a while, but I just got burned out. They had lost some of the appeal and they just felt distant. So I decided to take a break. I had constantly considered Chaos Dwarfs as they were different, and had an unusual appeal and air of mystery about them. I actually had a few Blunderbuss as a friend who I had gotten into Warhammer and simply given them to me. After looking at



Chaos Dwarfs Online, and having been registered since March 2008, I finally started working on a Chaos Dwarf army. I worked on them through the summer, my summer job at a historical site occasionally had me baby sitting the first capital of Wisconsin... where I could take the time to paint. I finally got them done for a popular tournament in the area “The Core Competency”. I ran a pure Chaos Dwarf list and I had a blast. I quickly fell in love with the army as opponents liked playing against them (unlike the VC list I ran), I loved the background, and the community on CDO helped me appreciate the Dawi Zharr. I had an overall, good performance with them. At one small local tournament I even



won all three games and won best appearance (tied with a friend who played Daemons, I might add). Eventually I realized I could do a better job painting, and instead of stripping them... I stripped my old Dwarf army and converted them into the helm style of Chaos Dwarfs (my first army had been Big Hat style). I finally finished this second army for another popular tournament the “Midwest Rampage”. While at the Rampage I may not have won many games, I still had a blast and earned near perfect sportsmanship scores from my opponents. I am even happier with this new army, as I actually am happier when I have a good looking army on the table.

The joke is I gave up Vampire Counts for Chaos Dwarfs, and while that is true... the Chaos Dwarfs are now my “home army”, I still dabble with the other armies including VC (now that I found a theme I like). Regardless, Chaos Dwarfs will always have my heart. I am an optimist (which is not

normal for me!) and expect Chaos Dwarfs to be redone. Still, for six months before I gave up on VC (which was about late summer) I drifted between armies trying to figure out which one I wanted to play and it never felt right until I picked up Chaos Dwarfs. I also won Best General on CDO for 2008, for my many tournament showings where I brought the Chaos Dwarfs and putting up a very good fight, averaging more wins than losses... without using over the top lists.

What next?

I still need to convert up new characters for my new Chaos Dwarf army, so they have helms. I am considering letting my sorcerers keep the hats, but I’m not sure. I also have some Blunderbuss waiting to be painted, and a second Taurus (so I can have one for each army) waiting to be painted. However I’m putting that off until the fall, I want to paint some different colors right now so I am painting up my Druchii themed as invading Lustria. Don’t ask how many armies I have, I have a lot, as I love painting figures. I want to eventually have a showpiece army that makes people jealous.

What do you listen to while painting?

These days I mostly listen to Heavy Metal, Hard Rock, or variants there of. Iced Earth, Amon Amarth, and Rammstein are perhaps my ‘top three’ bands at the moment. Either that or I have DVDs playing so I can have some background noise. Most likely a war movie of some sort. If I am painting an evil army, which most of mine are, I like to paint during thunderstorms as well.

What do you drink when playing?

At one casual three day event, I will have one or two of a Monster Khaos and Southern Comfort mixed drink which I call “The Taint of Chaos”. For games around my place I have a Strongbow or two.

(Details of Swiss’ army blog can be followed here: <http://www.chaos-dwarfs.com/forum/showthread.php?tid=4688&page=1> - Willmark)

Artisan's Contest IV – Winner!

THE MOLTEN PISTON

That Most Gloriously Terrible Ground-Pounding, Earth-Hammering, Rock-Shattering Mechanism Constructed In Hashut's Name

By Revid

“...And Hashut did gnash his teeth of bronze and toss his head, and his great horns smashed mountains to rubble. And Hashut did stomp his hooves in anger, and the ground quailed and shook, great chasms opening beneath him. And liquid rock born of Hashut's fire-children did creep forth from beneath the earth, and a fell wind of ashes and shadow blew in the face of his fury.”

An observer might be forgiven for mistaking the Molten Piston for some piece of bizarre Dwarfen architecture – a column under construction, perhaps. A central shaft of reinforced, rune-carved stone is surrounded by powerful gears, hinges and hissing pistons, all serving to drive it into the ground like a stake into a vampire (although bearding crewmen are known to make cruder similes). Similarly-mechanised hammers are attached to each of the corners, seemingly-

aimless in their beating of the ground.

While an ordinary pillar smashing the ground might have little effect, the runes etched and ground into the Molten Piston are those of crushing and shaking, and they hiss with the power to draw Hashut's daemon-children from the fiery heart of the world. Stronger than the bloody markings daubed on Earthshaker shells by an order of magnitude, they allow the crew of the Piston to direct its concussive force, conducting it through rock both solid and liquid to the other end of the battlefield. There, the ground cracks and splinters, magma flares up like spitting fat, and noxious black smoke blocks even the sight of the Gods.

There is no protection, no defence that can be mustered when the great pillar of the Molten Piston hammers the ground – how can an army guard against the tortured earth itself?

THE MOLTEN PISTON

	M	WS	BS	S	T	W	I	A	Ld
Molten Piston	-	-	-	-	7	3	-	-	-
Chaos Dwarf Crew	3	4	3	3	4	1	2	1	9

Special Rules:

Chaos Dwarf

The Molten Piston and its crew are Chaos Dwarfs, and as such are affected by any army rules or effects that would apply to Chaos Dwarfs.

Tunnelbreakers

The mechanical hammers that ring the Molten Piston usually act as a semi-magical focus for the chaotic energies unleashed into the earth by the Piston. A few ingenious alterations, however, can result in their hammering being powerful enough to confuse and possibly collapse the tunnelling of any enemy sappers. If the Molten Piston has Tunnelbreakers, then as long as it is on the battlefield with at least one crew member, units that use tunnelling to appear on the battlefield suffer a penalty of -1 to all their rolls to appear. This includes, but is not limited to, Dwarf Miners, Tomb Scorpions, Tomb Swarms, Gutter Runners, and Gorgers.

Firing The Molten Piston

The Molten Piston, although outlandish, is still a war machine. It and its crew therefore move, shoot, and fight as detailed in the main Warhammer rules.

The Molten Piston fires as follows: Select one point on the battlefield within 32" of the Piston. Roll a Scatter and Artillery Dice (consulting the Molten Piston Misfire table if a Misfire! is rolled), moving the point the distance and direction indicated by the dice. The Molten Piston can

'fire' in three different ways in the Shooting Phase – select one whenever you fire the Piston, before selecting your target.

- **Eruption:** The semi-magical shockwaves of the Piston focus roughly on the enemy, causing a short-lived but incredibly dangerous eruption of magma. Centre the Small Template on the point – any models touched by the template take a S5 Flaming hit. This effect lasts until the start of the next Chaos Dwarf Shooting Phase.
- **Black Vent:** The billows of the Piston pump ash-laded smoke into the ground, smoke belched into the air from cracks in the earth half-a-battlefield away. Centre the Large Template on the point – any units touched by the template may not be targeted by ranged attacks of any kind. This effect lasts until the start of the next Chaos Dwarf Shooting Phase.
- **Aftershock:** All the hammers of the machine work furiously, the central piston-column thumping out a rhythm like some monstrous mechanical instrument, splintering the earth itself. Centre the Large Template on the point. Any units within this range are treated as moving through Difficult Terrain and may not shoot missile weapons. Warmachines within this range may only shoot on a 4+. This effect lasts until the start of the next Chaos Dwarf Shooting Phase.

MOLTEN PISTON MISFIRE TABLE

D6 Roll

1 Raaargh!: A slight flaw develops in one of the runes marking the Piston, attracting an entity of the Realm of Magic – a claw of molten rock reaches out of the earth and plucks the machine and its unfortunate crew out of reality itself. Immediately remove the Piston and any crew – both count as destroyed.

2-3 Ominous Gurgle: Something has gone horribly wrong with the piston's mechanism – as the crew desperately tap dials and wave spanners, boiling rock and burning ash burst from the ground around the machine. Centre the Large Template on the Piston – any models under it take a S5 Flaming hit.

4-5 Clang!: All the crew freeze as one of the piston's gears snaps, spinning off into the distance – to their relief, nothing goes boom, but they still have to fix it. The Piston may not fire this turn or the next.

6 Pliny's Revenge: With a roar like a rampaging Rhinox, the Piston slams into the ground and sticks, its magical energy drained and its mechanisms melted and fused. The consequences are catastrophic at best. Roll a Scatter Dice, drawing a straight line directly through the Piston in that direction, reaching to both board ends. Any units the line touches take D6 S5 Flaming hits, and must take a Panic Test. The Piston may not fire again this game.

1 Rare Choice

MOLTEN PISTON

Points/model: 120

	M	WS	BS	S	T	W	I	A	Ld
Molten Piston	-	-	-	-	7	3	-	-	-
Chaos Dwarf Crew	3	4	3	3	4	1	2	1	9

Unit Size: 1 Molten Piston and 3 Chaos Dwarf Crew

Crew's Weapons and Armour: Hand weapon & heavy armour

Options:

- The Molten Piston may be given Tunnelbreakers for +15pts.

Special Rules:

Chaos Dwarf, Tunnelbreakers

HIGHLIGHTING ARMY FORUMS AROUND THE WEB

BY WILLMARK

Hello everyone, and welcome to a new column that I will be writing, starting with this very issue. I was feeling a bit sad after I ended my discussion about army medals for the forum and decided upon expanding my writing to a larger audience.

In many ways I'm always trying to reach a larger audience and realized that a magazine about Chaos Dwarfs may not appeal to everyone (although usually reading the ezine first to see if it pertains to your army is a good thing before commenting...) So it was out of this idea, that reviewing and highlighting the various army specific forums that are out there on the web, was born.

I am often surprised that many people don't seem to know about the main warhammer sites.

The reasoning for doing this is simple: many of us play more than one army, so I figured it would be good to point the other forums out. In the coming issues I will be covering almost every forum in one-way or another.

Another reason I'm doing this is that with certain forums (Carpe Noctem and Under Empire comes to mind), the staff and I have very good working relationships. In almost every case these staff members of the various forums and I see very much eye-to-eye. Why not cross promote and pollinate ideas across forums? What can it hurt? My answer is a resounding: It can't hurt. Shutting yourself off from others on an individual forum is a bad thing in my honest opinion, and I have experienced it in some places much to my surprise. Warhammer should transcend small squabbles about turf.

At this stage of the game I'm registered as the same username on every forum. In some cases I only joined recently, but in almost every other case I lurked for years. So if you want to contact me it's really easy search for Willmark in the usernames and send me a line or stop by Chaos Dwarfs Online.

So without any further delay, let's kick this off!

The druchii website has quite a bit of lore and there is a lot to explore here, be warned it will take a while.

My only complaint is that the website seems to cause an inordinate amount of eye-strain with the white text on black, fortunately being a Mac user ctrl+option+command+8 is very useful here for inverting the colors.

Another great aspect of the site from my perspective is the Druchii Monthly/Quarterly/Herald it's an impressive feat and had quite a good run, hopefully we will see a resurgence of it some soon. You can go through all of the archived issue here: <http://druchii.net/monthly/archive.html>. I have them all downloaded, but I have still yet to go through all of them.

For more thoughts on the Dark Elves take look at pages 54-57 and be sure you stay tuned for Issue #6 of the Word of Hashut, perhaps a battle is in the air...

DARK ELVES



<http://druchii.net/>

If you are a Dark Elf player then you probably already know about this place. With 14,000+ members, this place is big. I'm not a super regular poster there, but my interactions there have been positive.

My experiences there go back quite a long way. Prior to being a Chaos Dwarfs player I played High Elves for 15 years; as a result I often browsed druchii.net, but I didn't join until this year.

By Khan



Forum/Site Name: The Herdstone
<http://www.freewebs.com/herdstone/>

As one would imagine, any of our Chaos Star brethren is going to be highly recommended and the Herdstone is no exception. The Herdstone is quite simply the largest and most well known Beasts of Chaos forum out there on the web today.

This forum is a board hosted on invision and as such has advertising on it (which I never noticed till I tried a different browser other than Firefox with Ad-Block plus, there is a plug for you!), but they are not too numerous.

The staff are friendly and most people I have run across on the board are great posters. In terms of quality stuff it is there a plenty; look no further then the scratch-built Hellcannon by Cazgar (of

DAEMONS OF CHAOS



Forum/Site Name: The Daemonic Legion
http://z7.invisionfree.com/wyrmiling_x/index.php?act=site

As befits one of the top tier armies in Warhammer tournament scene, this army forum is busy. Even with it being a Chaos Star site I don't spend as much time there as I could/ or should, and I tend to skim more then I should as well. When I have been on the site, I have had a good experience and generally speaking the posters there are very knowledgeable and friendly.

The navigation is clean and easy to use; take a browse through.

One of the best aspects of the site from my perspective is the graphical look of the Daemonic

BEASTMEN

the Herdstone, Underempire and now Chaos Dwarfs Online) that was featured in the Word of Hashut #4.

Only one criticism for the site: That being that they have been working on Issue #1 of their e-zine for ages! C'mon guys let's get the herd moving, this Chaos Stunty loves e-zines!



Legion site; it's awesome. I really like the look and feel of the website. The site gives the creepy feel of Daemons clawing their way through the warp to the page. Kudos to the guys, as this site's look and feel is tremendous.

That's it for this quarter, next time we will cover Dogs of War, Dwarfs and Empire. The ultimate goal is to get through as many of these as possible. I am not sure how long this will take so let's see where next quarter takes us.

THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

THE KOLLOSSUS

By Revlid

Note: The Kolossus appears in Gav Thrope's book Grudgebearer from 2005. Details of the Kollosus can be found here in the Wiki: http://chaos-dwarfs.com/wiki/index.php?title=Grudge_Beare

Kolossus: 285 pts per model
Unit Size: 1 Kolossus

	M	WS	BS	S	T	W	I	A	LD
Kolossus	6	4	0	6	5	6	0	S*	9

Equipment: Metal Fists, 3+ Armour Save, 5+ Ward Save

Options:

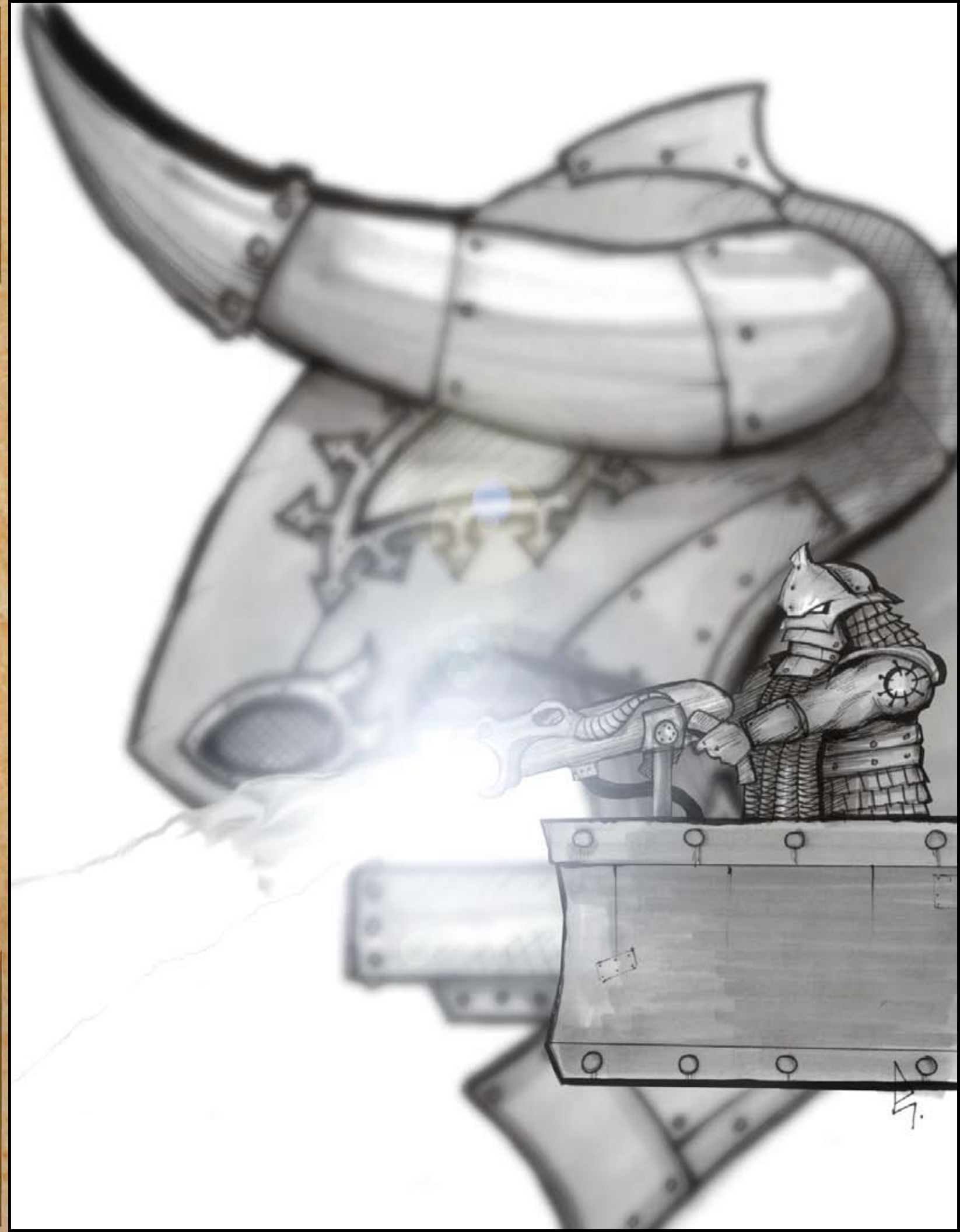
- Any Kolossus may be given a Helfyre Thrower or Swivel Gun for +30pts.
Special Rules: Cause Terror, Large Target, Stubborn, Immune to Psychology, Kolossus Special Attacks, Bound Rage

Bound Rage - In the Compulsory Moves phase, roll 2D6. If there is an enemy model within that range that is an eligible target for the Kolossus to charge during the Declare Charges part of the Movement Phase, it must immediately declare a charge - if there is a choice of models to charge, the Kolossus must charge the nearest. Treat the 2D6 as both the Kolossus' maximum and failed charge range.

