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THE WORD OF HASHUT

NO.2 — AUTUMN 2008

WARHAMMER



MORDHEIM



BLOODBOWL



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THE WORD OF HASHUT

NO2 – AUTUMN 2008

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EDITORIAL

Supreme Overlord of WoH: Willmark

Editing Goddess: Sojourn

Content Editor: Cornixt

PRODUCTION

Graphic Design Willmark, Xander

Logo Design: Xander

'eavy Hat Logo Design: Willmark

ARTWORK

Cover Artist: Baggranor

Artistic Slaves: Alex, Baggranor,

Ishkur Cinderhat, Marco Timmer, Xander

Back Cover by Teb from www.warhammer-empire.com

WRITERS

Copy Slaves: Gaixo, Lord Archaon, Pyro, Thommy H.
Willmark

Joining the CDO Staff!

We are always looking out for more help on the staff of the Word of Hashut. So do you have what it takes? Right now we are looking for people who are dedicated, deadline driven and flexible. Skills in Adobe InDesign and PhotoShop a huge plus.

If interested please contact Willmark @ www.chaos-dwarfs.com



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DECREEES FROM THE SUPREME OVERLORD OF WOH

Welcome my brethren, my fellow Sons of Darkness (and in some cases Daughters), to the second issue of the Word of Hashut. May all the feeble slave races fear our presence and tremble at our dreaded approach. It is I, dread overlord Willmark, (Sometimes known as the Dark Lord of the Sith on the forums). I return to bring tidings of our second issue of the Word of Hashut, the quarterly webzine of CDO.



Hopefully you'll take the time and apply a critical eye to the improvements that we have made to the webzine. How did we do? Did we exceed the previous issue? Feedback received will be answered in the Slave Pen. So send constructive criticism as to how we can make the next issue even better (Slated for late December 2008). After all, this is a magazine for our community, but even the first issue got noticed in the wider context of the Warhammer world, so let's keep raising the bar as well as our stature in the game and its various communities. I'm not going to be satisfied until our webzine is better than every other one, bar none, as there are some excellent fan produced fanzines out there. We are dwarfs after all; surrender or defeat is not in our creed. Each step along the way should be bringing us further to our ultimate goal: that of a new Chaos Dwarf Army Book.

As noted on Podcast #3, I was able to attend Gamesday 2008 in Baltimore. I had a great time and was able to talk for a period of time to none other than Jervis Johnson and Phil Kelly themselves! As I have mentioned on both the podcast and the forums there appears to be many fans of the Chaos Dwarfs still left in the Design Team at Games Workshop. With that being said it appears that GW hasn't forsaken us, it's simply a matter of time in my estimation. So in the meantime let's continue what we are doing. Let's push CDO to even further heights to the point that our position as one of the best Warhammer sites cannot be denied. Let's promote our site so much that Games Workshop can no longer ignore us.

And we are doing just that, look at our current initiatives: Golden Hat Contests, Artisans Contests, Word of Hashut Webzine, T-Shirts, Wiki, Galleries galore, Blogs, Chaos Dwarf Radio Podcasts, The Google Initiative, and many more. You will be hard pressed to find more media and a better presence for not only Chaos Dwarfs, but Warhammer in general. In short we are driving hard on many fronts, but more can always be done; help is always appreciated. Related to that is this great bit of news: we already have in some material for the Word of Hashut #3. This is slated for late December 2008. But don't let that put you off; more material is always appreciated.

Of special note is a call out to Baggronor, who once again turned out an incredible piece of art for the cover!

'Til next quarter, glory to Hashut and CDO and make sure you have your blunderbusses pointed in the right direction, and if you don't and take out a few hobgoblins... who'll miss them?

Willmark

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.



GOLDEN HAT VI

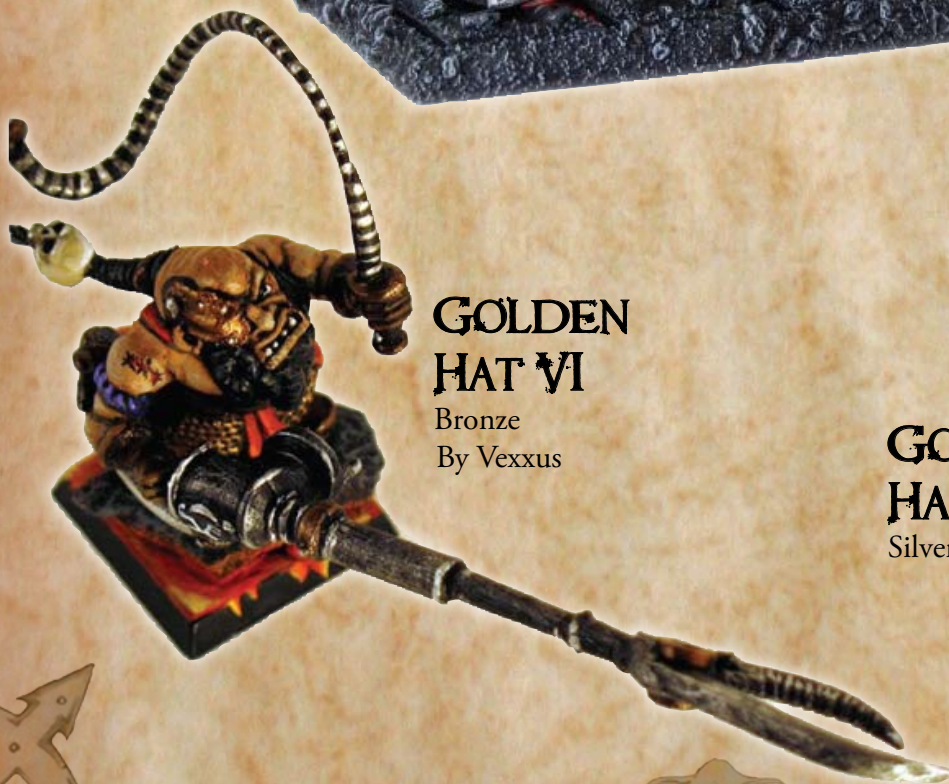
Gold

By Snotling

By Thommy H



By Ishkur Cinderhat



GOLDEN HAT VI

Bronze

By Vexus

GOLDEN HAT VI

Silver



By Obsidian

UPCOMING EVENTS

ARTISANS CONTEST 3
Fall 2008

2008 COMMUNITY AWARDS
Date YTBD

THE WORD OF HASHUT
ISSUE 3 WINTER 2009
Saturday, December 27th 2008

GOLDEN HAT VIII
January 2009

NOTE

As always all dates
subject to change.

By Slim



Dear Slave Pen

Oh most dread Lord of the Word of Hashut, I must know what the inner sanctum of the Staff of Chaos Dwarfs Online is like: rumour has it that its filled with strippers, beer and according to Hashut's Blessing, cake.

Signed, afraid to reveal my name for fear of retribution.

Willmark violently shoves aside the hobgoblin preparing an answer

*Dear are you sure you're a Chaos Dwarf,
Setting aside your less than "Dawi-Zharr" manner for a moment let me tell you the truth as revealed by the most holy lord Hashut himself.*

If you truly believe that life is all rosy and perfect in the inner sanctums of the Chaos Dwarf Lord's chambers then you are sadly mistaken, or a pansy, weedy elf, or both. In the future ask questions of a more appropriate manner or its to the hobgoblin latrine duty for you.

Lord Willmark

THE SLAVE PEN

Dear Slave Pen,

How is it that they have hobgoblins answering letters? I bet you guys can't spell cat if I spotted you the c and a... hahah-hahahha.

Signed, Doubting your intelligence

What? Whos the da durm hummie talkin da trash? O' course wese can spellz the word c....a.... um whazza that you said?

Dear Slave Pen,

I seem to be having problems with my regular gaming opponents who seem to do nothing but cheat. There is no way to tell when they are cheating so I assume they always are. Reason being is that there is no way their rolls are consistently that good. What should I do to correct this?

Signed, Getting cheated on

Waz dis ting ya call cheetin? Der is nosa word fo zat stuffa in hobgobba. Dis is whatta oi do to dem gits. Grabba big axez and wavva in da face of da wuzzy. Whena hez a lookin der other way or ata da axez ya stabba with the knif in da udder handz. Dat teeche dem Gitz but good.

(Or as Cornixt notes: "switch dice"-Willmark).

Dear Slave Pen,

Any truth to the rumor that Tallhat was seen again on the forums? Kera seems to miss him so much.

Signed, the truth about Tallhat is out there...

Whose dis gitz Tallhatz? never 'eard of himz...

THE RUNES OF HASHUT

MEMBER FICTION

DARK TESTAMENT— PART II OBSESSION AND BETRAYAL BY THOMMY H

Rain lashed at the windowpanes of the fairly modest townhouse in which Otto Schmeik took his lodgings. Outside, carrying even about the noise of the raging storm, the bells of the Great Temple of Sigmar clanged three times, indicating to all who were awake to hear them that it was well past the time to be asleep. Few men walked the streets of Altdorf this late – cutpurses and their enemies, the city watch, ratcatchers, the most rabid doomsayers and perhaps the errand boys of the Colleges of Magic on some arcane task set by the Celestial Wizards (though they would be unlikely to enjoy much stargazing on this particular night).

One other man was awake though – Otto himself – who sat hunched over his small writing desk, illuminated only by the flickering yellow light of a stubby candle, sifting through mouldering texts and forgotten tomes. They were not the legal almanacs and manuals that otherwise made up the contents of his private library (many disordered piles of books in every corner of his small room), but books borrowed from many of Altdorf's libraries and centres of learning. Since his return from Ostland several months ago, his mind had become consumed by the words of the strange Dwarfish captive. Unable to sleep for feverish dreams of a polluted Hellscape beyond the mountains, he had thrust himself into research on the matter, in hopes of ridding his imagination of the lies forever.

However, what he had found did little to quell his fears. Far from discovering that the Dwarf's story had been a tall tale designed to alarm him, he instead found evidence to back up his claims. In a tome entitled 'An Exploration Of Ye Undiscover'd Eastern Landes', written some three hundred years ago, he had read the account of Gerhard Helsen, who had entered the Dark Lands through Death Pass and evidently endured a torturous trek across the vast waste while constantly avoiding

bands of Greenskins and, most worryingly, groups of what he called 'Foul renegade Dwarves'. He described them as black-bearded with tall, heavily-ornamented helmets and a predilection for using a kind of firearm not unlike a blunderbuss in battle.

Helsen had travelled as far as Kuresh before succumbing to a tropical pox. His men, bereft of leadership, took passage back to the Old World on an Estalian galley (a trip which took the better part of two years, it seemed) and angrily deposited their leader's fragmented accounts on the desk of a publisher in Nuln before all swearing to a man to never travel again.

More revealing were the memoirs of the Kislevite fur trader Nicolai Venchev, whose foreign interests took him across the Eastern Steppes (supposedly as far as the western end of the Great Bastion) during which time he encountered many violent and barbaric human tribes, as well as a vast nation of Hobgoblin warriors who rode savage wolves (which Venchev much prized for their thick, coarse fur) and spoke of the Dwarf slavers to the West. Venchev related the story of the hospitality he received in the tent of the Great Ulzalla Khan, who in turn told him in great detail all he knew of these feared 'Dark Dwarves' (Venchev's chosen term). From this second-hand account could be gleaned that these creatures were the predominant power in the region immediately to the west of the steppes and masters of both steel and stone, as well as magical arts. They built fortresses from black obsidian and, as far east as Gal'chalha (a name not appearing on any maps of any known region, as far as Otto could ascertain) the remains of their ziggurat temples could be found.

Evidently, these evil Dwarves had attracted scholarly attention in the past and attempts had been made to question the Dwarves of the Worlds Edge Mountains on the matter, but to no avail – the subject was not one any Dwarf known to The Empire was willing to entertain with serious discussion. More alarming to Otto was the revelation in ancient orders of battle that armies of his

own countrymen had, even in the relatively recent past, encountered the so-called Chaos Dwarfs, often in alliance with Greenskin hordes (though some accounts insisted the Dwarfs had been driving the Orcs and Goblins forward as slaves instead) and this never seemed to pique any academic interest from those who had come face-to-face with such a strange thing as Dwarfs and Greenskins fighting together. Evidently, the average infantryman didn't much trust Dwarfs anyway, or was simply content to dismiss them as isolated renegades, or belonging to some hold he had never heard of, with strange customs and habits.

The latest manuscript Otto had uncovered had been found in the oldest vaults of the Fire College of Magic, but obviously predated the construction of that institution by some centuries. The text was faded, the pages damaged by mildew, but it was legible (although in a near-indecipherable dialect of Imperial). Otto, with the benefit of his education, had been able to puzzle out much of the words, but much still eluded him. Distractedly, he scribbled down something on a piece of parchment to his right and then read it back to himself.

"Hashut..."

Had the Dwarf prisoner used that word? It had some significance to the Pyromancers it seemed, for the document was a recording of ancient lore and magical techniques. The rites described were unsavoury, and obviously belonged to a time before the formalisation of the Colleges and their magical lore. This was, however, some form of early fire magic that had been practiced by men, under the influence of some older power. He traced one pudgy finger over the faded, sinuous runes that made up much of the text. The language was unfamiliar to him, but it was undoubtedly a human tongue of some ancient heritage.

"This is most curious," he murmured to himself. Otto looked up. Already he could make out a slight brightening in the distance, low on the horizon, despite the storm clouds. He was expected in court in the morning – only a few hours away now – but before that, he had to pay a visit to his superiors. Whatever happened, the

captive in Lord Bernhoff's castle could not be allowed to slip through their fingers. He would get to the bottom of this if it killed him.

* * *

The door of the cell opened, causing its filthy occupant to blink in the sudden illumination.

"Come to finish me, manling?"

"You wish," Captain Gozzadini snorted. "Come with me." A pair of guards entered the cell and began unchaining the Chaos Dwarf. Another pair of guards stood just within the doorway, flanking the Captain. Crossbow points gleamed in the light of the lantern he held aloft.

"Scared I will attack, perhaps?"

"You can never be too careful."

The Chaos Dwarf was unchained from the wall, but his hands were quickly bound with rope, and the guards led him out.

"Am I to be hung by the neck, or will you sever it with an axe? I find your rituals of execution most amusing, manling."

"Is that so?" Gozzadini didn't sound interested as he followed behind the Dwarf, keeping the lantern held up, but one hand on the pommel of his sword.

"In the Plain of Zharr, when we wish someone dead, we simply strike them down, or banish them to the pits. This obsession with making an entertainment of death that your race has is barbaric."

"But keeping slaves is fine?"

"Keeping slaves is natural," the Chaos Dwarf explained matter-of-factly, "it is the destiny of the Dawi-Zharr to make slaves of all the other races of the world."

"Hardly much benefit taking slaves around here," Goz-

zadini replied, “everyone’s exhausted from the war. Crops have failed, cities are ruined – The Empire is hardly a great prize.”

The guards around them shifted uncomfortably, but the Chaos Dwarf chuckled. “There is room for even the lowliest and most broken slave in the Soul Forges of Zharr-Naggrund. A half-dead man, perhaps, would serve well as food for Goblins and Gnoblar’s.”

All of the guards glanced sideling at one another. Gozzadini just laughed. “It’s a shame you’re going to be dead soon, Dwarf.”

The Imperial Captain led the small group out of the tumbledown keep and into the dense surrounding woods. Under the dark eaves the air was oppressive and damp. The rains that blew across Altdorf had not touched the north of The Empire; instead the forests were enshrouded in a stifling grey heat. Midges buzzed around the guards no matter how much they tried to swat them away.

“Why do you bring me out here, manling?”

“I’ve faced agents of the Dark Gods before,” Gozzadini answered as he drew his sword. The weapon’s fine edge glinted, even in the dull light. “I know that you’re often protected by wards and enchantments – the last thing I need is the castle being ripped apart by daemons.”

“I serve only one Dark God, human – Hashut.”

“So you’ve said. Tie him to that tree over there.” He jerked his head to the left.

The guards worked quickly, tying the ropes around the thick trunk so that the squat Chaos Dwarf was almost spread-eagled. He bared his teeth at his captors and began a low, sonorous chant in a foreign language.

“Shut him up,” one of the guards hissed.

“Don’t worry, I’m about to.” Gozzadini hefted his

blade. He took a step towards the prisoner, paused, and then whirled around, carving a ribbon of crimson across the chest of his own soldier. The man stumbled backwards, his halberd dropping from his grip as he stared down at his chest in disbelief. The bloodstain spread rapidly, quickly colouring his black and white uniform. The guard next to him stood stunned for a moment before making a lunge at Gozzadini with his own halberd. The Captain caught the axe-blade on his sword and kicked the guard in the stomach, sending him staggering away. He turned quickly and sliced apart the throat of one of the crossbowmen, still trying to load his weapon, sending more blood spurting across the humid clearing.

By this time the fourth guard, also armed with a crossbow, had managed to bring his weapon to bear. He released the quarrel at almost point-blank range, but Gozzadini moved with almost preternatural agility, ducking so that it thunked into the trunk of the tree, less than a foot above the still-bound Chaos Dwarf’s head.

Gozzadini launched himself at the crossbowman, driving his sword through his chest right up to the hilt. The guard dropped to his knees, then flopped forward, quite dead, as the Captain yanked out his bloody weapon.

Silence fell. Gozzadini’s chest heaved in exertion as he looked around at the carnage. He pulled out a cloth from his belt, and wiped clean his sword.

“Manling, watch out!”

At the Chaos Dwarf’s yelled warning, Gozzadini turned and saw the halberdier he had kicked away charging at him. He struck out, hacking the long shaft of the weapon in two. The axe-head spun away, landing with a thud in the dirt. Dumbfounded, the unarmed guard could only stare blankly at his one-time commanding officer, until he smashed the pommel of his sword into the young man’s face, ending his life with a surprisingly satisfying crunch.

"You have a talent for killing," the Chaos Dwarf observed wryly, looking around at the four dead men scattered amongst the undergrowth.

"We all have our callings in life." Gozzadini finally finished cleaning his sword, but he didn't sheath it just yet. Instead, he used it to cut the Dwarf free.

The prisoner rubbed his wrists and eyed his unexpected liberator. "So...why did you do this?"

"I think you know why. Everything I said about The Empire is true. This is a dying land with no money for a mercenary like me."

"I didn't take you for a sellsword."

"Don't be fooled by this uniform," Gozzadini said, pulling at his soiled garment with undisguised contempt, "until a few years ago I was just another Tilean mercenary, commanding a company of free swords. We came for gold, but ended up fighting in the most destructive war in history. I didn't sign up to fight Archon's hordes, but where could I go? All able-bodied men were expected to fight – better to die at the hands of the enemy than executed for cowardice by my supposed allies. But dying wasn't on my agenda anyway: I ended up surviving, and being promoted when my company was absorbed into the Army of Ostland, until I came to be the Imperial Captain you see before you."