Kolossus Special Attacks - Kolossi have a random number of attacks. Roll an Artillery Dice at the start of each Close Combat Phase. This is the number of attacks the Kolossus will have that round. On a Misfire the Kolossus takes a wound with no saves allowed. Every wound caused by the Kolossus is multiplied into two wounds (after saves, etc). The Kolossus' attacks count as Magical.

Helfyre Thrower - The Helfyre Thrower is a S5 Flaming Breath Weapon. Any unit that takes a wound from the Helfyre Thrower must take a Panic Test as though it had taken 25% casualties.

Swivel Gun - A Kolossus with a Swivel Gun may fire D3+3 shots in the Shooting Phase with a range of 18", hitting on a 4+ and ignoring modifiers for multiple shots, move-and-shoot, or range. The shots have a Strength of 4, and are Armour Piercing.



THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

WHIRLWIND AND TENDERISERS

By Pyro Stick

Cost: 150 Points per model

0-2 Whirlwinds per army

0-2 Tenderisers per army

They can be fielded as a unit of two or four units of one

	M	WS	BS	S	T	W	I	A	LD
Bull Centaur	7	4	3	4	4	2	2	1	9

Crew: 1 Boar Centaur

Special Rules

1. The Whirlwind

When the Whirlwind charges into combat it causes D3 strength 4 hits with its spikes and D6 strength 5 hits with its rotating flails and scythes. The D6 score for the flails and scythes also indicates the number of ranks penetrated by the Whirlwind. If the Whirlwind penetrates all of the enemy's ranks, it passes completely through the enemy unit, and continues its movement measuring from the back of the rear most rank. If the movement remaining from the charge is insufficient to clear the enemy unit, place the

Whirlwind immediately behind it - the models move is extended further than normal.

2. The Tenderiser

When the Tenderiser charges a unit it causes D3 strength 4 hits with its spikes and D6 strength 6 hits with its concussive hammers. The D6 score also indicated the number of ranks penetrated by the Tenderiser. If the Tenderiser penetrates all of the enemy's ranks, it passes completely through the enemy unit, and continues its movement measuring from the back of the rear most rank. If the movement remaining from the charge is insufficient to clear the enemy unit, place the Tenderiser immediately behind it - the models move is extended further than normal.

3. All Whirlwind and Tenderiser attacks are worked out first regardless of Initiative.

4. If a Whirlwind or Tenderiser is charged it may still attack as if it had charged but it causes only 1 automatic spike hit, and D3 flail/hammer hits. In this situation the weapon has been caught at a disadvantage and has consequently not gained sufficient momentum to fully activate its mechanism.

5. If a Whirlwind or Tenderiser penetrates right through a unit, the unit must take an immediate panic test, regardless of how many casualties have been sustained, on its own unmodified Leadership.

6. The Whirlwind and Tenderiser each count as a Large Target.

7. The Whirlwind and Tenderiser count as light chariots and suffer the same terrain penalties.

8. The pavise in front of the Boar Centaur provides effective protection. It gives the Boar Centaur a 4+ save after his normal armour save. The Boar Centaur has heavy armour and counts as barded.

9. To determine damage done to the Whirlwind and Tenderiser, roll 2D6 adding +1 for every hit sustained in that phase and consult the special damage chart.



By Wallace

Special Damage Chart

3-7 No effect

8-9 The Boar Centaur is struck, taking 1 hit at the strength of its opponent or missile weapon.

10 The Boar Centaur's pavise is struck off and he no longer benefits from its 4+ save. If struck by a missile weapon of strength less than 5, the shot is not powerful enough to damage the pavise and the shot has no effect.

11 The machine's steering is seriously damaged. On the D6 roll of a 1-3 the machine cannot turn right, or a 4-6 left, for the rest of the game.

12 The machine suffers damage to its wheels or axle, rendering it particularly unstable. The machine may move up to half rate (4 inches) without danger. If moving faster than half rate roll a D6: 1-2 nothing happens, 3-4 the machine moves forward D6 inches only, 5-6 the axle snaps and the machine comes to a complete stop. The Boar Centaur suffers no damage and may abandon the machine and fight individually.

13 The mechanism is damaged and the moving parts are jammed. The machine's whirling blades or hammers are rendered inactive for the rest of the game.

14 One of the wheels comes off and the device immediately comes to a halt causing no further damage. The Boar Centaur suffers 1 strength 2 hit as he collides with the back of the machine. He does not get the 4+ save from the pavise. He may abandon the machine and fight individually.

15+ The machine is overturned, wrecking it and causing D3 strength 5 hits on the Boar Centaur and D3 strength 4 hits on any models in base contact.



By Wallace

RYKARTH THE UNBREAKABLE

RULES DEVELOPMENT

By Thommy

Captain of the Granite Guard, The Hand of Ghorth, Fearless One

Rykarth the Unbreakable is a prodigy of the Warrior Caste. As a young Chaos Dwarf, he was responsible for some of the great victories in Warlord Ulzuth's scourging of the Blasted Wastes. He was elevated to the rank of Ironguard before he even came of age and proved an inspirational leader to his troops, commanding absolute obedience from then. He was lauded throughout the Plain of Zharr as an exemplar of Chaos Dwarf toughness and stoicism. He was on course to become the youngest Despot in history when a directive came down from a mysterious source in the Temple of Hashut: Rykarth became the first Warrior ever to be commanded by the Conclave of Priests to join the Immortals.

As an Immortal, Rykarth continued to excel, never failing in his duties and possessing a courage in excess even of that usually demanded by the Immortals. After seven years had passed, Rykarth prepared to return to his warband and, as Ulzuth had died in the intervening period, it was assumed he would become the new Warlord of the Sorcerer Lord Drazakh. However, the Conclave intervened again: they requested that Rykarth remain with the Immortals as a captain within their ranks, leading as only he could. Drazakh had no choice but to agree and, even though he was not a Baneguard, Rykarth's tenure with the Immortals was extended indefinitely.

Rykarth never questioned his orders, for he was unflinchingly loyal to his masters, but Zhatan the Black marked well how Ghorth took an interest in the young Immortal, sending him on missions that benefited himself and recruiting him for secretive tasks. In time, Rykarth became known as the Hand of Ghorth for, though Zhatan was the Sorcerer Lord's most trusted bodyguard, it was Rykarth who was most often seen enacting his will outside the Temple. It was Rykarth who brokered the deal with Archaon the Everchosen to supply him with batteries of Hellcannons and it is said that when the Lord of the End Times visited the hell-forges below Zharr-Naggrund, Rykarth alone was able to meet his infernal gaze.

Rykarth leads his own unit of Immortals, an elite formation known as the Granite Guard. His prowess grows by the year, and Ghorth grows ever more pleased with his young protégé, giving him more and more authority and autonomy, grooming him to perhaps become his Warlord, a position he has always left unfilled.

	M	WS	BS	S	T	W	I	A	LD
Rykarth	3	7	4	4	5	2	3	3	9

SPECIAL RULES

Granite Guard: Rykarth leads the Granite Guard, an elite formation of Immortals. If Rykarth is included in your army, an Immortal unit must be taken to represent his Granite Guard. The Granite Guard always count as a Special choice, even if Zhatan is your General. Rykarth must be placed in the Granite Guard unit and may not leave it for the duration of the battle. The Granite Guard are Unbreakable while Rykarth is in the unit. He may not join any other units.

MAGIC ITEMS

Cursed Rune Axe: Rykarth bears a version of the Immortals' signature weapon, as befits his rank. The Cursed Rune Axe is a larger and more elaborate version of the cursed axes used by other Immortals.

The Cursed Rune Axe is a great weapon. When it causes wounds, armour saves are taken at an additional –1 save modifier.

Army list entry:

Quote:

HERO

RYKARTH THE UNBREAKABLE.....125 Points

M	WS	BS	S	T	W	I	A	Ld
3	7	4	4	5	2	3	3	9

You may only include one Rykarth in your army.

Equipment:

- Cursed rune axe
- Chaos armour

Special Rules:

- Granite Guard

EARVY X HAT

CLAM'S STUFF!



By Clam



By Clam



By Clam



By Clam

EARVY X HAT



By tjub



By D.O.O.M

GOLDEN HAT —II

By Angryboy2k



By tjub



By D.O.O.M

Rules for Rykarth appear on pages 51-52- Willmark

DEFEATING THE DRUCHII



DAWI—ZHARR STRATEGEMS

TACTICS FOR CHAOS DWARF GENERALS

DEFEATING DARK ELVES

BY LOKI

In Issue #4 we added a section called the Wide World of Warhammer, which was a review of Lizardmen and how to defeat them, the name of the section did not really reflect the intent however. This section continues on with however, just with a new name – Willmark.

In this article we will examine strategies for fighting against the druchii from the perspective of a chaos dwarf general.

Dark Elves like all elves have some very pronounced draw backs, namely: Toughness 3, Poor Armour & a High points cost.

Main advantages for dark elves: High movement, Good Beasts and Hatred

The main draw back for Chaos Dwarfs are: Low movement, High Points cost a lack of special units.

Main advantages for Chaos Dwarfs
Toughness 4, Earth Shaker, Blunderbuss

I hope that below tactics advice will help fellow Chaos Dwarf players to win against the Druchii that's start with the main advantages of them.

Movement

As we all know having small legs is not the best thing to have with our movement 3 we are not going to be charging across the battle field like other armies, the Dark Elves with there movement 5 have 2" on us on standard movement and 4" on the charge this means that we are unlikely to get charges in with our basic foot troops against these guys.

The best way to make up for this lack of movement is to limit theirs, an earth shaker round in the middle of there army will help in breaking up their battle line and slowing their movement bringing them more in line with ourselves, this may also lead to a few miss

judged charges on the part of the Dark Elves with their reduced movement leaving them open for a counter charge in the next turn by a eager unit of Chaos Dwarfs.

If the Dark Elf army is a shooty army this will also help and allow you to start the slow march across the battle field with the earth shakers ability to stop missile troops firing and war machines only firing on 4 + .

Good Beast

By good beast I am referring to the Hydra, Black Dragon, Manticore, Dark Pegasus and Cold One, the Dark Elves have lot of nasty beast to bring to bear in a game compared to our 2.

Any dark elf army worth its salt will have at least one Hydra in its ranks if not 2 (Ubertechie fields 2 very nasty) I have never seen an army with out one

Hatred

Hatred is the biggest advantage that a Dark Elf army has over any army the ability to re roll failed hits in combat is all together wrong seeing as this even applies to Dark elf mounts, this makes the first round of combat very hard for us not only are we unlikely to get the charge but with the dark elves re rolling means that quite a lot of attacks are going to make it through with only needing 4's to hit with re rolls means a lot of rolls to wound, our only advantage is there strength 3 vs. our toughness 4 and a 3 up armour save with hand weapon / shield and heavy armour. There is nothing we have that can stop them from having this so its best just to weather the storm and pray to Hashut.

Units

Below I will give details on each dark elf unit and my option on how best to combat them.

Core Spearmen

The standard dark elf spear men is nothing special apart from there high movement and hatred which I have already talked about , our standard foot troops should be more than enough to deal with a same size unit of spear men, there toughness 3 means that we are wounding on 4's and there strength 3 against our toughness 4 means they are wounding us on 5's , if you decide to use your chaos dwarf warriors with great weapons yes you will be hitting last but we where doing that any way but we will be killing on 2's as their light armour and shield will not give them a save.

Corsairs

The corsairs are a much more formidable foe than a standard dark elf spearman, with their option to use 2 hand weapons or a hand weapon and hand bow at no cost means that they are a versatile unit.

When using their hand bow a front rank of corsairs can throw out 10 shoots with no penalty to their hit roll through the range is only 8 and they are strength 3 the all adage throw enough at it and something will stick comes to mind.

With the ability to take a 25 pt standard as well you are



most likely to find that they have the Sea Serpent Standard, which makes the unit frenzied. If using 2 hand weapons this gives them an impressive 16 attacks with hatred means that they are going to get a lot of hits. Though they have an impressive number of attacks they suffer for this in the armour department with only light armour and a sea dragon cloak means they are only getting a 5+ save.

The sea dragon cloak does have an advantage in the shooting phase as it gives them +1 to their armour save for a total of 4+ which is better than the spearman. The slavers rule is a nasty little kicker if they win combat and cause us to flee they can make us re-roll our highest

dice before they roll to pursue, and with taking 1 from any roll anyway means that we are not getting away very fast.

The best tactic to deal with corsairs is to shoot them, even with their 4+ save due to the sea dragon cloak, a unit of blunderbuss would make a mess of the unit and give you a possible 2 turns of shooting at them with the range of 12" and a sneaky backwards shuffle to keep them just out of charge range should thin the unit out, also a hit from a death rocket or an earth shaker would be perfect, with the death rocket and earth shaker not allowing any saves and wounding on 3's that means a lot of dead corsairs and some very happy dwarfs.

Dark elf crossbow men.

You will normally find these fielded in units of 10 on a hill somewhere near their war machines to provide a defensive screen, with the repeater crossbow they can throw out an impressive amount of shoots for little cost, a unit of 10 on a hill will be able to fire 20 armour piercing shots a turn.

Our only saving grace that in doing so they will receive -2 penalty for shooting, 1 for shooting at long range and 1 for reaping and if they have to move that is another -1. With being on the hill makes them an easy target for magic, this is the best

thing to target them with at the start of the game if we have spells that are in range of course they only have light armour and with the toughness 3 they die easy, and with them possibly grouped with bolt throwers it makes for a perfect target for the earth shaker with its ability to stop all shooting in a certain area.

If these do not work it's just best to weather the storm and not get drawn in to going after them and exposing our flanks to other dark elf units. Our toughness 4 and our 4 up 5 up armour save (-1 for armour piercing has been taken into account) should see us through the worst of it.

I would recommend not flying a lord down at them on a great Taurus as you are going to have to spend at least 1 turn in short range of both them and any bolt throwers in the vicinity and are more than likely going to be pinned before you get a chance to get stuck in.

Dark Riders

These are much more of an irritation than a threat to our main units so I would say ignore them and do not try and catch them as there is no way you will even get close, but also be on the look out for that sneaky flank charge when you are in combat with one of their block units.