"And now you've grown tired of this life?"

Gozzadini spat on the ground between two of his former comrades. "Tired of this place, tired of this vile little castle and its vile little guards. Tired of The Empire and its filthy guttural tongue, tired of the swill they call wine and their fat, sweating hog-women."

The Chaos Dwarf looked around. "So what now, manling? Will you let me free and return to your homeland?"

"I think not. You spoke of your own homeland – of

the riches of the Chaos Dwarfs."

"It is true we are a wealthy people..."

"I go where the money is. Take me to your Plain of Zharr."

The Dwarf regarded him with a gleam in his black, beady eye. "Perhaps, yes. There may be a reward for my safe return in fact..."

"Then it's settled."

"I warn you though, manling, my home is far from here, and the way is hard. I don't know if you'll survive the journey on such thin, gangly legs."

"Don't worry. I have a horse tied up less than a mile from here. Everything is prepared."

"Then let us go..."

"Wait." Gozzadini held up a hand. "I may have saved you life, but Chaos worshippers are loyal only to their own causes." He beckoned the Dwarf forward at sword point and produced a length of rope. Deftly, he bound his hands in front of him, then pushed him forward. He didn't put his sword away.

The Chaos Dwarf smiled as he made his way through the forest. "Aren't you afraid they'll come after you?"

"Not really. What's one prisoner going missing in all the anarchy of such times? I doubt anyone even remembers you were here, let alone notices that you've gone."

"If you say so."

"What do you call yourself anyway, Dwarf?" Gozzadini asked after a few minutes had passed.

"Khazahrn Firestorm," the Chaos Dwarf answered.

"Good name. I'm Luca Gozzadini."

"I do not care, manling."

THE BARRACKS OF ZHARR—NAGGRUND

ARMY COMPOSITION AND UNIT ANALYSIS

AN ARMY WORTHY OF HASHUT

BY UZKEL WERIT

Starting afresh with any new army (Chaos Dwarfs included) can be a difficult task. The war gamer has many a question to ask themselves. Who should lead my army? What magic items (if any) should they have? When should I stop filling up my rare slots with Earthshakers? This is where this article comes in.

The Theme

Each and every army has a theme. A theme is something that runs throughout everything in the army and helps link all the units together. Examples of this could be a Bretonnian Errantry War riding out to cleanse their lands of Greenskin filth, a group of evil Skaven engineers or a Chaos Dwarf slave raiding party. The first step in theming your army is choosing which troops will be in it. At this point it doesn't have to be exact. Just have a brief flick through the army list and get a feel for the background of the Chaos Dwarfs. Whether you'd like to create a Slave Expedition advancing into the west with hordes of Greenskins, rely on hard Chaos Dwarf steel and firepower or anything in between it's your choice. Some forces tend to lean heavily towards one aspect of the army than another but our list will have a bit of everything so that it can take on most things thrown at it.

The next step (and perhaps the most important) will be to name your army and its characters. You don't have to name everybody down to the unit champions but Lords and Heroes (yes, even the Hobgoblins) deserve a title worthy of their stat line. Ladies, gentlemen and slaves let me introduce you to Azamat Werit, Slave Master Supreme and his Army of the Tower of Gogoroth!

Border Patrol

A Border Patrol force is definitely the easiest way to get an army together. You need at least one Hero to act as a leader (who can't be more than 125pts) and a single core



Mini by Exquisite Evil

unit of no more than 25 models. You can't take any more than four units including one war machine. The greatest benefit of these smaller games is that it takes relatively little time to paint everything, meaning that you can build a solid core of a force rather quickly. Border Patrol games also take not much longer than an hour to play. This gives the new Chaos Dwarf general an easy way to get to grips with the exotic playing style of the army.

When writing up a new army list, most people start with the core troops and then purchase Heroes. I prefer doing things the other way round. As long as you set yourself a limit on how much to spend then you should be in no danger of going overboard. The best choice to lead any Chaos Dwarf army in smaller point games is a Chaos Dwarf Hero equipped with the Armour of Gazrakh and a humble great weapon. Weighing in at just under 100pts, this guy is a bargain. Imagine your basic Dwarf Thane profile. High Weapon Skill to equal many manling Lords with average Strength and toughness.

Add onto this a hefty Leadership of 10. I'm not kidding you! Go and check Ravening Hordes if you don't believe me. This one key stat makes up for the pitiful lack of decent magic items available to us. That one extra point of Leadership can be handy for Chaos Dwarf Warriors but it's a great boost for lily livered Hobgoblin Warriors. Surround the hero with hordes of Greenskins and no matter how many shots they take, they'll fight to the last slave! As for his choice of items this is the most standard combo you'll come across with perhaps the Gauntlets of Bazrakk thrown in for chariot killing power. The armour allows the Hero to take the pain and the great weapon allows him to dish it out.

And now onto the all important core units. I would recommend taking as many units from this section as possible because they're the only really unique infantry we have in the list (aside from the recently nerfed Sneaky Gits and all tosh from the Orcs and Goblins list). Having a mighty hero is all well and good but he can't do much slaving by himself! One extra thing to keep in mind when selecting Chaos Dwarf Core units. Only Chaos Dwarf Warriors count towards core unit requirements. But as they're a good solid unit of infantry anyway, this shouldn't be too much of a problem.

Accordingly we shall be taking three core units: one unit of fourteen Warriors, 12 Blunderbussmen and twenty-two Hobgoblins with Light Armour and Shield. The Warrior unit has a few tasks. Namely to act as a bodyguard for Azamat. With him in the unit they'll get a healthy +3CR to start off with (banner and two ranks). It'll be their job to act as the army's anvil. There will be little in 500pts that can crack that nut open quickly. The Hobgoblins should be used in concert with the Warriors to grab a unit's flank in combat. Think of them as an Empire detachment. They've been armoured up so that they can defend themselves well enough. The Blunderbussmen are the least well armoured of the units and should (hopefully) rarely see combat. Thankfully, their shooting power should be useful in removing a rank or two off units that are too big for the other two units to take care of. In Border Patrol they should be able to take care of most things apart from Knights (due to their

armour) and Ogres (they'll only hit them once or twice). But we'll tackle that problem with the final 30pts. Only the Chaos Dwarf Warriors have been given full command. This is to aid them in their roles as frontline fighting troops. To be honest, if the Blunderbussmen ever saw combat they'd be stuffed so spending 30pts on full command would be a waste.

Right. Now to get rid of those nasty Knights and Ogres. To combat this, we'll take a single Hobgoblin Bolt Thrower. They'll rarely hit but unlike any other of our war machines, they will never misfire. And that one, lucky shot is all we'll need. Knights, Ogres and other nasties will be in fortunately small numbers in Border Patrol so getting rid of one or two will still hamper their combat ability. The machine can also aid the Blunderbussmen in taking out infantry blocks. If it hits, that is...

Let's review!

Azamat Werit (Chaos Dwarf Hero): 94pts Hand Weapon, Great Weapon, Armour of Gazrakh

14 Chaos Dwarf Warriors: 156pts Hand Weapon, Heavy Armour, Shield, Full Command

12 Blunderbussmen: 144pts Hand Weapon, Heavy Armour, Blunderbuss

22 Hobgoblins: 114pts Hand Weapon, Light Armour, Shield

Hobgoblin Bolt Thrower: 30pts

Total points: 498

1000pts

A thousand point list should be relatively simple. It's just a matter of expanding the units from the Border Patrol Force and adding in a couple of support units. The one thing that won't be changed is our Hero! First off, both the Warriors and the Blunderbussmen will have their numbers boosted to 19 each. This will not only increase the Warrior's combat durability and rank bonus but it'll

allow the Blunderbussmen to take more hits and still fire at S5. The Hobgoblins will receive a similar boost, with their unit now numbering 25 models. Deploy these in a five by five model block, giving the enemy a few Hobgoblins to chew through until they get to that rank bonus. Finally we might as well add another Bolt Thrower. It won't use up any extra special slots as two Bolt Throwers only take up the one slot. They should work better in a pair because if one misses, the other should kill enough for both of them. Although with BS3, nothing's a guarantee...

The two additions to the army are small, but two of the most useful units at your command: 10 Wolfboyz (with Light Armour, Shield, Musician and Champion) and the dreaded Earthshaker Cannon. The Wolfboyz have been given everything but bows and a standard. Putting a standard on a unit that is so likely to perish is an easy 100 VPs for your opponent. A Hobgoblin's BS is nothing special so it's best to use their natural speed to the fullest. Use them to take out pesky war machines or units with missile weapons. Try and always get a flank or a rear charge with them as they are designed for this task. Use the Earthshaker to stop the target from shooting and then wallop them next turn with the Wolfboyz. Use their free reform ability to keep out of unwanted conflicts with tougher units. Should you be charged yourself, I'd always elect to flee unless the combat would be an easy win. With that musician not only would the unit rally automatically but they can move again right after! Wolfboyz are the only unit in the game that have a 4+ AS and still count as fast cavalry. Having said this they do possess two major flaws: Animosity (they are Greenskins, after all!) and Ravening Hordes requires them to be taken in units of ten which can be a little unwieldy for fast cavalry.

Ah yes. The Earthshaker Cannon. The pride of the Chaos Dwarf arsenal and the bane of our foes. In 2000pts, its common practice to take two to really shut down the opponent's army. However this list will only have the one. They don't come cheap (costing roughly as much as a Hellblaster or a Helstrom Rocket Battery) and having two would deprive a new chaos dwarf player from the sheer range of units available in a Chaos Dwarf army.

As a rule though I wouldn't leave the Darklands without one of these babies. Even against an army like Bretonnians who have little or no shooting, an Earthshaker is a must. Why is this you ask? It allows you not only complete control over your army but a good deal of control over the opponents as well. One of my regular gaming opponents is a Bretonnian player and being a true follower of the Lady, he forgoes the first turn to pray. In turn I allow him to move his Knights a fraction of their move thanks to an Earthshaker salvo. This not only allows me to pepper their ranks with more missiles but continuous Earthshaker fire should allow me to charge them or stop the Knights getting busy until mid-game turns. As a general rule you'll want to step up the Earthshaker behind your main battle line for protection and on the first turn, guess roughly 33-37 inches at your target. Remember if the shot itself misses no need to worry. The Earthshaker's main task is disruption. If the quake affects a good portion of the enemy troops then that's all matters. And don't forget it uses the very forgiving Cannon misfire chart and not the nasty Stone Thrower one.

Let's review!

Azamat Werit (Chaos Dwarf Hero): 94pts Hand Weapon, Great Weapon, Armour of Gazrakh

19 Chaos Dwarf Warriors: 226pts Hand Weapon, Heavy Armour, Shield, Full Command, War Banner

19 Blunderbussmen: 228pts Hand Weapon, Heavy Armour, Blunderbuss

25 Hobgoblins: 130pts Hand Weapon, Light Armour, Shield, Full Command

10 Wolfboyz: 150pts Hand Weapon, Light Armour, Shield, Wolf, Champion, Musician

2 Hobgoblin Bolt Throwers: 60pts

Earthshaker Cannon: 110pts

Total: 998pts

And that's all from me this time! 'Til next time, happy gaming and may you always roll six for an Animosity check

THE BARRACKS OF ZHARR—NAGGRUND

ARMY COMPOSITION AND UNIT ANALYSIS

BULL CENTAURS

BY CORNIXT

There has been a lot of discussion over the rules for Bull Centaurs since 7th edition Warhammer was released. The rules in 6th edition had them as infantry models on cavalry-sized bases, but this was only made explicit by rules errata that appeared a few years after 6th edition rules were first published. The 7th edition rules have no explicit rules for centaur creatures, so we have to look closely at the relevant rules to find out how they should be applied to Bull Centaurs.

The Easy Bits

Ravens Hordes says that Bull Centaurs have Unit Strength 2 and the non-characters have a single wound. The Games Workshop base size chart for Warhammer states that they should be mounted on 25x50mm bases. The models have always been sold with 25x50mm bases and they are quite clearly a single creature. These are the parts that cannot be disputed. What follows are the rules from the 7th edition rulebook and the associated page numbers.

Cavalry

Unit Strength, page 71: Models mounted on 25x50mm bases are cavalry.

Cavalry, page 7: Cavalry includes four legged creatures with 1 wound, on a 25x50mm base.

This shows that Bull Centaurs are quite clearly cavalry.

Weapons

List of Weapons, page 55: All cavalry count as if they are mounted models.

Hand Weapons, page 56: Bonuses for using two hand weapons do not apply to cavalry or mounted models.

Great Weapons (Mounted), page 56: +1 Strength bonus.

This means that they must use all weapons as if they are mounted models, so they don't get the +2 Strength bonus for infantry using great weapons, and must use the +1 Strength bonus for mounted models instead.



Mini by Vexxus

Armour Save

Taking Armour Saves, page 30: The cavalry armour save does not apply to single creatures, only those with a separate rider and mount.

Hand Weapons, page 56: Bonus armour save for using a hand weapon and shield do not apply to cavalry or mounted models.

So they do not get the +1 Armour Save that other cavalry would normally get, nor do they get the +1 Armour Save for hand weapon and shield that infantry get.

Summary

Using only the rules as written (RAW):

Bull Centaurs get +1S when using great weapons. They do not get an extra attack when using additional hand weapons. They do not get the bonus armour save for using hand weapon and shield. They do not get +1 to their armour save for being mounted. They are Unit Strength 2 cavalry.

These rules are the worst for both infantry and cavalry.

However, the rules do not exist in a vacuum so there are other rules that give some of the 6th edition benefits that Bull Centaurs enjoyed.

Other Rules and FAQ for Consideration
Beasts of Chaos army book, Centigor rules
For the purposes of being infantry/cavalry, Centigors are physically the same as Bull Centaurs. Centigors use hand weapons as if they are infantry. They use spears as if they are cavalry. They do not get the +1 cavalry armour save. They are cavalry in all other respects.

FAQ for Chaos Dwarf armies in a 2007 US-GT Bull Centaurs count as US2 infantry on 25x50mm bases.

Direwolf wargaming group FAQ

Bull Centaurs are cavalry in all respects except they use equipment as if they are infantry and do not gain an armour save bonus for being mounted. This is a judgment based on Warhammer Chronicles 2004 page 112 (6th edition ruling) and Direwolf FAQ Council Interpretation.

Conclusions

The RAW rules are contrary to the rules of the past. The

RAW rules don't line up with the exceptions given in the current Centigors rules either. The use of spear as cavalry seems likely to be more about the use of the spear rather than the ability of the creature. While infantry with spear will use its length to thrust their attacks past the front rank, cavalry use it like a lance, charging with the point out.

When the rules were written they were complete: there were no differences between using any of the other weapons when mounted or otherwise. The omission of rules regarding great weapons should not be considered significant, and since Centigors cannot take great weapons there has not been a need for a ruling on this anyway. The US-GT FAQ and the Direwolf FAQ both align with the Centigor rules, ignoring the rules for spears which are irrelevant to Bull Centaurs because they can't take them. I would suggest that Chaos Dwarf players use those rules rather than the RAW rules (note that the Bull Centaurs rules in the US-GT FAQ and the Direwolf FAQ are both the same, differently). Many players will happily allow these more common-sense rules to override the strict sense of the rulebook. strict sense of the rulebook.

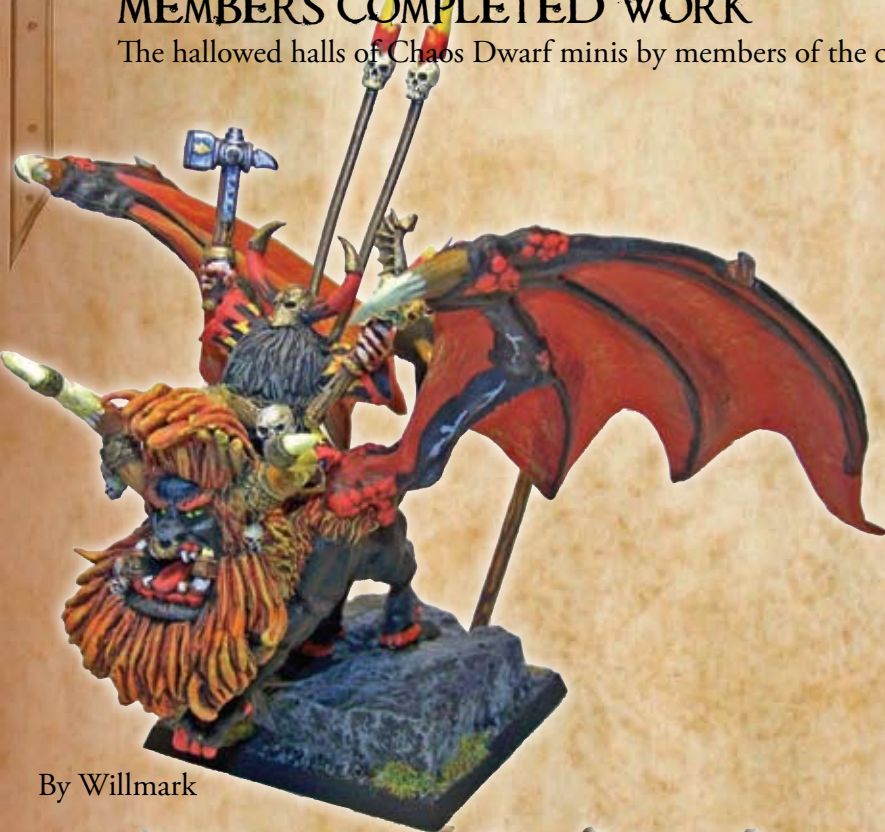


Minis by Pulper

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.



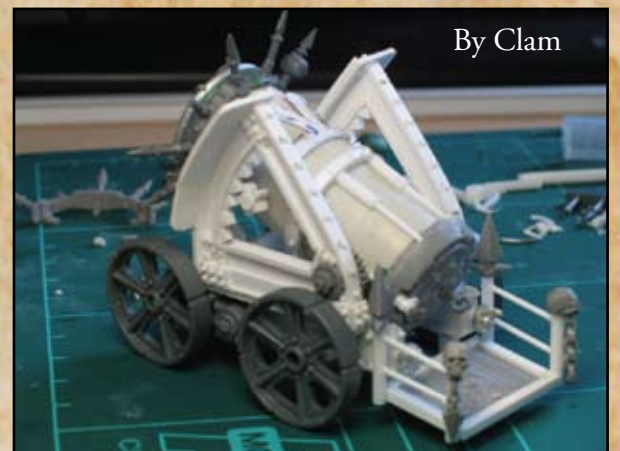
By Willmark



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By Jakob Nielsen

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By Vexxus



By Xander



By Slim



By Geckillian

BATTLE REPORT

2,000 POINT BATTLE CHAOS DWARFS VS CHAOS

BY WALLACER

(Chaos list was the old army list, not the White Dwarf update).