The only real threat that they pose to anything in our army is the war machines, best thing to do is just leave a small unit of 10 hobgoblins in front of the war machines this should be enough to see them off, nothing like a hobgoblin meat shield.

Another thing that is useful is to go after them with your lord on Great Taurus but make sure they are well within his charge range and that the area that you will end up is good for you or it's not worth doing it if it's going to leave your lord on Great Taurus exposed.

Harpies

I have to say that what works for dark riders will work even better for these guys with their low leadership they are more likely to flee from the lord on Great Taurus but be on the watch out for those flank charges and you should be fine.

Special Shades

I would deal with shades in the same ways as I would with Harpies and Dark Riders but with a few exceptions, with their scout rule this means that they are more than likely going to set up in wood near your battle line, which proves a problem for charging with the Great Taurus so rather than charging them fly him close and flame them and hope that the kill is enough to panic them. Strength 3 vs. toughness 3 means dead elves on a 4 and the fact that you cause terror may cause them to run as well.

If they do leave the safety of their wood and present an easy charge that you think is too good to be true is more than likely as the unit will have an assassin hiding in there somewhere with a poisoned dagger with your lord's name on it.

Another unit that will be great against them will be the

blunderbuss with ignoring terrain like woods and a high strength makes them great for flushing them out and killing them.

Cold One Knights

Cold One Knights are one of the most effective shock troops that a dark elf player can field, with a 2+ armour save and strength 6 on the charge and causing fear and hatred makes them very effective line breakers, combine these with a mounted master and unit of these should be able to run over almost anything that they come across. They do have some drawbacks such as suffering from stupidity even with the dark elves high leadership they are still going to fail at least one test in the game this helps as it allows us to get another turn shooting at the unit. The death rocket, bolt thrower and earth shakers are perfect for taking care of these as they do not allow armour saves, the major drawback is the most accurate of these the bolt thrower is only going to be able to kill one that's if it hits of course (never send a hobgoblin to do a dwarf's job).

Multiple bolt throwers will increase the chances of getting hits and at only 30 points each and 2 to 1 special choice they are cheap and cheerful to boot, I would say if you don't have bolt throwers go with the earth shaker over the death rocket with its reduced movement special move rule it will limit them to 3.5" and if they also fail their stupidity roll in the same turn they are going to be moving a mighty 1.7" this will give you plenty of time to get some nice blunderbuss in to range and turn them in to paste.

If your unit of Chaos Dwarf warriors does get charged all is not lost as we are certain to get 3 ranks, standard and out number over the dark elves so if we can hold them for the first round of combat we stand a good chance of breaking them in the following rounds with out their strength 6 hits they should not be as dangerous at the very least we can hold them up for a few turns until they can hopefully get a flank charge in and that should sort them out.

Cold One Chariot

I have to say what works for cold one knights should work just as well against the chariots, one the first round and the impact hits are over with it should be easy to get the better of the chariot than the cold one knights, if you can get a lucky hit in with the death rocket or an earth shaker the strength 7 will squash it flat first hit.

Witch Elves

Witch Elves are very much like corsairs in their attacks

they have 2 hand weapons + frenzy giving them 16 attacks with hatred and poisoned attacks like the corsairs this is a lot of attacks in a small size, they have the ability to give their hag (unit champion) a gift of Khaine, this can be any thing from an extra d3 attacks or negating outnumbering, flank or rear charges on the unit that has charged them.

Their greatest weakness is they have no armour at all and with the standard toughness 3 for elves, this makes them perfect for target practise for any thing in our army, even hobgoblins with bows should be able to bring them down easily.

Just try not to let them get in to combat and every thing should be fine

Har Ganeth Executioners & Black Guard of Nagga-round

I have combined these 2 as the tactics that I would use against them are exactly the same, these are the best troops foot troops that a dark elf player can field and as this is the cast they should be targeted and destroyed first

	M	WS	BS	S	T	W	I	A	LD
Executioner	5	5	4	4	3	1	5	1	8

	M	WS	BS	S	T	W	I	A	LD
Black Guard	5	5	4	4	3	1	6	2	9

there stat lines are basically the same
The Executioners have great weapons and the killing blow special rule giving them 6 strength 6 attacks on the charge.

The Black Guard have halberds giving them 11 strength 4 attacks , this along with stubborn and immune to psychology make them a very tough nut to crack, also with the ability to take a 50 point standard they are most likely to take the standard of Hag Graef granting them the always strike first rule.

This makes the Black Guard unit much more formidable unit to face and with both of these units being able to field an assassin they can both have a nasty surprise waiting for us.

In my dark elf army I field a unit of 15 Black Guard with the standard of Hag Graef as I believe they are the best for the 2 units but it really comes down to personal taste and what army you might be facing the extra strength of the great weapons might make all the difference against certain armies.

Both of these units have the same weakness and that is armour, they only have heavy armour, which can not be improved in any way so the best save that they have is only ever going to be a 5+ this makes them weak to shooting and magic , I know form personal experience I lost 15 out of a unit of 20 Black Guard to one hit from a hell storm rocket.

The best to do is hit them with fire power and you magic until the unit is smaller and then they should not prove to much of a problem to deal with, but make sure that you don't get target fixation on them or while your blowing them apart the rest of the dark elves will be closing on and it will be to late to bring your guns to bear on them.

War Hydra

At 175 points these are a must in any dark elf army and any one who does not have at least one is foolish, with 7 strength 5 attacks they pack a might punch, they also cause terror have a 4+ scaly skin save , hatred , regenerate and a breath weapon attack which's strength is determined by the number of wounds that the beast has so your starting with a strength 5 breath attack and with toughness 5 its going to be hard to wound the beast.

Try not to let them get behind you this is not to stop them getting a rear charge on you but to stop them breathing on you every turn with a movement of 6 they an keep out of your charge arch and keep hitting you with that nasty breath weapon, I know I have done it to a unit of 25 white lions it was funny for me, but the guy I was plying was not happy with my hydra just running around his unit in a circle burning it to the ground.

When facing these I throw as much fire magic at them as I can to defeat the regeneration and to hopefully kill it before it gets to close, the best weapons to use against this is going to be bolt throwers with it being a large target the +1 to hit means that even your hobgoblins are going to hit it, if not its back to the mines with them I say.

Bolt Throwers

If you field a Great Taurus or a Lammasu in your army you can be sure that these are going to be the first things to draw the fire from the bolt throwers, either use these units to attack and kill the bolt throwers or fire some magic at them or a nice earth shaker
(Continued from page 92)

A GATHERING OF DAWI ZHARR

A GATHERNG OF CHAOS DWARFS ONLINE— GAMESDAY TORONTO 2009

BY WILLMARK

It was a very early 5:30 AM when my alarm went off announcing that this Dawi Zharr must awaken and begin the day. This was good however as it meant that Gamesday Toronto 2009 was finally at hand!

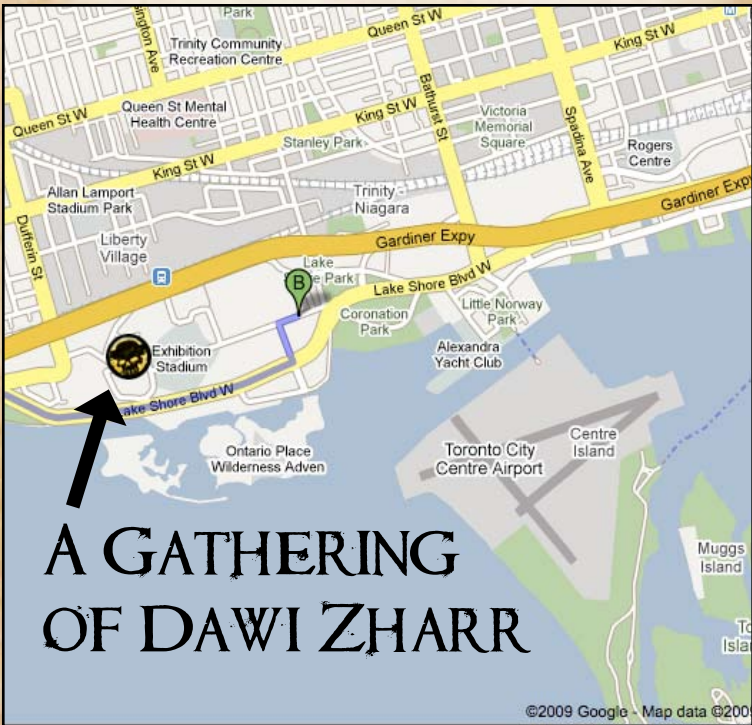
After feeding the dog and getting ready I departed from my domicile shortly after 6:00 AM, and set off; from where I live in western New York, Rochester to be precise its about 75 miles to the border at Lewiston. I made good progress in my rental car (a crappy Dodge Caliber), it was clean and the like, but I'm not a big fan of American cars, but I digress.

Crossing the border into Canada was more arduous then scaling the ziggurat at Zharr Naggrund. After waiting a ½ hour I finally made it through and on my way to Toronto. This was in and of itself a challenge as it had been several years since I traveled there and forgot that they don't do exit numbers in the Great White North! Several wrong turns and about 1.5 miles past where I needed to be I finally found what I was looking for thanks to a phone call to Xander and Vexus.

After I parked I was able to make my way top the line where I found my erstwhile compatriots. The line snaked a bit back, but since I was meeting up with them I hoped in line with them. We did not have to wait in line long and wound our way in.

Queen Elizabeth Hall where it was held was rather dimly lit and not as large as Baltimore where I went for Gamesday 2008, but it was already noisy and a people were already starting Waaaghs.

Our first stop once inside was the Golden Demon setup. As we got there the first cuts were already being winnowed down. From a modeling perspective Xander hit the nail on the head, there was not a lot in terms of conversion, but there were nicely painted minis. There was a fair variety of painting, but I will say that after looking at many of these up close I feel pretty good about my own painting.



There are some that are bad, some better, but I feel I'd be at the upper echelons. I'm not saying that I would win however as there are some very talented folks there just that I'm probably not as bad as I think.



From there we shuffled on to see a few tables and some of the awards plus view the works of 'Eavy Metal Painter - Keith Robertson and Martin Footitt. I did get a chance to talk to Keith who was nice and he remarked how long he had worked painting minis: 12 years in fact, plus that is what he does in his spare time apparently. Crazy. I also asked him if he ever got tired of it and he said no, Note to self: I

should enlist him for finishing my army...

We briefly stopped at the painting clinic and observed



Xander Vexxus GRNDL

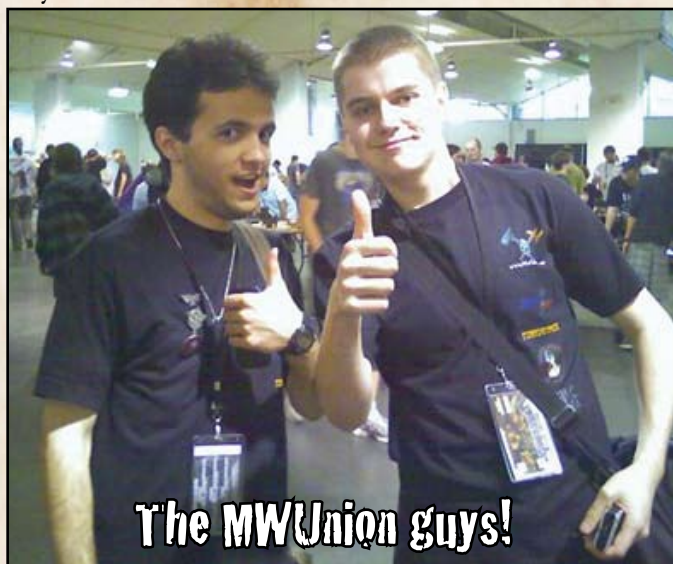
the setup that was there for Warhammer Online play.

Whilst talking to the GW guys the first of a few CD members approached, first none other then GRNDL replete in a proper t shirt!* We exchanged pleasantries and then the strangest thing ever happened as GRNDL suddenly switched bodies with a hobgoblin from a Bloodbowl team. This became readily apparent as he started dropping items all over the place!

Shortly thereafter we were approached by members caos dwrf, and itcamefromthedeep. I got a good chuckle from caos dwrf when he said *"Dude, your army is epic"*, thank you very much, never thought of it in those terms before.

Next up for us was the Warhammer museum containing plenty of old 40k kits, games and minis as well as those for Warhammer. I got to see these at Gamesday Baltimore 2008 but it was need to see them again, I was bummed there was no Robin Dews to chat with again. The cool thing was that I could get much closer and see that some of the art was actually oils or at least acrylic paint, nice stuff.

From there we stopped by several tables on the far side of the hall and near the Forgeworld store, which was packed with customers. The guys from MWUnion there stopped us as well; the guys chatted for quite some time; apparently Xander is a celebrity!



The MWUnion guys!

Xander a Chaos Dwarf and Vexxus a minis daemon. I finished first and then made my way over to the terrain building, which was picked over worse then a banquet by hungry Halflings. I think I got the very last press-board they had available to anchor my terrain to. Most walls were gone as well so with nothing more then a pair of snips I cut the ways apart that I had. I did manage to scrape together some roof pieces as well, but this sad house is going to require massive amounts of effort down the road...

From there we made our way to the Black Library and the GW store. After rummaging through there we eventually decided on lunch: all hot dogs were already picked over as was most of the soda, leaving us with hot sausages as the main dish. Xander and I shied away from Vexxus who inhaled his food at an alarming pace!

In the afternoon our biggest mistake was waiting towards the end for the build your own mini and terrain building tables. We ended up waiting for quite a bit to sit down. I focused on an orc that became more hobgoblin in scale,

As the show started to wind down we took a seat and watched the awards, one thing that has always made it difficult is there is no means see who is winning what award, plus they have it at the very end of the show when the crowd is clearing out. Banner competitions and costume contests are nice (I thought the Gray Knight Space Marine should have one...).

It was also around this time that we were in the right place at the right time (for once it seemed) when a sign turned up showing "free" for some spiffy Games Workshop mugs that had been used for painting. Mine later cleaned up fully with no traces of paint; I may use it for

a painting mug ironically enough.

After the show we headed to dinner in Mississauga, and after finding the place we ran into none other then Sojourn, our long lost Editor. Actually she was supposed to accompany us to Gamesday, but "real life" got in the way. We ate at Korean BBQ, which was in and of itself an adventure. This was authentic Korean style food and while tasty the portions were enormous. My only regret was that we didn't get enough time to hang out. Yes guys, Sojourn is as cute



Willmark's new digs!



in person as the photos.

All too soon we had to depart and after a stop at Xander's domicile when in Toronto. The cool thing was I actually got to see Vexxus' Chaos Dwarf Stronghold as featured in Word of Hashut #3. After saying my farewells to Xander I followed Vexxus back to the QEW. Once on there I fully decided to head back home, rather then spend an overnight as I was only 3.5 hours away. I was in good shape to drive and despite the overcast skies and intermittent rain I had plenty of daylight still left.

Crossing back to the US resulted in no lines (although there was an even longer one then going into Canada 14 hours earlier). Telling them Gamesday and Warhammer produced unusual looks, but I made my way back to the Interstate and about 1.5 hours later I was back home where it was raining pretty good.

All in all it was a fun time and I was glad to be able to meet quite a few members of the site, as well as hanging out with Vexxus, Sojourn and Xander. My second Gamesday was a fun excursion and we even stumbled upon some Chaos Dwarf references there, in terms of models and some art. Here's to hoping that by the next time I attend a Gamesday there is a fully supported army for us to play.

(* Please note we do not make T-shirts, if you wish you can make up your own, but remember they cannot be sold).



EAVY X HAT

SNOTLING'S STUFF!



SUBMISSION GUIDELINES

might not otherwise notice.

RULES TO LIVE BY, OR ELSE...

By Willmark

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

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

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

- A Point Size of 12 is preferred.

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

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

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

- For graphics make sure your resolution/pixel count is high enough. Nothing's worse than trying to zoom tiny pictures. JPEG is preferred as I can change them into something else. If you have high quality PSDs or EPS let me know.