My opponent: from top of the picture to the bottom of the picture he has a unit of Minotaurs, 18 Chosen Chaos Warriors with Warbanner and his General, a unit of Marauders, a unit of 18 Chaos Warriors with the Mark of Khorne and a unit of 6 Chaos Knights with the Mark of Khorne. There is also a unit of Furies on the hill at the top of the picture which can't be seen in the photo.

The Glorious Chaos Dwarfs: From left to right they are a unit of 6 Bull Centaurs, a unit of 25 CD Warriors with my BSB, a Lord on Taurus, a unit of Blunderbusses with my Sorcerer (Lore of fire – Fiery Blast and Wall of Fire), a unit of Chaos Warriors with my General, a unit of Hobgoblins, another unit of Hobgoblins, a unit of Blunderbusses, another unit of Hobgoblins and a unit of Wolf Riders (using Spider Riders as proxies). On the hill at the middle

left of the photo (just visible) is an Earthshaker and 2 Bolt Throwers.

TURN 1

My opponent went first with the Chaos army, and decided to surge forward so he could get into combat and do what Chaos does best. In my turn 1, one of my Hobgoblin units advanced towards his Knights, heroically sacrificing itself as charge bait. My Lord on Taurus flew out to threaten the right flank of his army.

Sadly, my Earthshaker misfired and was out of action for 2 turns. On the bright side, my Bolt Throwers both hit and killed 4 of his Chosen Warriors.

My Sorcerer Fiery-Blasted the Minotaurs, leaving a dead Minotaur and the smell of roast beef wafting across the Battlefield.

TURN 2

Foolishly, my opponent charges his Furies into my Bull Centaurs, who can't believe their luck. My Hobgoblins flee from the charging Knights and are hacked into tiny green pieces.

His Minotaurs charge into my General's unit, with two of them trying (and failing) to beat him to a bloody pulp. His Minotaurs break and flee. My Warriors chase after them, and although they don't catch them (which I wasn't overly surprised about) they are now in great position for a flank charge on his unit of Chosen Warriors.

In my turn 2, my Lord on Taurus charges the fleeing Minotaurs and kills them. My General's unit charges the Chosen in the flank. My Wolf Riders, against their better judgement, charge the Chaos Knights in the flank.

My Bolt Throwers kill 5 Marauders. My Blunderbusses kill 5 Chaos Warriors. In the combat phase the Wolf Riders and Knights draw the combat.



My General is killed in the fight with the Chosen Warriors. A sad day for Chaos Dwarfs everywhere.

TURN 3

The Warriors with the Mark of Khorne surge towards my Blunderbusses, who stand and shoot, killing 5 of them.

The Frenzied Hero in the Marauder unit changes out of the Marauder unit to join in. This does not bode well for my Blunderbusses.

In the combat phase the Chosen Warriors break and flee (hurrah). My Warrior unit (leaving the General's corpse behind) overruns into the Marauder unit.

My Blunderbusses break and run away, panicking the Hobgoblins next to them. The Blunderbusses are cut to pieces by the demented Khornate psychopaths chasing after them.

In my turn 2 my Lord on Taurus charges the fleeing chosen and kills them. My Earthshaker has been repaired and now is ready to shoot again. It misses but succeeds in slowing down the Warriors and Hero who have just finished slaughtering my Blunderbusses.

Another Wolf Rider dies in combat but the combat is a draw (yet again).

TURN 4

His frenzied hero charges after my fleeing Hobgoblins who wisely decide to run off the table. His fleeing Marauder unit keeps running.

In his combat phase he has now killed enough Wolf Riders



to make us even on unit strength, meaning he now wins the fight by 1. My Wolf Riders run away, and aren't caught.

In my turn 2 my Hobgoblins who had fled at the sight of the breaking Blunderbusses rally and turn to face the crazed Khorne worshippers bearing down on them.

The only other highlight was my Earthshaker taking a long range shot at 60" and actually managing to kill one of his Chaos Knights (much to my opponent's annoyance).

TURN 5

His Khornate Warriors and Hero hurl themselves into my Hobgoblins (who were probably beginning to regret that they hadn't kept on running). The Hobgoblins suffer vast casualties and run (again). His Knights charge my fleeing Wolf Riders who run off the table.

In my turn my Bull Centaurs charge the warriors in the flank and the Taurus charges them in the rear. My Bull Centaurs perform superbly, inflicting 8 wounds (!) none of which are saved.

My Lord on Taurus chimes in with a couple of wounds as well. The Khornate warriors flee and my Lord on Taurus exacts revenge for the death of my Blunderbusses



by catching the Khornate Warriors and feeding them to his Taurus.

My Bull Centaurs overrun into the Frenzied hero.

TURN 6

The Chaos Marauders finally rally, and the Knights turn around to face the main battle. Much is made by the spectators of the fact that these units now control two table quarters between them. In the combat phase my Bull Centaurs pummel the Frenzied Chaos Hero to death, at which point the game ends.

CONCLUSION:

A miracle! My CD army actually managed to out-maneuvre someone. Stacking my left flank with fast moving units like the Taurus and Bull Centaurs paid off once his Minotaurs were gone. They could then swing through on the left flank and get in behind his army allowing for more or less complete encirclement by turn 6.

Baiting his Knights with my Hobgoblins worked well, and getting the flank charge with the Wolf Riders was helpful as it meant his Knights were pretty much taken out of the game. He laid the hurt down in the centre, but with a rock-hard elite, close combat army led by



fully tooled up heroes, it was pretty much expected.

Charging his Furies into my Centaurs was certainly a mistake, on the other hand me losing my General wasn't exactly in the game plan either.

Overall, I think it was my deployment that really won the game for me.



TESTAMENT OF A DAWI—ZHARR

— MEMBER SPOTLIGHT — CLAM —

Who are you?

Well here at CDO I'm Clam, but anywhere else I'm Carsten. I'm 37 years old, married to Heidi and the father of two sons - Sebastian age 5½ and Tobias at 1½. I live in



Denmark (That's the little country at the northern tip of Germany) in a small - but old - house just outside Aarhus (the second largest city in Denmark), that we bought a few years back af-

ter living 8 years in Copenhagen. When you get children you suddenly get a need for living in the country.

I have a bachelor degree in Economics and after graduation I started out as an Accountant. But the past 10 years I've worked in the Public Sector as an SAP-application consultant.

Most of my time is devoted to my family and household, but the few spare hours are spent in front of the TV (watching Sci-fi/fantasy movies), behind the computer or at my hobby work station - and I do my best to find a good excuse why it's necessary to visit the local football (soccer) stadium on Sundays.

How long have you been war-gaming?

Well, it's hard to say really. I started out with plastic model kits in the late 70's - helping my father building his Model Railways. So it was very natural to join the local hobby club at age 12 or so. It was here I came across AD&D and the first Citadel miniatures. I really got an eye for Games Workshop when Warhammer 40,000 Rogue Trader was released back in the late 80's. I think it

was love at first sight, but as my playmates where more for fantasy, it seemed only natural, that WFB found its way to our playing tables as well. So in addition to my Ork and Space Marine Force, I started out an Orc force and when the rules for Big Hats was printed back in WD 161/162 (back in 1993 or so) I found it very natural to start a Chaos Dwarf army too.

Therefore, I kept on playing 40K and WFB during University and those first working years, but due to a lot of reasons I quit that old job, got a new job miles away from my playmates and I moved to Copenhagen - and on that road the interest for war-gaming died - I thought.

A few years later, my nephew (who was 10 years old at the time) came around to our house and he had just bought the 6th ed WFB - and then it all came back to me.

Why Chaos Dwarfs?

I originally started the Big Hats as a supplement for my Orcs, but after reading those old WD articles I fell in love with the fluff behind those twisted dwarfs - and was actually one of the few that also liked the Big Hatted miniatures.

When I came back to war-gaming (back in 2002) I bought both the 40K 3rd ed. and the WFB 6th ed. Rule-books right away. I knew I wanted to build a huge Black Templar army, so I bought a huge lot of Space Marines (and - after reading the Armageddon supplement - some Orks) and then I wanted to rebuild that Chaos Dwarf army - I've started those many years ago. But, to my disappointment I had to realize that they were gone, so the Red Shirt sold me some regular Dwarfs instead. So, I played with them for 5 years or so, but I wasn't quite pleased with them - so I also flirted around with both Chaos and Dark Elves - but it never felt right.

But around Christmas time 2006 something made a big difference. First, I spotted ExquisiteEvil's "Converting the BFSP" blog at Warseer and then Grimstonefire did a showcase of Snotling's work at Bugman's. I hadn't done any serious conversions before, but I knew I had to try this BFSP conversion thing out and finally do my own

Big Hats army - based on the 6th ed. Ravening Hordes list.

I searched around the internet and came across CDO and Xander's BFSP-conversion threads and his video guides – and then there was no turning back.

Last summer I did my first Big Hat test models (you can see them at my blog) Clam's Blog, but it was such a slow process building them. So, after seeing the approach people like Hammerhand and Grunt had taken, I knew I had to take the helmet creed as well.

So, I'm slowly scratch building the Lord Tyrant Zhurak Raiding Party.

And the helmet creed follows another big obsession of mine - my "Collection of the Classic Chaos Dwarfs" Quest.

Coming to CDO - and seeing the stuff Wallace and Pyro Stick have gathered made me want to build my own classic collection of Chaos Dwarfs as a supplement for my scratch build army. I had forgotten all about those old Marauder and Citadel models – but seeing them again woke some hidden feelings in me. Therefore, in October 2007, I started this Quest of mine – by buying the Renegades box set, and here -10 months later - I'm nearly there (though I still 'need' a Siege Cannon and a Juggernaut). It has taken much of my spare time (and a helluva lot of money) – and I haven't made the progress on my scratch build army that I intended, but I'm so glad to be this close at fulfilling my Collection Quest.

The Future?

Can't see myself leaving the Chaos Dwarf again. Game-wise, I'm more in to 40K, but this winter I sold off all those Space Marines – so there are only Orks, IG and Chaos Dwarfs on my mind now. Though, I must admit that Privateer Press also have found its way to my book shelf and army case.

Nevertheless, there are still so many things I want to do for the Raiding Party. It's a skirmish army and should go

light, but there's no CD army without war machinery – so (at the time of writing this) I'm planning to do an Earth-shaker – and after that a few Bolt Throwers - and then I really need to look at those core choices (Warriors with great weapon, hand weapon etc.). So, I'm thinking a lot about if mold making and resin casting is the thing for me too.

Then 50 Hobgoblins are on their way. I've shown you the prototypes (Plague Monk bodies, Night Goblin arms and Wolf Rider feet) at my blog, and have gathered the parts to make about 50 or so now.

And then there is Tyrant Zhurak himself and his mechanical dragon. But, I have promised myself not to start that project before I reach 2000pts.

In addition, with more than a hundred classic Citadel and Marauder lead miniatures to paint you'll keep finding me here at CDO in the years to come. So yes, I'll be here when we, in the year 2011, salute the forthcoming Chaos Dwarf Army Book.



WIP Sorcerer
By Clam

THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

GORDUZ BACKSTABBER HOBGOBLIN CHIEFTAIN BY THOMMY H

It is rare indeed for any hobgoblin leader to achieve anything like lasting fame. The nature of their society is such that any success is necessarily fleeting, and with dozens of potential rivals clamouring for any Chieftain's death, it is simply a matter of time before he gets lazy one morning and misses the shadow with the dagger lurking around the next corner.

Gorduz Backstabber is the exception to this rule. He has been the leader of the infamous Sneaky Git tribe of Gash Kadrak for as long as anyone can remember, and has survived countless assassination attempts as the scars that criss-cross his bony shoulder hump attest.

Whether it is due to luck or some other factor, Gorduz always seems to survive whatever his enemies, particularly his rival hobgoblins, throw at him. Some say that Gork and Mork are watching over their sneakiest servant, others whisper that his alliance with the Chaos Dwarfs has earned him the protection of Hashut Himself. There are rumours of magic items, or spells of protection bought in return for thousands of slaves, but those who know Gorduz best will tell anyone who cares to listen that the reason he has survived so long is because he's so sneaky, so treacherous, so completely and utterly untrustworthy, that no underhanded trick can ever surprise him; he just plain knows every trick in the book, and wrote a few new ones himself.

Gorduz Backstabber is a Hobgoblin Chieftain, one of the few that the Chaos Dwarfs will allow to serve in their armies. He is a Lord choice and must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost. Gorduz may never be your army General.



Mini by Ishkur Cinderhat

"Stick 'em wiv arrers". Stick 'em with knives, 'an swords, and spears. Stick 'em quick and stick 'em where it 'urts. But most of all, stick 'em when they's looking the other way."

Gorduz Backstabber, Hobgoblin Chieftain

M	WS	BS	S	T	W	I	A	LD
4	6	3	4	4	3	4	4	8

Points: 225

Weapons: Blades a Backstabbin, Da Black Bow

Armour: Light armour (5+ Armour save while mounted)

Rides: Gorduz rides a giant wolf (see the Hobgoblin Hero entry).

SPECIAL RULES

Chieftain: Though Gorduz has no authority over Chaos Dwarfs or other greenskins, he is highly respected (in the fashion of that race) by his fellow hobgoblins. Any unit of hobgoblins (including wolf riders or Sneaky Gitz) within 12 of Gorduz may use his Leadership as if he were the army's General. An army that contains Gorduz must also always contain at least one unit of hobgoblins or Sneaky Gits.

Sneaky: Gorduz's knack for survival verges on a supernatural ability. No matter what his enemies seem to throw at him, he always seems to come out fine, with his usual sly grin and a dagger ready to be shoved into the back of the one who attempted to do him in. When Gorduz is reduced to a single wound he receives a 4+ Ward save.

MAGIC ITEMS

The Blades a Backstabbin

As the Chieftain of the Sneaky Git tribe, Gorduz makes use of the trademark set of curved knives his tribe is infamous for. Coated in virulent poison, these matched weapons exemplify the attitude of all hobgoblins and specifically Gorduz himself.

The Blades a Backstabbin count as two hand weapons, and also cause Gorduz's attacks to count as poisoned attacks.

Da Black Bow

Gorduz likes to think of himself as a leader all hobgoblins, not just Sneaky Gits, can look up to, something reflected by his choice to ride a wolf into battle. In addition to this affectation, he makes use of a small bow that

hangs from his saddle in the manner of the hobgoblin tribes of the eastern steppes. Just like his knives, the arrows he fires are coated in venom to ensure that even the slightest nick from their barbed heads can kill.

Da Black Bow is a shortbow. Unsaved wounds from it cause D3 Wounds.

Bag a Sneaky Tricks

Over his long life, Gorduz has obtained all manner of interesting talismans, amulets and ju-jus. Some of these he simply stole, others were won in (rigged) dice games and some he took from the corpses of those who tried to kill him. Gorduz keeps these prizes in a small bag on his hip and, before a battle, he digs in and pulls one out at random. Gorduz has no idea what any of them do, but wearing one has stood him in good stead before so the random selection has become something of a pre-battle ritual for him, and a symbol of his sneakiness that reminds his followers how lucky their boss really is.

Roll a D6 before the battle begins to determine the effect of the talisman Gorduz has picked out of his Bag a Sneaky Tricks.

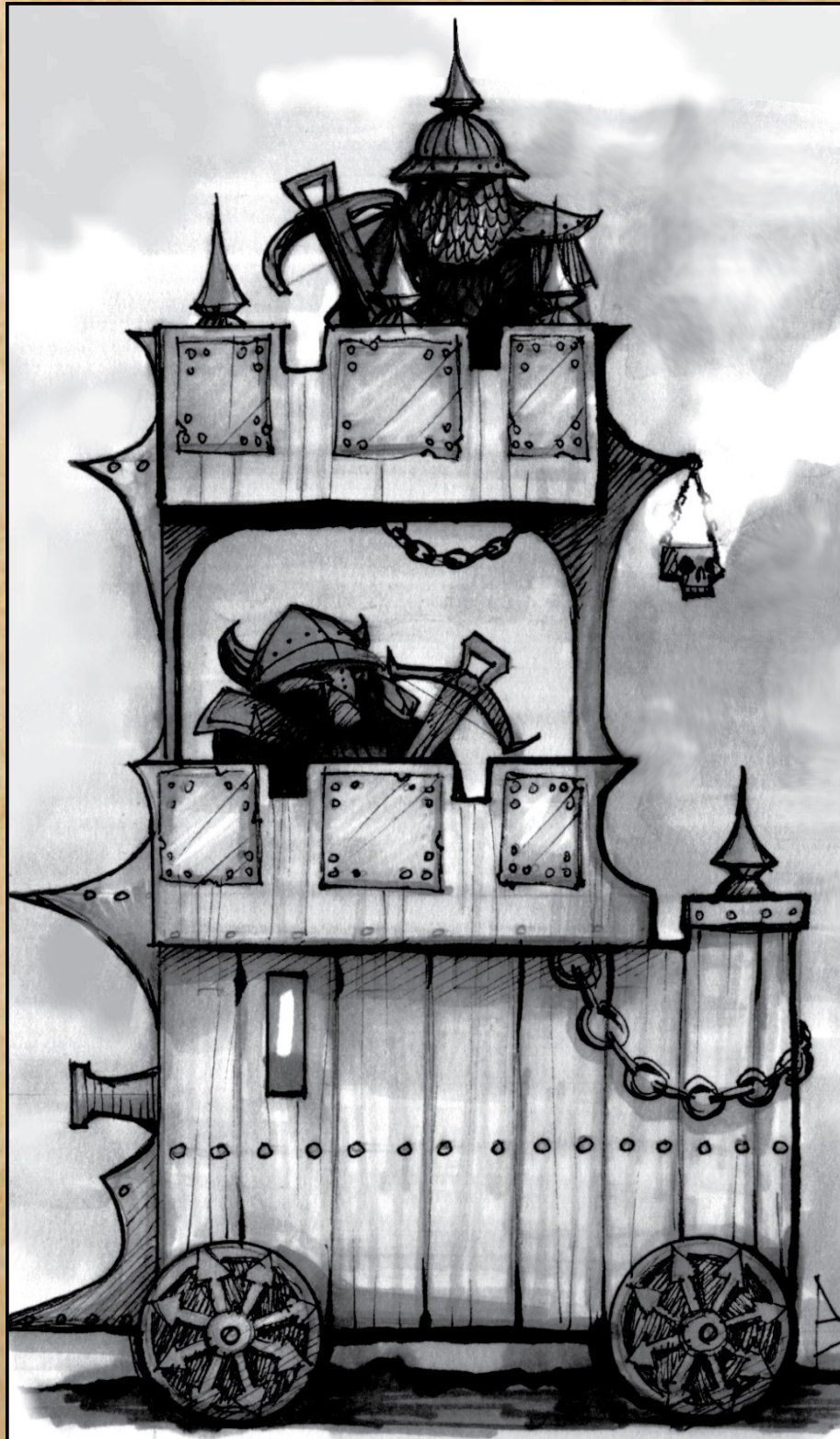
D6 Roll	Result
1	Worthless Trinket: The talisman has no effect.
2	Protective Amulet: Gorduz gains a 5+ Ward save
3	Obsidian Shard: Gorduz gains Magic Resistance (2)
4	Radiant Gem: Close combat attacks against Gorduz and his mount suffer a 1 to hit penalty.
5	Trolls Fang: Gorduz gains the regenerate ability
6	Daemonic Charm: Gorduz gains +1 WS, +1 S and +1 Attack

THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

7TH EDITION CHAOS DWARF JUGGERNAUT

BY PYRO STICK



The following are rules that Pyro created from the forum for the old 3rd edition Juggernaut. I felt they were viable enough to warrant inclusion in the Word of Hashut. Bear in mind they have not been play-tested and that is the point. Try them out and find what does and does not work. Then post back to CDO with improvements- Willmark

For reference here is the thread: <http://www.chaos-dwarfs.com/forum/showthread.php?tid=927>

Cost: 220 Points per Juggernaut

Crew: 2 crew on the bottom and 1 for every level of the tower after that and 1 Boar Centaur to push it.