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

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

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

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

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

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

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

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

BATTLE REPORT

RAID ON THE FORGES

BY SWISSDICTATOR

The Dawi Zharr army had set up camp in the best ground they could find, in case the various forces or creatures of the Chaos Wastes turned hostile. This had been fortunate, as the first hostile forces they encountered turned out to be the very tribe they had intended to trade with. The Dawi Zharr quickly established their line of battle with the Warriors forming a solid center and the cavalry forming up on the extremes of the army. Dordal himself stayed near the Khan's wolfboyz, lest they prove treacherous without him leering over them on his Great Taurus.

Dordal looked across the plain and spat disgustedly much to the annoyance of a Hobgoblin beneath him. The Great Taurus beneath Dordal let out a growl as it watched some small animal scamper around. He knew some of the followers of the plague god Nurgle would try to take what they normally traded for, they were likely feeling bold due to the demonic host that was with them. They likely hoped the presence of the Plaguebearers would intimidate the Dawi Zharr into giving into their demands without a fight. They were wrong. Dordal had quickly assembled his forces, and had even flown to the Hobgoblin Khan to ensure his support.

Two things troubled Dordal. One was that followers of Nurgle made horrible slaves as they tended to kill off the other slaves simply with their presence. The second was that the weather had recently gotten very random and unpredictable and was changing in short periods of time. Dordal took careful note that it seemed to hamper the chaos tribe as much as his forces, so it was not due to some foul sorcery on the part of his enemies. In fact the weather had just turned into a storm, and he even let out a laugh when a Hobgoblin servant was struck by lightning killing it instantly.

This battle pits Swissdictator's Chaos Dwarfs against the Warriors of Chaos of Skittles from Rites of War, in a scenario from the Midwest Rampage tournament. The scenario has changing weather from turn to turn, which end with the conclusion of the turn. In addition we agreed to have 250 points of allies added to our force, in the case of Swissdictator these were Ogla Khan's Wolfriders from Dogs of War and Skittles chose 250 points of Plaguebearers. Thus for a total of 2,500 points per side. These ally units do not use up, or count for, their respective slots.

The Opponents

SWISSDICTATOR COMMANDING THE CHAOS DWARFS



VS

SKITTLES COMMANDING THE WARRIORS OF CHAOS



CHAOS DWARFS

The Sentries of the Gates of Zharr

- 1 Chaos Dwarf Lord
Great Taurus- Shield, Black Hammer of Hashut
- 2 Chaos Dwarf Hero- Battle Standard Bearer
Armour of Gazrakh
- 3 Chaos Dwarf Sorcerer- Level 2 upgrade
2 Dispell Scrolls
- 4 Chaos Dwarf Sorcerer- Level 2 upgrade
Staff or Sorcery
- 5 24 Chaos Dwarf Warriors
Full Command
- 6 24 Chaos Dwarf Warriors
Full Command

7 17 Blunderbuss

8 6 Bull Centaurs
Musician, Standard,
War Banner, Heavy Armor,
Great Weapons.

9 20 Hobgoblins
Light Armor, Shield

10 20 Hobgoblins
Light Armor, Shield

11 12 Black Orcs

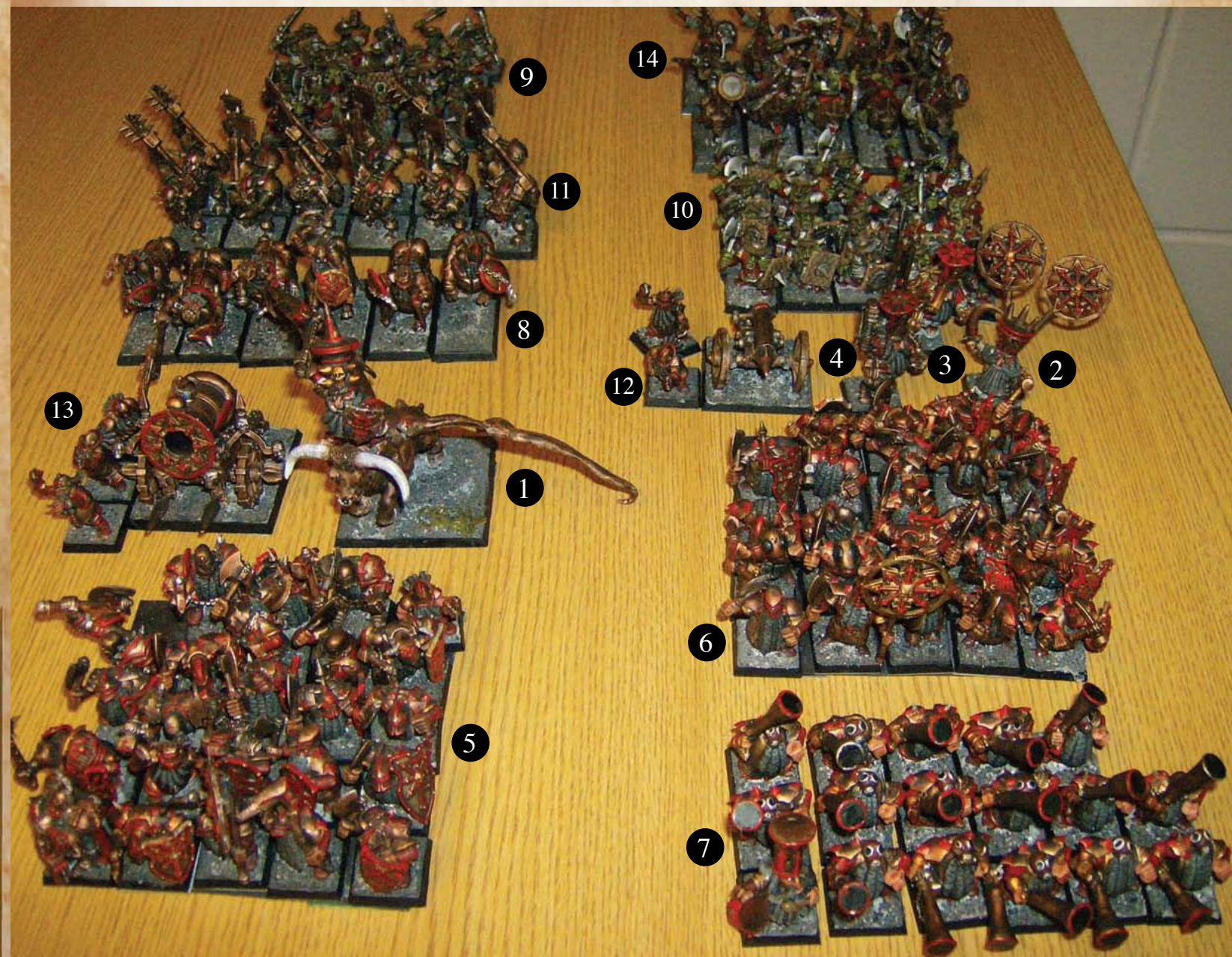
12 Death Rocket

13 Earthshaker

14 Ogla Khan's Wolfboys (Khan + 9 Hobgoblins and FC).

Swiss

Having played Skittles Warriors of Chaos before I knew the two greatest threats to my army were his chosen and knights. The warriors were deadly, but I could hope my save, numbers, and leadership could help me hold out for my hobgoblins or taurus to flank. I had adjusted my list mildly from the Midwest Rampage as I suspected he'd have a bit more magic then I usually saw there.



WARRIORS OF CHAOS

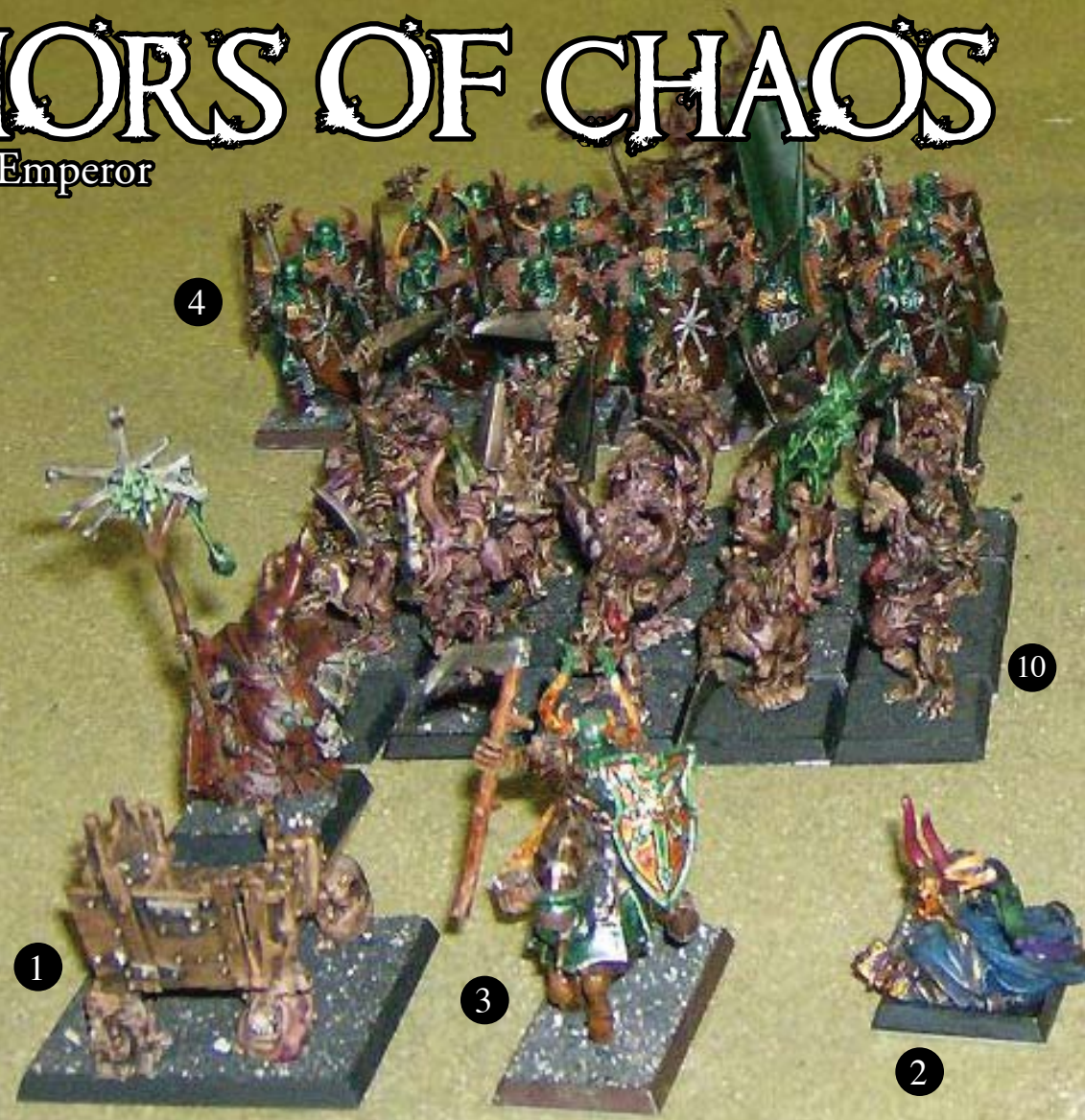
Warband of the Dread Emperor

- 1 Sorcerer Lord of Nurgle
Level 4
Palanquin, Skinhidden Plate,
Staff of Sorcery,
Distendible Maw
- 2 Sorcerer of Nurgle
Dispell Scroll
- 3 Exalted Hero of Nurgle
Barded Chaos Steed,
Chaos Armour, Shield
Filt Mace, Necrotic
Phylactery, Favour of the Gods
- 4 17 Chaos Warriors of Nurgle
(Hero's unit)
Full Command, Hw/Sh
- 5 14 Chaos Warriors of Nurgle
(Lord's unit)
Full Command, Hw/Sh
- 6 12 Chosen
Full Command, Halberd,
Shield
- 7 5 Chaos Knights of Nurgle
Full Command
- 8 Spawn of Nurgle
Spawn of Nurgle
- 9 10 Marauders of Nurgle,
Hw/Sh (Not Pictured)
- 10 20 Plaugebearers of Nurgle
Full Command

Skittles

Since I have fought Swiss's Chaos Dwarfs on many occasions, the who things I have learned is that #1 I need to close and get into close combat as quickly as possible, and try and avoid the great taurus or hit it with knights or chosen, who have a chance of stopping it.

As long as I can get a majority of my troops in CC, I should be good, as there's nothing to my knowledge that can fight as well as a chaos warrior in CC, at least as far as troop choices go....



RAID ON THE FORGES

2500 PT. BATTLE REPORT

Pre-game magic

Swiss: I chose Death lore, it's almost always useful has lower casting values, and several can be cast in combat. One sorcerer gets both magic missiles, the other get drain life and steal soul.

Skittles Lord gets Plague Squal, Cloying Quagmire, Fleshy Abundance, and Rot Glorious Rot His hero gets Buebuos, Plague Squal.

Swissdictator gets the first turn.



TURN 1

Weather: Sudden Thunderstorm, for this turn all units act as if under the effect of the Rain Lord spell.

Chaos Dwarf turn

I moved up my army to form in a wide V formation. Partially to channel the army. The Bull Centaurs move up just enough to not be charged by the Chaos Knights, and if they move up I can get the charge on them.

In my magic phase I get the 2d6 S4 magic missile into the sorceror lords block killing a single warrior,

my other spell is dispelled. In my shooting phase the Earthshaker misfires and jams this turn and next, while the Death Rocket can't shoot due to the weather. The cavalry fires into the marauders killing two.

Warriors of Chaos turn.

Skittles moves most of his army up. During his magic the lord fails to cast Plague Squal, and Cloying Quagmire is scrolled. The Hero casts Buebos is dispelled, and Plague Squall missed target.

Weather: Heat wave allows no march moves,





TURN 2



though charges may still occur.

Chaos Dwarf turn

I charged my Bull Centaurs in hoping the number of attacks can weaken the Chaos Knights and if I kill enough my banner/warbanner can help. The Great Taurus charges the flank of the Chosen, and the Chosen fail the terror check (rolled a 9 when he needed an 8) and flee through the length of the battle line and are popped when they hit the Bull Centaurs. Taurus ends up hitting the flank of the Sorcerer Hero's warrior block.

My drain life is dispelled and other spells are dispelled. During my shooting the Earthshaker finishes unjamming and the Death Rocket lands a hit on the Sorcerer Lord's block killing 3. The Hobgoblins put a wound on a spawn.

In combat my Lord and Taurus inflict two wounds on the warriors block, and the warriors hold. Bull Centaurs roll poorly on rolls to hit, but manage to kill two knights. Knights slaughter the Bull Centaurs, and the filth mace allows his Exalted to cause terror.

Warriors of Chaos turn

Knights charge Black Orcs and the Orcs pass the terror check. The unwounded spawn slams into the rear of the Great Taurus. His casting of Quagmire is dispelled, and Rot, Glorious Rot fails.

During combat the Knights kill 4 Black Orcs, and the Black Orcs kill the knight's musician. Black Orcs flee and are cut down. In the other combat, my Lord and Taurus kill off the Sorcerer hero and three warriors. The warriors continue to hold.



TURN 3

Weather: Tornado Season! D3 random units per side take 1D6 S4 hits from debris. My losses are a single hobgoblin. Skittles losses are the standard bearer of the knights and two marauders.

Chaos Dwarf turn

Hobgoblins fail terror check and run from knights. During the magic phase my steal soul fails and the 2d6 S4 magic missile miscasts rolling an 8 and he takes a wound. During the shooting phase my Earthshaker drifts, but manages to slow the Knights. The Death rocket misfires, seeming to have forgotten to load it in their excitement. Blunderbuss only manage to kill a single warrior in the Sorcerer Lord's block. The Gobbos kill 3 marauders.

In combat the Lord on Taurus kill two more warriors, and the warriors hold.

Warriors of Chaos turn

The spawn charge Khan's gobbos which fail their fear check so they will hit on 6's. During the magic phase Rot, Glorious Rot fail and Quagmire fail to cast. In combat the Lord and Taurus kill three more warriors and they continue to hold.

Weather: Spring thaw: Mucky ground reduces charges D3" rolled when declaring the charge.



TURN 4

Chaos Dwarf turn

The hobgoblins that fled in terror from the knights run off the table. During magic both my magic missiles fail to cast. In shooting my Earth shaker continues to slow the Chaos Knights and the Death Rocket misses. The Blunderbuss kill a single warrior again, as they have been rolling poorly on the to hit rolls.