Juggernaut Profile

M	WS	BS	S	T	W	I	A	LD
*	0	-	-	7	5	-	1**	-

Movement is the same as the Boar Centaur pushing it

** 1 Attack for every crew member in the Juggernaut, +1 for every crew member in every additional tower.

Unit Strength- Juggernaut, +1 for every crew member in every additional tower.

Wounds- 5 wounds +1 for every tower added up to a max of two extra towers after the first original one.

The Juggernaut provides the crew with a 4+ save before the crew takes their armour save. The crew all have heavy armour. The Crossbowmen have a crossbow and a hand weapon.

The Boar Centaur pushing the Juggernaut has the same profile as the ones pushing the Whirlwind and Tenderiser.

Chaos Dwarf Crossbowmen Profile

	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf	3	4	3	4	4	1	2	1	9
Champion	3	5	3	4	4	1	2	2	9

1 Champion per Juggernaut
Boar Centaurs do not have a Champion.

Juggernaut Options

*May be upgraded with Skins of the Foes for 20 points

Skins of the Foe

The Juggernaut walls are adorned with the skins of the enemy. This gory sight causes the Juggernaut to cause Terror when it charges and Fear when it is charged.

*May add an extra tower to the Juggernaut for an extra 30 points for every tower up to an extra two after the first original one.

*For every tower the crewman is a Chaos Dwarf Crossbowman. This may be changed to more than 1 Chaos Dwarf Crossbowman for 8 points for every additional Crossbowman up to an extra 3 for every tower platform consisting solely of Chaos Dwarf Crossbowman. The Chaos Dwarf Crossbowman may be changed to a Boar Centaur Crossbowman for 50 points. Boar Centaur break normal Crossbows by accident when they try to use them so a more robust Crossbow was designed for them. Boar Centaur Crossbows follow the rules for Bolt Throwers when attacking with the following exceptions- It has a range of 25 inches and the strength is 5-1 per rank. Boar Centaur Crossbowmen have a BS of 4. The Boar Centaur Crossbow doesn't count as a War Machine. The Chaos Dwarf Crossbowman may also be changed, on the top platform only, to a Chaos Dwarf Mortar for 60 points. (See thread for details)

Special Rules

The Juggernaut counts as a Large Target and provides Hard Cover for the Crew. When the Juggernaut charges it causes 1D6+1D3 strength 5 hits

Attacking the Juggernaut

Close Combat Attacks hit automatically.

Shooting attacks roll a D6

D6 Result

1-3 Crew

4-6 Juggernaut

When the Juggernaut is destroyed all models on board must pass a Toughness test or suffer 1 S5 hit. Survivors are placed where the juggernaut was destroyed.

DIABOLIC FURNANCES

HOBBY SECTION

DOOMBOTS

BY LORD ARCHAON



Rare Unit

The Doombots

(base: 25x25) Unit size: 5-20 / 25 pts each

	M	WS	BS	S	T	W	I	A	LD
Doombot	4	4	4	4	4	2	1	1	9
Daemonbot	4	4	4	4	4	2	2	1	9

What you'll need:

Greenstuff

Sprue (*Any left over sprues from almost any army will work- Willmark*)

5x25 base

Ogre gutplate

1 spear

1 pistol

Time

Imagination ;)



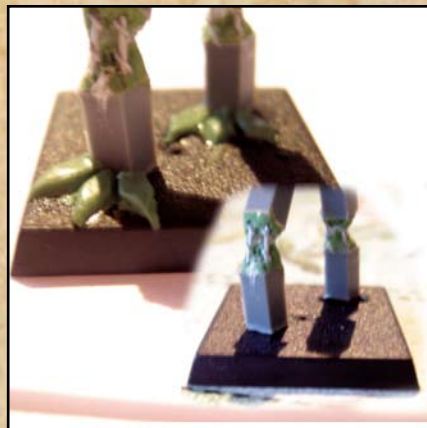
Steps

1. Cut away all the unwanted plastic and moldlines from the sprue that you have decided to use. You'll need to cut 4 small equal parts of sprue for Doombot legs.

2. Drill a hole in each part of the sprue legs



and assemble by gluing them together. It is probably



not a bad idea to pin the leg joints. Next take your greenstuff and make legs look more robotic and less like a couple of sprues. You can add some wires, screws, etc.

3. Glue the legs to the base and add

some fingers to them. For the feet triangular shaped «fingers» like in Star Wars might possibly work. .

4. For the hands, you will need to take smaller parts of sprue or you can sculpt them yourself. I used the same



technique as making legs, but now the fingers are holding a gun (in my case, a Repeater Pistol).

5. Put two metal pins into the legs and glue a

small piece of sprue on top of it. Then you can start making Daemonic faces out of greenstuff; or you could use marauder shoulderpads.

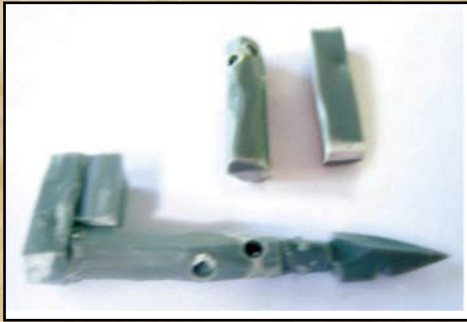
6. Glue the hand to the head.

7. The next phase is to make a mini bolt thrower out of pieces of sprue. Additionally think of other weapons to add here to give a variety. (*Think of this in much the same way as Dreadnaughts for the Space Marines, albeit on a smaller scale- Willmark*).

NAME GENERATOR

8. Glue the Bolt thrower to the torso.

9. The final stage is to put an ogre gutplate on top of the robot, which acts as a hat.



And that's all. Your Doombot is assembled and the only thing left is to paint it.



Minis byTheory Man

(This is a great resource that can be found on our Wiki!-Willmark) www.chaos-dwarfs.com. This is a simple way of generating a random Chaos Dwarf name. Roll two D6, one at a time, for each part of the name. Use the first D6 result to pick the column and the second D6 result for the row. Roll for each table, joining together the two parts for the first name and two parts for the last name. You don't have to stick with what you roll, you can reroll any part or even pick your results to get a suitable name: feel free to add/remove/alter some letters, whatever suits you.

First Name- Front Half (D66)

	1	2	3	4	5	6
1	Bar	Fha	Gor	Kho	Ra	Thar
2	Bha	Fhar	Htha	Khu	Rar	War
3	Bhar	Gar	Kar	Lha	Rha	Zha
4	Bzaa	Gha	Kha	Ma	Sha	Zha
5	Dar	Gha	Kha	Mar	Ta	Zhar
6	Far	Ghar	Khar	Na	Tha	Zhu

First Name- Back Half (D66)

	1	2	3	4	5	6
1	bakh	graki	kkah	rakk	rikk	thark
2	bhak	grakka	lhad	rakka	tan	zh
3	dhak	kh	lund	rh	th	zhak
4	drakk	khak	nahk	rhak	thak	zhakh
5	ggrund	kharth	rahk	rhakk	thakh	zharr
6	grakh	khorth	rahki	rharr	than	zth

Last Name- Front Half (D66)

	1	2	3	4	5	6
1	Black	Chaos	Fire	Heavy	Metal	Smokey
2	Blood	Coal	Flint	Hollow	Ore	Solid
3	Brass	Daemon	Gold	Hot	Quick	Steel
4	Bronze	Dark	Grey	Iron	Red	Stone
5	Burn	Dead	Hard	Iron	Rock	Stone
6	Burnt	Fast	Harsh	Light	Silver	Tin

Last Name- Back Half (D66)

	1	2	3	4	5	6
1	arm	chest	finger	hand	mouth	step
2	axe	ears	fire	hat	nails	throat
3	back	eye	fist	head	nose	toe
4	beard	face	foot	heart	punch	tongue
5	blaster	feet	hair	helm	scalp	tooth
6	bull	finger	hammer	leg	side	walker

DIABOLIC FURNANCES

HOBBY SECTION

MAKING LAVA BASES

BY THOMMY H

In this tutorial, I will demonstrate how to create good-looking, relatively simple lava bases for your Chaos Dwarf armies (it also works on Khorne Daemons or Warriors and, with some colour changes, could conceivably represent warpstone ooze for Skaven, or miscellaneous magical goo for Tzeentch). There are a lot of lava base tutorials online (because lava bases look really cool), but most of them assume you're painting a single character model or a huge dragon or something – but, for Chaos Dwarf players, you may well want your entire army picking its way through the blasted hellscape of the Dark Lands, lava and all! That's why this tutorial is how to do it easily, for entire units.