In combat the Lord and Taurus kill 2 more warriors and the warriors run while the spawn holds. The Gobbos inflict 2 wounds on the spawn engaging them.

Warriors of Chaos turn

Plaguebearers charge the warrior block with the sorcerer nicknamed Lightning Rod (the sorcerer with the staff). Marauders charge hobgoblin cav in order to support the spawn while the fleeing warriors rally.

During the magic phase Rot, Glorious Rot casts killing 2 blunderbuss, 2 hobgoblin infantry, the death rocket crew, and two chaos dwarf warriors. Quagmire kills 4 warriors in the BSB's block.

Combat sees the Lord and Taurus finish off the Spawn in its rear. Meanwhile the Khan's Hobgoblins kill off the marauders, and the Plaguebearers push.



Warriors of Chaos turn.

The remaining unit charges the Great Taurus and are killed off that turn in combat. The Chaos Dwarfs kill 8 plaguebearers between combat and instability.



TURN 5

Weather: Deathly Cold Wind Chills: All Str modifiers are doubled vs Armor saves (S4 now is a -2 to armour save, and so on).

Chaos Dwarf turn.

Hobgoblin infantry squabble. The Great Taurus, Blunderbuss, and Warrior Block with BSB charge the warrior block with Sorcerer Lord. During my





TURN 6

Weather: Perfect day for battle (no effects)

Chaos Dwarf turn
The warrior block finishes off the Plaguebearers.

Warriors of Chaos Turn
Knights charge the Earthshaker and kill the crew.

Result: Chaos Dwarfs massacred the Warriors of Chaos.

Losses:
Chaos Dwarfs: Earthshaker, Death Rocket, one block of 20 Hobgoblin with light armor and shields, 12 blacks orcs, and the Bull Centaur unit with less than 25% losses in other units.

Warriors of Chaos: Sorcerer Lord, Sorcerer, block of 17 Nurgle warriors, block of 14 Nurgle warriors, block of 12 Chosen, both spawn, block of 10 marauders, and the plaguebearers. The knight unit also suffered over 50% losses.

Willmark's what is that moment...



*Now I get to see a lot of fun stuff that you guys, the readers never end up seeing, but this was fun. I chuckled so much I had to ask Swiss how many points the remote was, twice. Apparently it was worth 50 points and it misfired during the game... I won't go any further on that, but say the Pepsi * cans in the background were a nice touch too.*

The "monument" to the left was equally puzzling, but I say run with it - Willmark



A VICTORY FOR THE AGES



Swissdictator: I was amazed when Skittles chosen fled in terror down through the line and ended up popping like they did, that made a big difference for me as I had charged hoping that I could break them, being able to pin the other warrior block as I chewed them up

allowed me to focus more effort on the Sorcerer Lord's block. I had charged my Bull Centaurs into the knights hoping the 12 S6 attacks could at least weaken them severely as I knew they were the other lethal threat (in addition to the Chosen). I knew once a few knights were dead, they were not quite a threat to the main body if I refuse the flank.

Normally I use the warriors as an anvil and the Lord on Taurus as a hammer, but that was delayed due to a pesky spawn and the warriors ability to keep making the break checks. Still, when it happens, it usually is brutal for the victim. If I'm not using him in this context, I try to flank/rear charge

him into units where he can bust the ranks and hopefully kill a few in order to win and eventually pop the unit. It's even nicer when I can use him to kill a character, especially a sorcerer as I did in this game. It's a great way to make up for my weaker magic defense.

In the end I had a very nice game against one of my regular opponents (Skittles as he is known on Rites of War).



"The Game winner for Swiss: His Taurus! From Turn 2 onwards it was all down hill of the pustulant ones".

TRAMPLED UNDER HOOF



Skittles: Well, \$%#\$. A combination of out maneuvering and bad luck has led to yet another victory at Swiss's hand. Having the chosen get flank charged was my fault, as I had the movement left to angle them and I didn't, but having them

break from the terror check was pure dice. However, that destroyed my greatest chance of taking out the taurus, as their halberds and 1+ AS (after my useful Eye of the Gods roll) had the best chances of success.

My magic was rather dismal as well. The the fact that I needed 4 turns before I got an effective spell off really hurt my plans, as my Sorcerer Lord (who never even used half his equipment) didn't get much opportunity to show off his awesome power.

It was a still a good game, and at least I took out the Earthshaker.

Approaching this game from hindsight, I would build my list slightly differently. I would most likely drop the spawns and the maw off the sorcerer lord for two units of 15 marauders with flails, light armor, and full command. This would allowed me to have some more protection on my flanks. Once the game got underway, I would be a little more careful with my movement, and hope my dice hold up better...

We want pics of your Dwarf Lords of Chaos!

Adventures of WARR

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

EAVY X HAT

By Skink



By Skink



By Skink



THE ANVILS OF THE DAWI ZHARR

Dawi Zharr warriors are the rocks that the enemy breaks themselves on...

By Black Conzo



By Exquisite Evil

DIABOLIC FURNANCES

HOBBY SECTION

CONVERTING BATTLE FOR SKULL PASS PONIES TO BULL CENTAURS

BY TJUB



If you dont know who tjub is then you haven't been paying attention on Chaos Dwarfs Online. Below is how to take Battle for Skull Pass grudge ponies and make them into Bull Centaurs. - Willmark

Step 1

The tools needed for the conversion, modeling knife, clipper, file, sculpting tool and Green Stuff (GS). Water, Vaseline or whatever you prefer to prevent the GS from sticking to your tools.



COMPLEXITY RATINGS

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

Step 2

The basic parts that I use for my Bull Centaurs, pony from the BFSP-box, the front and back from a basic dwarf clan warrior from the regiment box and a two handed axe, a thumbtack.

Step 3

Carefully remove the head, tail and the other details from the pony. It's a bit tricky but you have to save enough plastic to carve out a new leg. Just be careful and don't remove too much each time. Remove all hair, both facial and normal and cut off the nose. Make sure you don't remove all the face, since you'll need the chin and eyes. Remove the lower part of the back, just under the belt.



Step 4

Get the dwarf sprue and cut a bit from the frame. Then it's time to glue the basic structure, use plastic glue to make it hold better while you work with it or if it might get dropped in the future. The bit from the sprue is important since otherwise the centaur will look too compact and stubby.

Now is also the time to think of the pose you want him to have, and then leave the centaur to dry!

Step 5

First use the file to get a plain surface on the thumbtack and then glue it on using superglue. When dry it's time for GS, don't mix too much. I usually do, you almost always need less than you think. Excess GS can be used to fill gaps in the base, but otherwise it's usually just wasted.

Start by filling the area where you want the armor with Green Stuff and then smoothen it out with the sculpting tool, Vaseline is really useful here. Then make the rows, as big or small as you prefer. I usually do mine bigger cause I like the "cartoonish"



look on my models.

Then it's time to make the angle, so that it will look like the scales are overlapping the row under. When you are done, simply cut it up in the size you want your scales to have. But be careful not to damage the rows above or under. And finally leave a mark, with the back of your sculpting tool, where you want the tail to be and leave it to dry.



Step 6

When making the tail, use a small roll of GS and a ball for the tip. A small drop of superglue where you did the mark is useful to make it stick. Shape it the way you want and add the tip. No need for superglue here since it'll stick when you do the hair, simply use the sculpting tool to small cuts along the length of the tail.



Step 7

For the top of the hat make a small ball of GS, wet your fingers and smoothen it out over the surface.



Make sure not to leave and prints! When it's dry take a modeling knife and carefully remove the excess GS.

Step 8

Then it's time for the beard, I'm sure most of you have seen Xander's video or read some other tutorial on this. But here is a quick guide with the basic steps.

Make a long roll of GS so that all the beard rolls get as thick. Then take the desired length and carefully make one end a little bit thinner, this is needed since we don't want to cover his entire face and helm in beard. Once all the rolls are in place its time to make the curls, simply take you sculpting tool and use the tip to make small lines on each roll. Start on one side, top to bottom, then the other and finally go over the front of each roll and do the same. Be careful and light on hand otherwise it won't look as smooth.

When all the rolls are done take a needle and make small circular holes in the bottom of each to make them look more realistic and not as flat. This will make a bigger difference on the finished model than you might think. As always don't forget to use Vaseline/water or whatever you prefer to prevent the GS from sticking to your tools!

Step 9

Before the beard is dry, take the right arm and gently glue it into place. This is to get the perfect fit with arm, beard and body. Once glued on I usually cover the gaps with a small dread roll, using



the same technique as for the beard. Then leave the model to dry!

Step 10

For the face, make a small roll of GS. Place it in line to cover the ends of the beard rolls, this will be the mustache. Simply use your sculpting tool to shape it with lines pointing from where the nose will be. Then make a new roll, a bit smaller this time and this will be the lip/jaw. I usually point my ends downwards since nobody wants a happy jolly Chaos Dwarf with a big smile I guess.

For the teeth, make to identical cones. The easiest way to do this is to make a small roll, make the



ends pointy and simply cut it in the middle. Carefully place them on the lip and gently press them into place with your sculpting tool. If the GS has started to harden ,or if you use Grey stuff that isn't as sticky, a small drop of superglue is useful.

The nose is done almost the same way, take a small roll and shape it like a teardrop. The place



the narrow end between the eyes, use the back of your sculpting tool to shape the ridge of the nose with one line on each side. This will also make it stick to the face.

Step 11

There are lots of ways to do the hats, I chose a



simple way which I like a lot. Simply make two thin rolls of GS and wrap them around the hat. Connect them on the back of the hat, I've found that if you make the cut diagonally it's easier to merge the two ends to that it looks smooth. Leave the model to dry and then do the base and Tada! The Bull Centaur is finished...



A WING AND A PRAYER

BY GRIMSTONEFIRE



Ever since the new Juggernaut of Khorne came out I've known that I had to make one into a Great Taurus at some point. After a long period of distractions I've finally decided to take the bull by the horns and give it a go!



It would have been a lot easier if I had simply decided to pin on some large flesh based wings, but as with most of my projects this had to represent something specific from my variant list. In this case a Mechanical Mount. Never one to back down from a challenge I decided to have a go at making some fully articulated mechanical wings to match the theme.

As shown overleaf, I had to hand craft every piece of this based on very little source material. The design is based on pictures I found on the internet but I had to heavily modify it. There is quite a lot of reference material to be found.

The Juggernaut itself presented several problems, namely how and where to cut in order to fit in the wing block. After many hours of very careful

measurements I decided simply to hack away with a hacksaw and rebuild any large gaps afterwards!

The front legs also had to be reduced at the shoulders in order to accommodate the wings. The loose leg this was comparatively easy, but the one attached to the body was a fair bit harder.

I also decided to move the head down by removing the locating plugs on the back and re-pinning it. I decided not to put the collar on, it would help to distinguish it a little from the original. The horns were not the design I had done all those years ago for an Iron Bull, I would have made them a lot flatter. Instead I decided to remove the Rhino horn and use the ones from the Black Orc Standard, trimming and pinning to get a good fit.



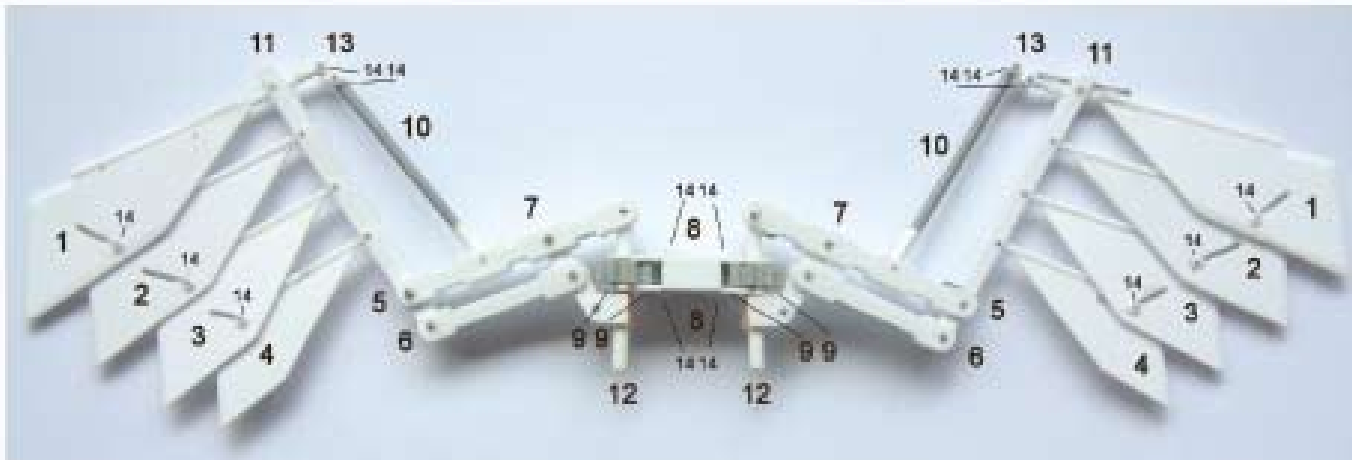
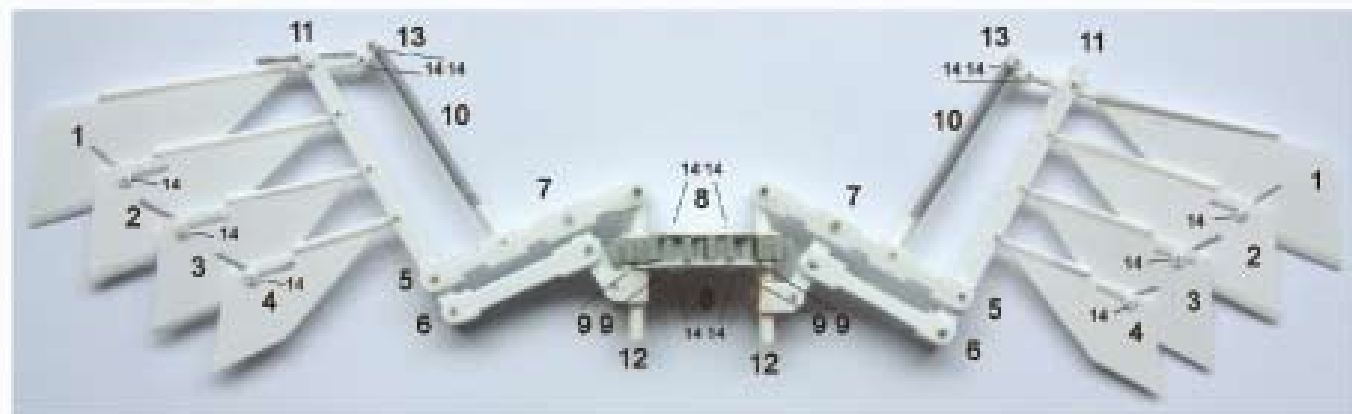
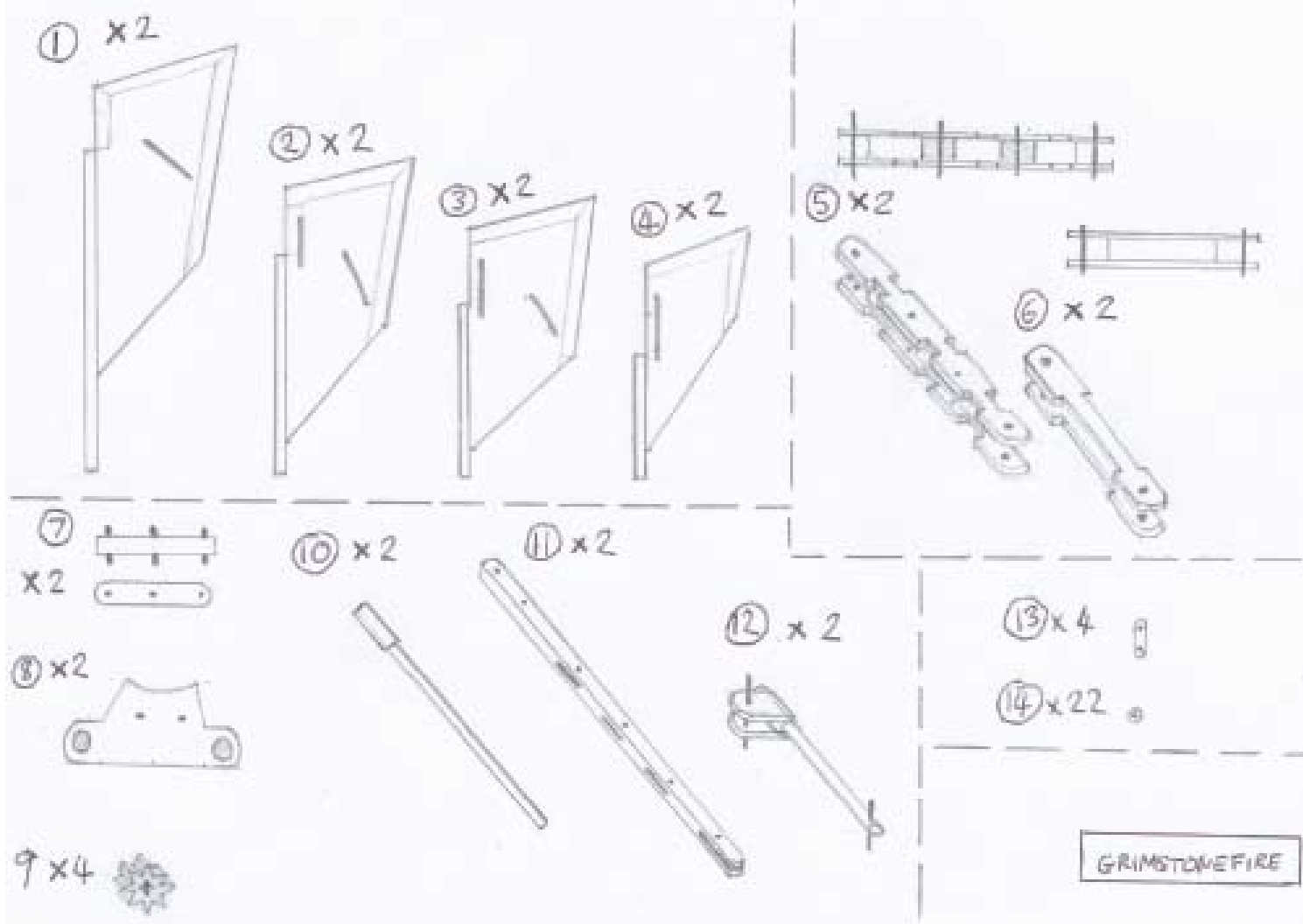
Presented in this article are the first WIP shots, I have a rough idea already of how I will do the rest. My plan is to cover most of the large surface areas in spiky runic patterns, maybe a few bits of chain as well. The legs have been bent a little so that he can



rear up. I will scratch sculpt a rider and saddle. The angles to get this to all fit would be extremely hard (but not impossible) to get any existing model to fit convincingly. With the other pressing projects I have an update will have to wait until the winter issue of Word of Hashut. Hopefully I will have totally completed the model by then.

I have done a video showing the wings being opened, once this article is in Word of Hashut I will load it up on YouTube.





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

ritesofwar.org

CHAOS DWARF SORCEROR ANALYSIS ISSUE 6 SEPTEMBER 2009

The room was silent. Slowly, the circle of powdered bone on the floor began to glow. The rat in the center of the circle squeaked loudly as the light grew brighter. The fur on the rats back grew longer before bursting into writhing flames, engulfing its whole body. The fire quickly extinguished to reveal a strange six-limbed creature that changed colour every second.

"Well done, my apprentice." said the old sorcerer to the dwarf next to him, tapping a staff against his stone foot. "This daemon looks very interesting. Now we can proceed onto the binding ritual."



BLOOD BOWL

THE GRIDIRON GRIND PART II

The Playoffs
BY GAIXO

Last issue we tracked the Balahak Butchers' progress through the regular season of the Atlantis Game & Comics Blood Bowl League. Here we'll pick up where the account was left off- with the Butchers beginning their playoff run.



Eastern Division Championship - The Darkness at the Balahak Butchers. 2-0 Win.

32,000 fans braved the icy winds and pouring rain of the eastern Darklands to see the final showdown in what has already become a bitter rivalry. Interestingly, most of these fans were humanoid ratmen, suggesting a possible infestation problem for Balahak Stadium. Almost as if on cue, the rainclouds cleared as the teams emerged from their locker rooms, and the puddles of standing water were quickly absorbed into the astrogranite pitch. The Butchers' won the coin toss, and elected to receive. That coin toss may have decided the game, as the Butchers immediately tore through the Darkness' front line, causing three casualties and nearly exhausting the rats' medical staff within the first few moments. Eventually reduced to less than half their starting numbers by the Chaos Dwarfs' slow drive down the field, the Darkness could do little to stop Hobgoblin star Hater Wreck'ard from strolling in for his seventh touchdown of the season.

Having been unable to score in the few remaining moments of the first half, the Darkness took the field in the second still down by one score. Their luck didn't improve, however, as their thrower fumbled the ball in the backfield just moments before their star Rat Ogre was knocked out for the second time in this match. The Butchers' reacted by sending half their squad in on a blitz, resulting in a prolonged scrum just yards from the Darkness' endzone. Despite many valiant attempts to regain control of the ball, the Darkness were eventually left with only four Skaven on the pitch. With time running down and no real opposition remaining, the Butchers walked in the second touchdown and began looking forward to the next match.

Prior to my Week 8 match, I had always chosen to kick the ball after winning the pre-game coin toss. My thinking was that this put the pressure on the opposing team to score, and that the ball control abilities of my team would usually allow me to head to half time down by no more than a goal and with an opportunity to tie things up (or take the lead) at the beginning of the second half. While this is sound enough logic, it doesn't allow for the fact that the receiving team gets to hit first, allowing them to collect casualties while shielding their own players from blocks in the following turns. This isn't much of a problem for bashy teams like CDs in their early life, but by this stage of the game almost any team has the ability to do some damage. This was well evidenced in my Week 6 match, when this same team of Skaven took several of my players out of the game in the first turn. This week I chose to receive and made the most of it, striking early blows that the rats never managed to recover from.

Norfolk Conference Championship - Badland Buccaneers at the Balahak Butchers. 2-1 Win.

Following the wild rains of the previous week, the "nice weather" consisting of overcast skies and whirlwinds of thin grey ash were a surprisingly welcome sight for the fans and players gathered inside Balahak Stadium to participate in the Norfolk Conference Championship. The pregame posturing ended with the coin toss, and the Butchers won it. Choosing to receive, the Butchers front line went



to work immediately, smashing a Black Orc into the crowd and the rest of the Bucs front into disarray. Hobgoblin kick returner/quarterback Tiko fielded the kick, raced forward, and passed it to scoring sensation Hater Wreck'ard. The Butchers didn't seem to be in any hurry to score, however, forming a broad front on their left and slowly bashing their way down the field. The ferocious Orcs continued to throw themselves at the Chaos Dwarf cage, but they could do nothing to slow or hurry the relentless march. With the clock running down, Wreck'ard stepped in for the inevitable TD. The Bucs had just enough time to attempt their famous "Gob-slinger" trick play before the half, and lined up accordingly. The Balahak defense had different ideas, however and put a solid line of Chaos Dwarfs and Centaurs right in front of their endzone. The Bucs' coach went ahead and ran the play as usual, but his Troll quarterback refused to hurl Lil' Bomma into the Balahak meatgrinder. It's unclear if this was a touching display of protective instinct toward a teammate, or if the Troll just thought it was halftime already. Regardless, the teams went to their locker rooms with the Butchers ahead by a goal.

The Butchers started the second half on defense, and set up in their normal shallow double line formation, daring the Buccaneers to launch their star player into the skies. The Bucs showed no fear, running their gadget play to perfection. Even the Chaos Dwarfs in attendance had to admit to the odd beauty in Lil' Bomma arching through the air and then racing in for a touchdown before the Centaur safety could even react. This was the last moment of joy for the Bucs, though, as the Butchers were soon back on offense and back on the grind. Black Orcs and Blitzers were already piling up in the Casualty and Knockout boxes when the Bucs Troll was slain by an especially hard foul. Though regeneration would return the Troll to life, the Orcs were shaken by this shocking injury, and those remaining on the field displayed survival instincts rarely seen in their race, crawling towards the sidelines and allowing the Butchers to score the go-ahead goal with no resistance. While the Orcs now had time to discuss their retirement plans, the Butchers immediately began looking ahead to their greatest test of the season.

Here is another example of how to learn from mistakes. With his Goblin capable of scoring in one turn, the Bucs' coach managed to turn every one of his matches this season into a shootout, and rode a trick play all the way to the conference final. By controlling the ball and dictating a very slow pace for this game, I took that tactic away from him and secured the win. His only real hope in this situation would have been to adopt the same tactic by spending the entire second half scoring his touchdown and sending the game into overtime. Then it would have all come down to a coin toss, giving the Orcs a 50% chance for a relatively easy win.

My newer CD with Claw got the MVP and a new skill following this match, so I took Mighty Blow. This means he will break armor more than half the time, regardless of his target's AV. I'll need all the help I can get, as I now have to go against the winner of the Portsmouth Conference. The teams over there are much larger and more experienced than those in Norfolk, so it's likely to be the hardest match I've played thus far.

Atlantis League Championship - Badland Buccaneers vs. the Head Hunters. 2-1 (O.T.) Win.

With the final combatants decided, the legendary Atlantis Stadium faithfully rose from the seas as it always does at this point in the season. Over the

following week, the isle surrounding the stadium slowly filled up with tailgaters from across the Old World and beyond. While a good percentage of these fans were zombified corpses and evil Dwarfs, plenty of non-affiliated races showed up in the hopes of seeing a match that would be discussed for ages. None would leave disappointed on that count.

With the crowd of 35,000 in place, the stage was set for the teams to take the field. The Butchers emerged first, accompanied by the somewhat discordant sounds of their national anthem played on organ and bagpipes. The six-man formation of Chaos Dwarfs made for a striking sight with the stadium lights glinting off of their burnished armor and oiled beards, but the barnyard stench of the rest of the team milling out behind them reminded neutral observers of the horror inherent to the slave-based society of the Dawi Zharr. Next, an unnatural fog billowed forth from the other locker room to fill the stadium. As it cleared, the famed Head Hunters came into view. While the horrific mass of Zombies and Wights was most visible from the stands, the occasional bellow of a Flesh Golem or howl from a prowling Werewolf reliably drew cheers (and the occasional shriek) from the fans of this Necromantic squad.

Once the introductions were out of the way it was time for some actual football! The Head Hunters won the coin toss and their coach chose to receive. The Hunters' Golems held the middle, but the searching jabs of the Necromantic skill players could make no inroads against the Butchers' defensive line. Everything changed, however, as the Bull Centaur Aranburro charged into the Hunters' backfield on an ill-advised blitz. Not only was the Centaur badly hurt as the Necromantic cage closed on him, but the Head Hunters were spurred into action, with Spot the Werewolf carrying the ball through a hole on the left side, guarded by his fellow lycanthrope and a pair of Wights. The Butchers' battled back, however. They seemed to have things in hand as they struck down both of the Werewolves, including the ball carrier, with what appeared to be mortal wounds. Somehow, with his last breath (or so it seemed, though both of the Werewolves miraculously retook the field later in the game), Spot pitched the ball to a lurking Wight who then nimbly dodged out of the grasp of the Butchers and in for its first TD of the season. Though it was too late for the Butchers to score a tie before halftime, superstar Blocker Goikoetxea consoled himself by using his whirring rotary blade to remove the head of a Flesh Golem. Even the efforts of the recently hired Necromancer's assistant could not restore any unnatural vitality to the Head Hunters' big hitter.

Following the halftime break, the action reset with the Butchers on offense. Things went as they had all season: Tiko fielded the ball and passed it to Hater Wreck'ard, a cage formed around him, and that cage drove all the way downfield, leaving a few crippled players (a Zombie and Wight in this case) in its wake. The Butchers scored relatively early, leaving enough time for the Hunters to try and take the advantage, but the Necromantic drive sputtered out around midfield. With a score of one each as the clock expired, the game was headed to overtime.

Unfortunately for the Head Hunters, the Butchers won the coin toss and the overtime period ended up much like the second half. The Hunters were already down to nine players, and over half of those were quickly knocked to the ground. At such a disadvantage, no real defense could be put together and the Butchers could not be stopped from rolling into the endzone. As Wreck'ard stepped over the line for his eleventh touchdown of the season (more than the rest of the team combined!), the game was decided, the league schedule was complete, and the crowd went mad. In only one season, the Balahak Butchers had reached the highest glory in the league. In a rare moment of interclass unity, the hands of Hobgoblins and their evil Dwarf masters came together to raise the cup aloft.

Well, the Head Hunters weren't the giant and powerful team I was expecting, having won their way in through the tougher Portsmouth Conference despite being slightly smaller and less experienced than the Butchers. They were still one of the most difficult match-ups I had faced, as evidenced by the game going into sudden death overtime. By this point my team has become a casualty-machine, though, and even the regenerative powers of the Undead couldn't keep enough players in the game to keep me from winning. To tell you the truth, I'm thinking of retiring the squad, because I can tell that my opponents aren't having a very good time playing against them. It would be one thing if there were bigger and more experienced teams to face, but as every single team in the conference is now smaller than mine (I earned a bunch of skills in the final match, including a strength increase for my kick-off returner), it would probably be a drag for all teams involved if I was to continue with them. For example, I killed four players in that final match, if it wasn't for regeneration the Hunters would have lost a quarter of their team.

Despite (or because of?) all of that, the Butchers have probably been the most satisfying team I have built since entering the world of Blood Bowl twenty years ago. I can unequivocally recommend a Chaos Dwarf Blood Bowl team for anyone looking to start their coaching careers or searching for a cheaper alternative to jumping right in and buying a CD army for Warhammer. Just make sure those Hobgoblins keep their beady little eyes on the ball.

There wasn't much happiness for the Butchers following that one day of celebration. The championship glory was enough to bring the transgressions of Overseer-turned-Coach Gaixo to the attention of the Dawi Zharr rulers, but wasn't a great enough feat to grant him immunity from punishment.

The coach was hauled away and never heard from again. The stadium was dismantled and rebuilt as a slaver's stockade. The team was also broken up, with most of the Hobgoblins returning to their lives as slaves and the Chaos Dwarfs being pressed into military service. Ex-Blocker Goikoetxea commands a brigade to this day, and has also had some success with his Butcher Jerky brand of meat-flavored fungus treats. Hater Wreck'ard performs as personal jester to the court at Zharr-Naggrund. "Touchdown"

Tiko formed an experimental regiment of Hobgoblin javelin throwers, but was reportedly slain by a charging unit of Bull Ogres in his first battle. The Boar Centaur Zubizarreta disappeared into the northern wastes, and dark tales occasionally emerge concerning the depravities of the warband he formed there. Perhaps the saddest story belongs to the Minotaur Del Horno. With a brain damaged in the last game of the regular season, the beast somehow managed to escape his captors and fled to Bretonnia, living a pastoral life among the herds of cattle that nation is known for. Unfortunately, a local rancher and Blood Bowl fan happened to notice Del Horno grazing among his herd. The beast was sold to an inn operating nearby, and "Balahak Burgers" were enjoyed for several weeks afterward.

As mentioned above, only the fate of Coach Gaixo remains unknown. Who knows what horrors he suffers in the dungeons of the capital ziggurat?

Oddly, the authorities did pay one great honor to the deposed overseer. A life-sized statue of Gaixo stands in the athletic wing of the Hall of Acclaim in Zharr-Naggrund, the Atlantis Cup nestled within its stone grasp. Visitors comment on the incredible realism of the sculpture, but are often disturbed at the anguish communicated by its eyes.



Issue #1 of the ezine the Invocation now available!

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MEMBER FICTION

DARK TESTAMENT— PART V BY THOMMY H

“What will happen to us now?”

Khazahrn glared at him sidelong. “Are you talking to me now, manling?”

Gozzadini shrugged in his bonds. “Nothing else to do. So, what will happen to us?”

Khazahrn sighed deeply. Like Gozzadini, his hands were bound before him with rough, heavy ropes. They were sitting against one of the towering rock walls of the canyon, observing the Chaos Dwarfs who were busying themselves with removing one of the very obstructions in the pass that Gozzadini and his companion had negotiated the day before.

“I am a member of the Sorcerer Caste, albeit a minor one. I am permitted to be tried by the Conclave.”

Goazadini nodded. He didn’t understand exactly what the Dwarf meant, but he could guess the general sentiment. “And what do you think they’ll say?”

Khazahrn chuckled mirthlessly. “The Conclave is not known for its mercy. I wager our great experiment to supply the Everchosen with war machines has been deemed a failure, and that I will be made a scapegoat. My death will be swift and relatively painless, fortunately.”

“And what about me?”

“You shall not be so fortunate. Your death will be slower and infinitely more unpleasant than mine – no doubt you will meet your end beneath the whip of a Hobgoblin overseer, months or years from now. It is that way with most slaves captured from your race and others of these lands.”

Gozzadini swallowed hard. “Slavery, eh? Not quite

what I imagined for my future.”

“It was inevitable the moment you made your deal with me, manling.”

The Tilean looked away. “Yes, I’m beginning to realise that.”

Across the pass the wall of ice and boulders that prevented the small Chaos Dwarf army from continuing was being systematically demolished by hulking Ogres. The great grey-skinned beasts strained as they lifted rocks as large as they were, huge corded muscles bunching with the effort. Their thick hides were slicked with sweat and, where the scourges of their masters had scored their flesh, blood.

“If I’m to become a slave, why am I sitting here right now? Not that I think I’d be much use shifting that avalanche, but another pair of hands would be useful, no?”

“This is no slaving party, manling. They came here without the necessary tools for taking prisoners. See how are hands are bound with simple rope?”

Gozzadini nodded. “Then why are they here?”

“I do not know.”

It was the mercenary’s turn to glance sidelong at his companion. “Really?”

“Yes. I have never seen such a force as this assembled to march west. They come not as slavers, but as invaders, but what nation could they hope to subdue with such small numbers?”

“They’re a vanguard,” Gozzadini said after a moment, “a scouting force, sent to investigate how much resistance remains in the Old World.”

“That is not how we fight, manling. If we wanted to invade your lands, we would come in overwhelming force...”

“And risk defeat? No, this is something more canny. Whoever sent these warriors knew that Archao’s horde had been shattered on The Empire’s spears, and that there was some steel left in Men.” He nodded towards the red-cloaked leader of the

Chaos Dwarfs who oversaw the effort to remove the boulders blocking the path. “That captain – who is he?”

“His name is Rykarth the Unbreakable. He is known as the Hand of Ghorth.”

“Ghorth? He mentioned him when we were captured. Who is he?”

“He is the Supreme Lord of the Sorcerers, the most powerful Priest in Zharr-Naggrund.”

“Just the sort of person who would plot some grand invasion of the Old World then?”

“Perhaps...”

There was a loud crash from further down the valley and Gozzadini craned his neck to see what had happened. Evidently the demolition project was going badly – or well, depending on your point of view – as some of the wall had given way, crushing an Ogre beneath a heap of frozen rocks. The creature struggled beneath the debris, much to the amusement of its fellows. With a curt command, one of the Chaos Dwarfs quietened the other Ogres and ordered several of the warriors under his command to silence the beast – they stepped in with their heavy axes that glowed with evil-looking runes and began to slaughter the trapped Ogre with ruthless efficiency, hacking apart its thick limbs even as they flailed helplessly.

The Ogre-made avalanche had cleared a large segment of the blockage and the Chaos Dwarf ordered the remaining Ogres to resume their work. The lumbering slaves made quick progress now, opening up the gap their unfortunate colleague had made until an opening of sufficient size for the warband to pass through had been created.

“Up!” The command was barked by one of the Chaos Dwarfs who stood close to them. His face was invisible beneath the glowering skull mask he wore, and the only part of his body that was visible was the great blue-black beard that spilled across his armoured chest. He reminded Gozzadini of the Dwarf Iron Breakers he had seen in battle once, albeit a dark reflection of those sturdy and noble warriors.

He and Khazahrn climbed to their feet with some difficulty and were ushered towards the gap in

the wall where the Chaos Dwarfs were beginning to form up into a column with Rykarth at their head. The Ogres had begun to clamber through the boulders, but there was some kind of disturbance. Gozzadini could hear guttural bellows and calls of alarm coming from the other side. The rearmost Ogres began to fall back as one of their number stumbled back through the gap, his body pierced by the shafts of arrows. With another animalistic roar, the creature fell to the ground, bleeding from its wounds. In a moment it was still.

“Form up!” Rykarth shouted and the Chaos Dwarfs moved with a swiftness that belied their squat shapes and thick armour. Quickly they formed into a block of impenetrable steel, waiting for whatever would come through the gap. The Ogres still milled around in confusion, bereft of the Chaos Dwarfs’ leadership. More arrows came through the opening, thudding into the thick flesh of the Ogres, but the Chaos Dwarfs simply waited. After a short time, the arrows stopped and an awful pregnant silence settled over the scene.

“What’s going on?” Gozzadini hissed. He and Khazahrn seemed to have been forgotten by their captors.

“I know as much as you, manling.”

It didn’t take long for his question to be answered. Just as Rykarth began to lead his warriors towards the gap in the avalanche, the sound of a keening war horn caused all heads to turn upwards. Along the ridge overlooking the valley a forest of glittering lances rose up.

“Knights!” Gozzadini exclaimed.

Rykarth immediately barked more orders, turning to face the new threat. The lances had become men on horseback, several score of them, forming up along the ridge. They wore steel conical helmets and the banner poles on the backs of their saddles were decorated with feathers. With another blast of their horn the knights began to trot down the sharp incline towards the waiting Chaos Dwarfs.

“Friends of yours, manling?” Khazahrn asked as they ducked behind a boulder.

“No, they’re Kislevites. Winged Lancers. What are they doing here?”

As the Winged Lancers began to pick up speed,

more mounted warriors bounded through the gap in the wall. The moustachioed riders were stripped to the waist, their muscular torsos gleaming with hog fat and each carried a curved horse bow. They darted amongst the Ogres, firing off shots at close range as their horses moved nimbly between the lumbering beasts. All at once, chaos broke out as the Winged Lancers crashed into the Chaos Dwarfs. The carefully constructed block of warriors fell apart, scattering into loose knots of desperate fighters. In the narrow confines of the canyon, it was impossible to maintain any kind of cohesion.

The Horse Archers had entered the fray now, lashing out at their foes with curved swords. There was a bellow of rage as one of the Ogres launched itself towards a Winged Lancer, its massive body crashing into the horse and bearing it down to the ground. The rider tried to fight back, but the Ogre crushed his skull into a pulp with one blow from its mighty fist.

The Chaos Dwarfs were falling back. Rykarth was nowhere to be seen. The Kislevites began to press forward but, revitalised by the sudden opportunity to kill, the Ogres seemed to be rallying. They pulled riders from saddles and ripped apart men and horses with their bare hands. Somewhere in the madness, Khazahrn had gone missing.

“Gozzadini!”

The Tilean looked up and saw the very last person he had expected. Riding on a horse, swaddled in furs, was Otto Schmeik. Gozzadini stared at him in disbelief. Wordlessly, the Imperial advocate pulled out a sword and tossed it towards him.

Gozzadini nodded his thanks as he headed for the sword that was now lying in the snow. Otto waited until he saw him reach it, then spurred his horse around and headed towards the fighting, drawing a pistol as he rode. Gozzadini shook his head, trying to reconcile what had just happened in his mind. He fumbled with the sword, but was unable to get it into a position to cut his bonds.

“Manling...”

Gozzadini looked up. Khazahrn loomed over him. His face was bloody and smeared with dirt. For a second he stared balefully down at his Human companion, but then reached down and grabbed the sword, holding it so Gozzadini could loop the

rope around it and cut his hands free. Without speaking he cut Khazahrn free too.

“What now?” the Chaos Dwarf asked.

“Let’s get out of here.”

They turned, but suddenly a dark shape appeared above them. Leaping down from a boulder came the furious, glowering form of Rykarth the Unbreakable. With an angry roar, he swung his axe ‘round in a blow that would have severed Gozzadini’s head from his neck if he hadn’t gotten his sword up in time. Rykarth attacked again, redoubling his efforts, and it was all Gozzadini could do to hold the Chaos Dwarf captain at bay. Finally, he stumbled back against the sheer rock wall at the edge of the valley and prepared to make his last stand. Rykarth raised his axe, glowing with dark runes, and was about to strike him down when something knocked him sideways. His helmet was dislodged by whatever had hit him and he turned to face the new assailant. Khazahrn tossed another rock into the air and threw it, this time sending Rykarth reeling backwards and knocking his helmet to the ground. The skull mask came with it, revealing the startled face of the Chaos Dwarf. Bereft of his fierce trappings, he suddenly seemed vulnerable, and Gozzadini took the opportunity, slashing out with his sword and scoring a bloody cut across Rykarth’s cheek before he could get his guard up.

Rykarth stumbled backwards and seemed about to stand his ground, when he saw that his forces were in retreat behind him. The Kislevites had finally overwhelmed his men and the remaining Chaos Dwarfs were making a fighting withdrawal up the valley. The Ogre slaves had all been killed. Seeing that the day was lost, Rykarth grabbed his helmet and began to head after his troops.

“This isn’t over,” he spat over his shoulder at the two of them.

“It is for today,” Gozzadini smirked back at him.

As the Chaos Dwarfs fled the field of battle, the mercenary turned to Khazahrn. “For someone who intended to sell me into slavery, you’ve saved my life an awful lot of times.”

“Well...you are worth nothing to be dead, manling...”

Gozzadini laughed. “Do you still intend to sell me?”

The Chaos Dwarf ran a ruddy hand across his beard. “I do not think I have anyone left to sell you to.”

“That’s as much security as I need.”

“Gozzadini!”

He looked up and saw Otto riding towards him. The effete official looked pale-faced after the fighting.

“Otto, what in Manann’s beard are you doing here?”

“Looking for you.”

“Really?”

“In a manner of speaking. After what happened with you and your...friend,” he nodded towards Khazahrn, “my curiosity was piqued.”

“Curiosity?”

“About the empire he spoke of beyond the mountains. I found...rumours...old legends. A lot of it was hearsay and fabrication, but there was a grain of truth there, and I had to know the extent of it.”

“So you didn’t believe in Chaos Dwarfs either?”

Otto shook his head. “It seemed unbelievable. But if there are enough rumours, logically there must be something behind it. I went to my superiors and started a chain of events that led me to the court of the Tzarina herself. After what happened at your garrison, we knew we had to investigate. The risk to Kislev was too high if anything the Dwarf had said was true.”

Gozzadini looked out across the carnage. “Well now you know, I suppose. The Chaos Dwarfs are real. And they’ll be back, after this.”

“Maybe...but this time the Old World will be ready. Your betrayal gave us a warning, Gozza-

dini.”

“Good.” He made to turn away.

“But,” Otto drew his pistol, “you still slaughtered four Imperial soldiers and left your post. In the name of the Emperor Karl Franz, I place you under arrest.”

“You’re going to arrest me now?”

“And kill that Dwarf.”

“I don’t think so.” Gozzadini lashed out with his foot, kicking up a cloud of dirt and snow. It flew into Otto’s horse’s face and the animal shied away, nearly displacing its rider. As Otto’s guard dropped, Khazahrn seized up another rock and deftly tossed it into the air. It sailed in a long arc and struck Otto square on the forehead, knocking him right from his saddle. He tumbled to the ground, unconscious. The horse reared up and bolted.

As the dust settled, Khazahrn turned to Gozzadini. “Should we kill him, manling?”

“No. I owe him quite a debt, after all.”

“But you do not mind him being hit in the head with a rock?”

“Well he was going to take me prisoner.”

“So was I...”

“Yes, but you’ve saved my life about four times now. He’s only saved it once. He needs three more before I start looking on him as kindly as you.”

Khazahrn laughed at that. “What will happen to us now?”

“Well we shouldn’t stay here. Those Kislevites lost quite a few friends, and I don’t think they’ll be too inclined to treat a Chaos Dwarf with mercy. I don’t want to be here when our friend Otto comes ‘round either.”

“So where do we go?”

Gozzadini looked around. His eyes alighted on the gap in the wall of boulders. “That way to start. We’ll look for another pass when we put some

distance between ourselves and these Kislevites. Maybe head south.”

“I never thought I would call a Man a companion, Gozzadini,” Khazahrn said as he fell in behind the mercenary.

“It’s not so unusual. I’ve heard stories of a Human and a Dwarf travelling together before.”

“Who?”

“Uh...Felis? Felix? Something like that.”

“And what happened to them?”

“I don’t know. They’re probably dead by now. Who cares?”

“Do you think we will last as long abroad in the world as Felix and his Dwarf friend?”

Gozzadini shrugged. “Maybe if we don’t kill each other first.”

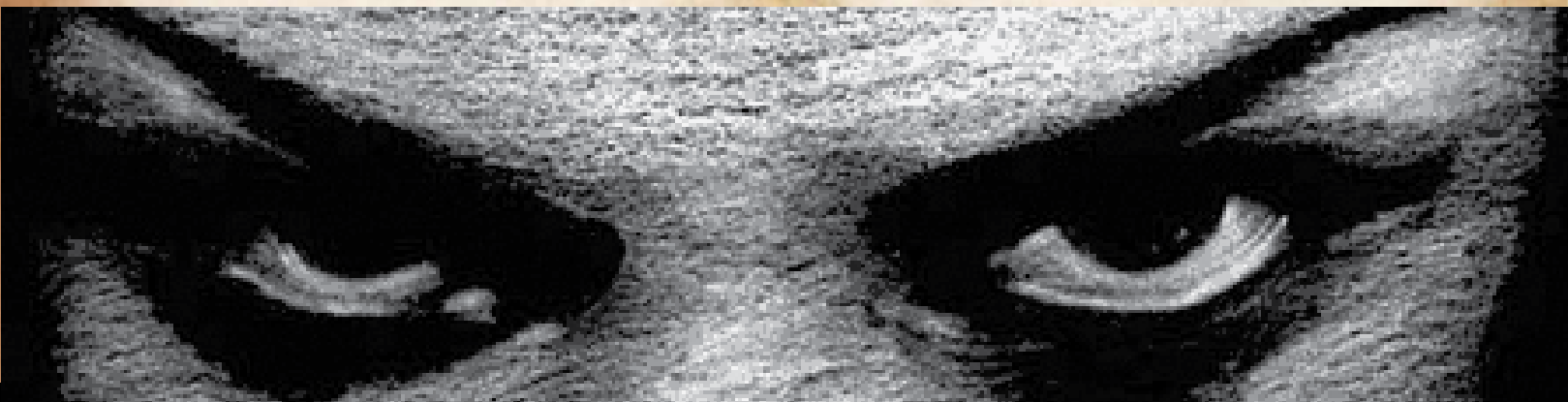
DRUCHII

(Continued from page 58)

roll other than that they will just have to wait to your foot troops get over there and sort them out.

This covers all of the basic units in the dark elves army list, I know that most of the advice is shoot at them but as that’s what we do best I say why change that, but if any of my advice here helps in any way to help any one of my CD brothers or Sisters to win over the hated Druchii then I have achieved my objective, happy gaming and remember never go out with out your big hat .

Stay tuned for future guides to your stomping your foes in true Dawi Zharr fashion! Willmark



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TWISTED BRETHREN BY ASTRANAGANT

The Black Dwarf Warband should play a lot like their un-corrupted brethren: they possess a similar profile, special rules, and have access to about half of the same special skills. The lack of crossbows and shooting specialists will tend to make them a bit more melee focused, as the only available ranged weapons are expensive black powder weapons. The addition of a spell-casting leader, the mighty Bull Centaur, and cheap, throw-away troops also marks a considerable difference from the more “elite” Dwarf Treasure Hunters.

Strengths:

- Same as the Dwarf Treasure Hunters: hard to kill and stun, skills that make them nigh impossible to kill or stun, and overall good stats
- Access to a fast hero and expendable troops in the form of Informers (Hobgoblins)
- Useful magic spells and some interesting equipment
- Warband size of 15, only 8 may be Chaos Dwarfs

Weaknesses:

- Same as the Dwarf Treasure Hunters: slow, and Initiative 2
- Primarily use black powder weapons (Informers may use bows)
- Only Chaos Dwarfs may become heroes, Chaos Dwarfs are expensive

Heroes Sorcerer

Like many of the evil warbands, the Black Dwarf Warband is lead by a Sorcerer, and he is certainly a good leader choice. Leadership 9 and Toughness 4 coupled with Dwarven resistance to injury makes him a considerably nastier spellcaster than some, even without armor. Add to that a number of utility spells: Lava Flow (12” ground movement), Flickering Hide (temporary armor save that damages your enemies), Sacrificial Ritual (free XP), and some decent combat spells in the form of template spells

Mini By Usbo Sathia



(Fumes of Azgorh, Spirit of Hashut, and Earthquake) and an AoE fear spell (Bellow of Doom), and you have a flexible, awesome Leader for your warband.

Bull Centaur

A formidable beast with a statline comparable to a Vampire's, although much faster, the Bull Centaur is the Black Dwarfs' melee workhorse and scout. While strictly a melee hero, Bull Centaurs are very good at what they do, and with decent equipment (and Weapon Master) they will shred most other Warbands' leaders, let alone their supporting heroes. Unfortunately for us, the Dwarf injury resistance rules do not apply, and Bull Centaurs start with only one wound; as a result the Centaurs are much more fragile than the bulk of your warband. They are also large targets, giving your warband 20 additional points to its rating, and giving bonuses to your opponent's archers. With the Border Town burning rules this has a benefit as well: Bull Centaurs can carry ladders by themselves.

Gaoler

A run of the mill Chaos Dwarf with “Causes Fear in Humans” for an extra 10 gc. Decent enough, considering how common human warbands are, but the real value lies in their weapon selection and shooting skills. As the only Hero type with access to Shooting, if anyone will be hauling that hunting rifle around, it'll probably be a Gaoler (or a promoted Dwarf). The steel whip is also an excellent weapon, and would do well to be coupled with a pistol attack (2 whip attacks that cannot be parried at S 3, and an S4, -2 to save pistol shot). The man-catcher is situational, and a pain in the rear to model, but in a campaign is essential for making use of your Prison Wagon, though I'd probably just use it to finish off a knocked-down/stunned model.

Henchmen

Mini By Usbo Sathia



Informers

Be they humans or Hobgoblin slaves, the informers are the pinnacle of cheap, disposable henchmen. A human merc statline at 15 gc is a steal, and with a much larger warband size than their uncorrupted brethren, the Black Dwarfs should field a fair number as a screen. They can't advance to the position of hero, so you may want to field more Dwarfs until your Hero slots are filled. The Informers are also capable of using bows, so they may provide your primary firepower until a pile of riches lands in your lap.

Chaos Dwarfs

Every bit as solid as their uncorrupted Brethren, these warriors can also equip blunderbusses, an excellent choice for any melee dwarf that can't get into the action. The lack of distinction between ranged and melee Chaos Dwarfs really helps on the equipment front.

Equipment

Mechanical Suit

Arguably one of the best armor's in the game, especially with the discount provided by the Lure of Fortune objective, it has all the benefits of Chaos Armor (spellcasting in armor and a 4+ save) while making the Sorcerer M 6. It is really the only reason for any of your figures to get the Chaos Engineer skill.

Engine of Chaos

Using the Road to Riches campaign objective, this item will see a lot of use. Otherwise there's no real reason to use it (though the XP bonus is nice). The biggest issue with this item, other than its cost, is the difficulty in making a representative figure for it.

Lamellar Armor

Lamellar Armor is the new Gromril. It's cheaper, many newer Chaos Dwarfs are actually modeled with it on, and both types of Dwarfs are unaffected by it's Movement affecting rule.

Skills

Extra Tough, Resource Hunter, Thick Skull, and True Grit are all Dwarf Treasure Hunter skills, and are quite excellent, especially Extra Tough and Thick Skull due to their minimizing the effects of Out of Action.

Chaos Engineer is actually pretty terrible, the +3 to finding Chaos Armor is nice, but as I've pointed out, most of the warband will be wearing Lamellar if they're using expensive armor at all. The only time this is useful is with the Lure of Fortune objective: it gives you a significant discount (225 down to 125) on the Mechanical Suit.

Tyrant

Any ability that allows the re-rolling of a rout test is good, but is it good enough to forgo learning another spell?


Having analyzed the various model types and equipment, next quarter's endeavor is to construct a Black Dwarf Warband for the Border Town Burning Campaign I'm running. Further updates will be submitted to Word of Hashut, with pictures!



Mini By Madgrotbob



Border Town Burning






'TRADITION IS WHAT MAKES US STRONG. IT RAISES US ABOVE THE BEASTS. TRADITION IS HOW WE HAVE SURVIVED,' SO SAID MY ANCESTORS.

THEY WERE FOOLS.





PREPARE YOUR MEN, BLACKHAND, WE ATTACK IMMEDIATELY.

AS YOU WISH, KYKARTH.




HAS HE CRACKED YET, GROLKA?

SHADOW AND FLAME




I SHALL SEE THAT HE IS READY.

YOUR BROTHER, THE DAEMONSMITH, HE IS PREPARED? WE MAY WELL NEED HIS EXPERTISE.




LIKE AN EGG, CAPTAIN. SEEMS THEY'VE BEEN AWARE OF OUR APPROACH FOR SOME DAYS.

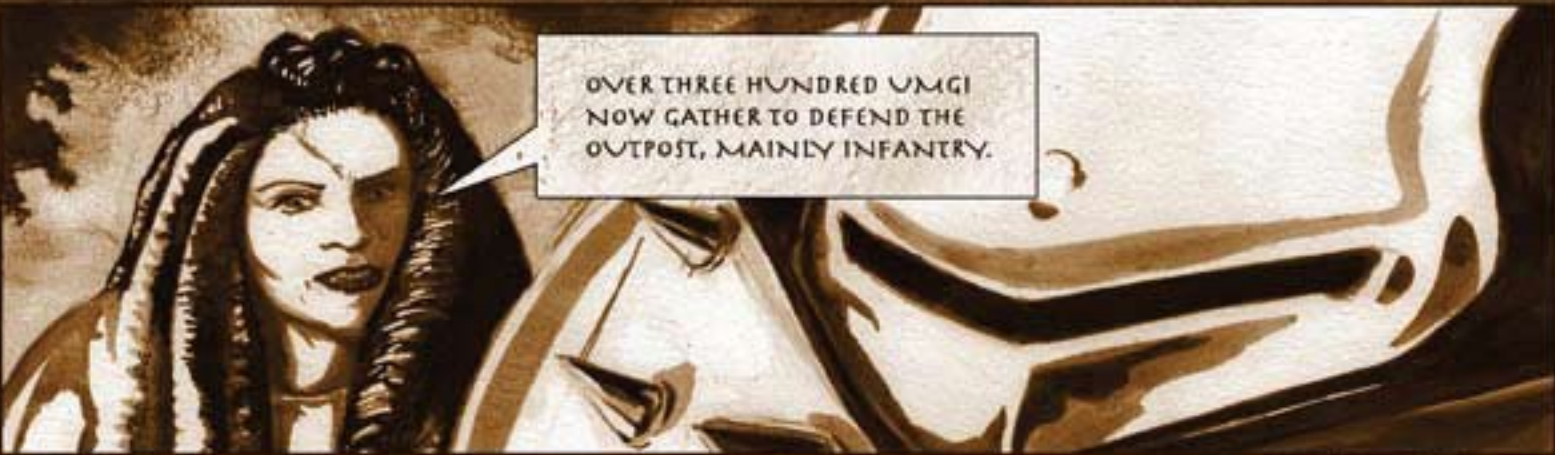
BY BAGGRONOR



THESE MANLINGS MUST BE TAUGHT THE CONSEQUENCES OF DEFYING OUR WILL.




RAIDING HOBGOBLIN TRIBES UNDER OUR PROTECTION IS FOOLISH ENOUGH, BUT TO ENCROACH UPON OUR ANCESTRAL LAND...




OVER THREE HUNDRED UMGI NOW GATHER TO DEFEND THE OUTPOST, MAINLY INFANTRY.

THEY WILL BE MADE AN EXAMPLE OF.




IT IS TIME, MARROG.



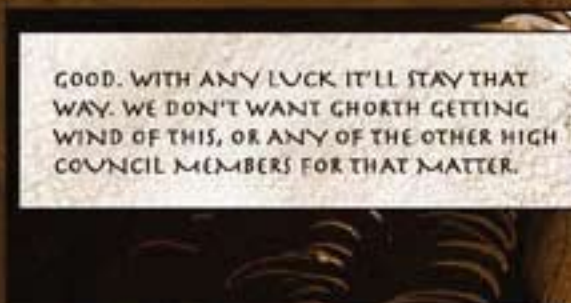
YOU'RE SURE THAT RYKARTH KNOWS NOTHING OF OUR PLANS, LITTLE BROTHER?




SKAGG?




LOOKS THAT WAY BOSS. NONE OF THE HOBGOBS IN HIS BAND KNOW ANYTHING ABOUT NO TUNNELS IN THIS AREA.



GOOD. WITH ANY LUCK IT'LL STAY THAT WAY. WE DON'T WANT GHORTH GETTING WIND OF THIS, OR ANY OF THE OTHER HIGH COUNCIL MEMBERS FOR THAT MATTER.




YOU'RE SURE SECRECY IS WISE, KROMLEK?




MUST YOU QUESTION EVERY DECISION I MAKE? DO NOT FORGET WHO IS LORD OF HOUSE BLACKHAND...!!



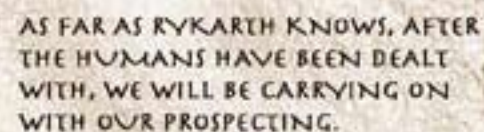
AS IF I COULD.




THE LESS THAT KNOW OF OUR INTENTIONS, THE BETTER. THAT MAP THAT YOUR VILE SERVANT FOUND BETTER BE GOOD.




I HAD TO PULL STRINGS TO GET US ON THIS LITTLE ADVENTURE.




AS FAR AS RYKARTH KNOWS, AFTER THE HUMANS HAVE BEEN DEALT WITH, WE WILL BE CARRYING ON WITH OUR PROSPECTING.




WITH ANY LUCK, WE'LL FIND THE ENTRANCE TO THE TUNNELS BEFORE ANYONE GETS SUSPICIOUS.




AND ASSUMING THE MAP IS GENUINE, WE SHOULD REACH THAGG-A-DURZ WITHIN TEN DAYS... ITS QUITE AN ASSUMPTION...




BUDGE UP. THEY STARTED YET?




NAH, JUST ABOUT TO. WHAT THE ECK IS THIS 'FAG A DURZ' WE'RE GOIN LOOKIN FOR DEN?




OH FOR THE LOVE OF... 'THAGG-A-DURZ' YOU NUMPTY. ITS A CHAOS DWARF FORTRESS, FROM THE OLD WARS WITH THE STUNTIES.




DEY RECKON IT'S THE FIRST CHAOS DWARF PLACE EVER, OLDER THAN ZHARR NAGGROND EVEN, ONLY IT GOT SMASHED UP BY THE STUNTIES.




DA BOSS RECKONS THE RUINS IS FULL OF OLD MACHINES AND TREASURES AND WOTNOT, DEEP UNDERGROUND.




...SOUNDS LIKE BOLLOCKS TO ME.




LOOK SHARP!!
HERE THEY COME!!




THE HUMAN. A RELATIVE
NEWCOMER TO THE WORLD.
UGLY, LANKY THINGS.



GIVE THEM A VOLLEY...!!




THE BLUNDERBUSS, SIGNATURE
WEAPON OF THE DAWI-ZHARR.
EVOLVED SPECIFICALLY TO DEAL
WITH HORDES OF SOFT VERMIN.




KABOW

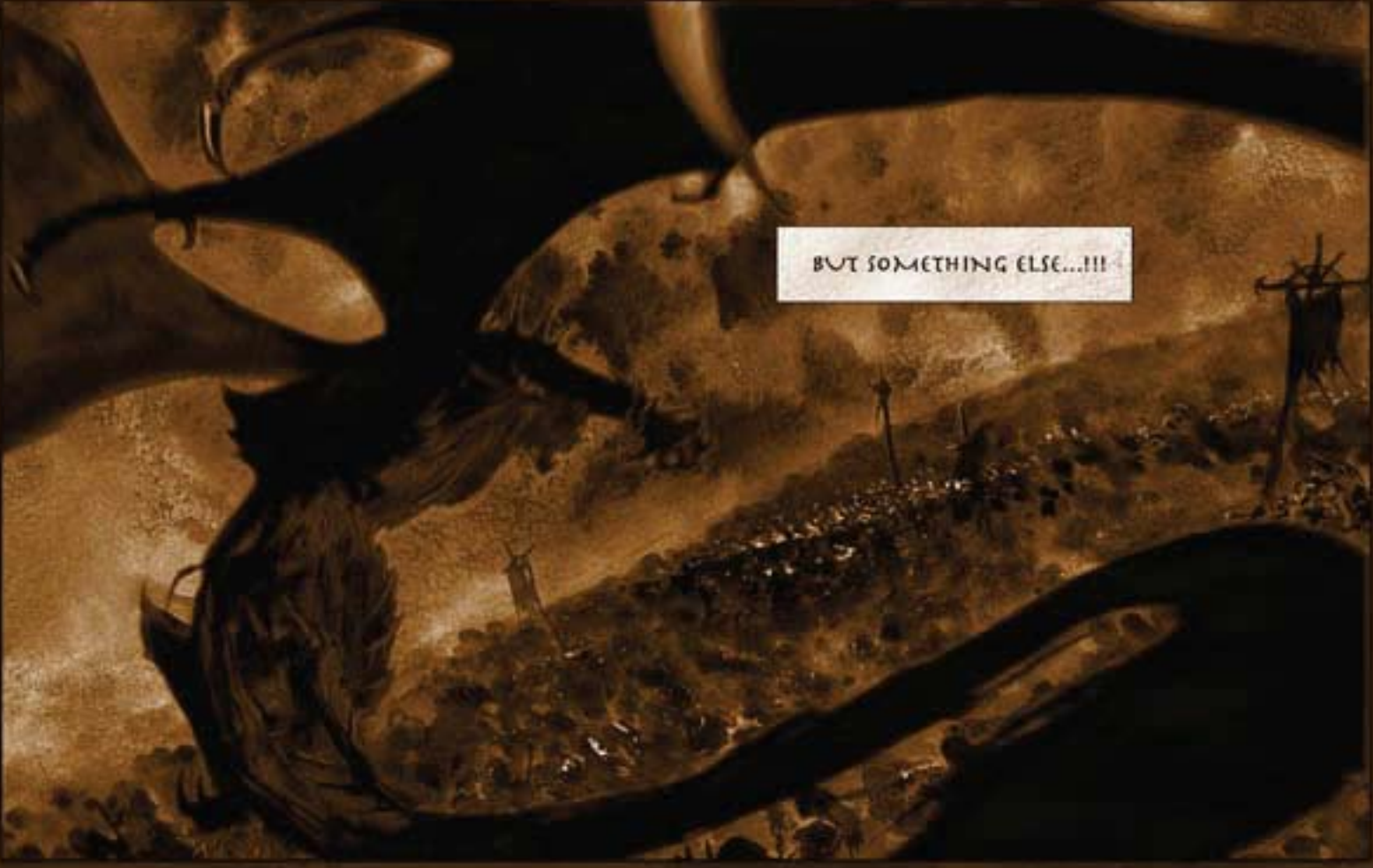
HAS QUITE A KICK TO IT.



THEY'RE BRAVE,
I'LL GIVE THEM THAT.



OR PERHAPS IT IS NOT
COURAGE THAT COMPELS
THEM...



BUT SOMETHING ELSE...!!!



EAVY X HAT

By Pulper



By Pulper



By Pulper



By Pulper



NEXT ISSUE

CHAOS DWARF SORCERERS



ISSUE 6 OF THE WORD OF HASHUT. COMING FOR YOU. SEPTEMBER 2009