What You Will Need

The usual stuff, including PVA glue (as well as a spare paint pot so you can create a dilute mix too), paints (we'll cover which ones as we go) and modelling gravel. That's this stuff:



The grains are much bigger than sand or flock, but smaller than the brown stuff Games Workshop sells. I got it from eBay – it shouldn't be hard to find something very similar (if not the exact same stuff). Oh, and it does need to be grey, otherwise it

won't look the same once it's painted.

Step 1: Plot a Course

The first thing you need to consider is the pattern the lava will form on your base. Chaos Dwarfs use 20mm square bases and, once a squat little Dawi-Zharr is sitting on there, there's not a whole lot of room to do much interesting with the space left. On models like this, you may want to just have one corner, or the front edge contain lava. For models on 25mm bases (like Orcs of all types), or cavalry bases (like Wolf Riders and Bull Centaurs) you can do more interesting

things, like having streams of lava that connect up like pieces of a puzzle. Either way, you want to know where the lava is going, so plot it out using any dark red colour (I used Citadel Mecrite Red from the foundation paints range).



I've used a 25mm square base here and, with no model on it, painting interesting patterns is easy. It's not so simple when you have a figure taking up room! Nonetheless, it's always fun to have streams and

even individual pools on a base. I've chosen a pattern that will allow me to demonstrate a couple of different techniques as I go along.

Step 2: The Dark Lands

This bit is tedious, but necessary. You need to texture the base with the gravel. There are two stages: first you paint some watered-down PVA glue over the spaces between the lava, and dip it into your gravel (which should be in a shallow dish like the one shown at the top of the article). This is where having a figure on the base is handy, as you can use it to dunk the base in and get it out again.



Give the base a little while and then gently tap off the excess gravel. Then you need to wait a while longer for the glue to dry. A few hours should do it. Once that's done, water down your PVA a bit more and give the textured part of the base a liberal daubing with it. This seals the texture to the base. The PVA should be of sufficiently runny consistency that it flows between the bits of gravel and forms a kind of goeey mess on the top. Leave it a long time to dry (overnight is best). In the morning, it should look like this:



Test it by running your finger across the surface – no gravel should come loose. Once you're happy it's dry, you need to make that land dark (because they're "The Dark Lands" for a reason). You can use black ink for this, or watered down black paint. The latter gives a more matte finish (it's what I've used for this tutorial), but either is perfectly fine. The new Citadel washes would probably



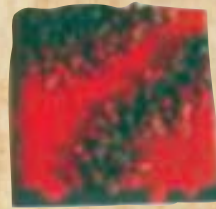
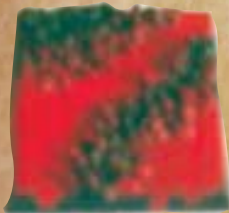
produce a result somewhere between the two, so use them if you want. While you've got the black out, you can also paint around the edges of the base (which will be dusty from being dipped in the gravel).

The black will flow into the recesses of the gravel and, because it's already grey, there's no need to highlight – the wash/ink does all the work for you!

Step 3: Red

This is the base colour. The first thing I do is go over the flat areas of the base in another coat of Mecrite Red. You won't see much of this coat in the end; it's mostly just because red paint doesn't cover well. If you don't have Mecrite Red, Scab Red will work okay, or you can mix blue and red to make a nice dark red (as all painters know, you make dark red by adding blue, not black). In addition to the flat areas, drybrush the rocks around the edge to simulate a 'glow' from the lava and paint some 'drips' on the edge of the base. This makes no sense at all of course – your guys aren't really standing on little black pedestals cut from the ground – but it looks really cool.

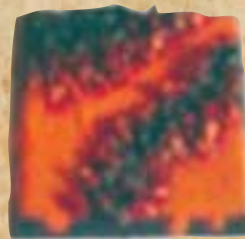
Now you have the basecoat down, go over it in a lighter red. Blood Red is the shade you want for this. Pretty much cover the whole area you covered with the last coat, leaving just a little bit of the darker colour showing at the very edge of the texture. Again, drybrush the rocks, but don't go out as far as you did with the last shade.



Step 4: Orange

Now you want to put on a coat of Blazing Orange. Normally, Blazing Orange is too bright to highlight straight from Blood Red (you'd

want another shade in between), but one of the little tricks of getting these lava bases right is to always go one shade higher than your gut tells you. As with the Blood Red, you want to cover less of the flat area than you did before, and drybrush less of the gravel. This is pretty basic highlighting advice though – all we're doing is layering. You should work towards the centre of "streams" of lava and the edge of the base for "pools" that overlap.



Step 5: Lighter Orange

I mix this colour from Sunburst Yellow and Blazing Orange. Again, you go one highlight higher than you'd think, so I just do it by eye (I get so far and think "yeah, that's it", then add another dollop of yellow). I think it's closest to

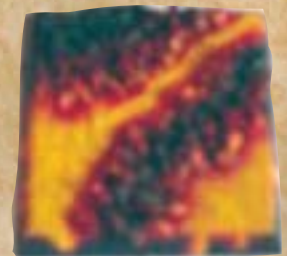
Golden Yellow, but Fiery Orange may be closer. Those who possess these paints will have to experiment.

Step 6: Yellow

Now onto the Sunburst Yellow. Not much more to say here, except that this is about the last step in which you want to paint the rocks. Only the extreme edges should be painted, just to pick out the glow.

Hey, that looks pretty good! A lot of people would stop here...

But that would be a mistake. In order to make these bases "pop", we need at least two more highlights!



Step 7: Pale Yellow

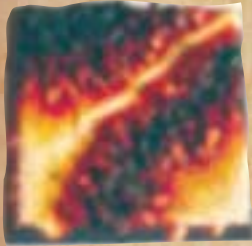
And I mean pale yellow! Again, I mix this by hand, using Skull White and Sunburst Yellow. If I have some of the Step 5 orange still wet on my palette then I mix a tiny bit of that in too, which stops the colour being too

insipid. There's no Citadel colour even close to this – maybe Bleached Bone? You'll probably need to do some mixing anyway. For this highlight, you're really just tracing a line along the streams, and painting the edges of the base for pools.



Step 8: White

The final, and most important, step is a final highlight of Skull White. Very simply, just trace a thin line along any streams, and run your brush along the edges of the base for pools.



And now the base is complete! Again, don't underestimate the power of that final white highlight – it makes all the difference.

Thanks for reading and happy basing, everyone!



WARHAMMER QUIZ

WHICH GAMES WORKSHOP APPROVED CHAOS GOD DO YOU FOLLOW?

BY CORNIXT

A fearsome warrior runs towards you with a sword drawn. Do you:

- a) Get out your axe, run at him, and lop his head off
- b) Throw a fireball at him from your fingers
- c) Smile wildly at him, being sure to show a bit of flesh and an exquisitely decorated sword
- d) Cough up some phlegm, spit it onto your weapon and wait for him to reach you
- e) Scream and run away

Your ideal day would be:

- a) Killing the toughest enemy warrior there is
- b) Growing that pair of wings you've always wanted
- c) Large pot of cooking oil and a drunk cheerleading squad, even the men
- d) Doing a fart so pungent that people faint and flowers wilt
- e) A party at the beach with friends and family

For dinner you like to have:

- a) Rare steak and a large goblet of blood
- b) Anything that moves
- c) Sushi with a vintage wine
- d) Putrid meat and rotten potatoes
- e) Burger and fries

You set up camp and go to bed. Do you:

- a) Lie on the bones of your enemies
- b) Float a few inches off the ground
- c) Relax on silk sheets with soft pillows
- d) Squeeze a few boils on a bed of maggots
- e) Sleep in a sleeping bag

Go to page 37 for your results, *(Sorry guys this has to be a continued on Page 37 to stop cheating-Willmark).*

HEAVY HAT

MEMBERS COMPLETED WORK

The hallowed halls of Chaos Dwarf minis by members of the community.



By Borka



By al-hashut



By Baggronor



By trili_pinpon



By This_is_my_Broomstick!!



By Orclord

ARTISAN'S CONTEST-II
WINNER!

BLOOD BOWL

MAIMING ISN'T EVERYTHING

BY GAIXO

A guide to coaching Chaos Dwarfs in Blood Bowl

Chaos Dwarfs play their own brand of Blood Bowl. They don't hit as hard as Chaos, they can't run methodical grinding plays with as much effectiveness as their Dwarf cousins, and they certainly won't be mistaken for Elves. What they can do is combine solid linemen, a pair of ungainly wrecking ball speedsters and a handful of expendable slave creatures to create a surprisingly effective team. With this guide, I hope to provide the tools with which the chosen of Hashut will crush their opponents into the pitch.

(Note: all advice in this guide is based on the assumption that you're playing Blood Bowl using the Living Rulebook version 5. These rules are the official standard, and are available for free download at <http://www.specialist-games.com/assets/LivingRulebook5.pdf>

Team Selection

Before we start worrying about strategies and player advancement, we need to figure out what your squad will look like. As much as I hate to see cookie-cutter teams, I feel that this is the most effective starting lineup:
2 Bull Centaurs-260,000 Gold Pieces
4 Chaos Dwarf Blockers-280,000 GP

5 Hobgoblins-200,000 GP

Fan Factor-5-50,000 GP

Rerolls 3-210,000 GP

A popular variation involves dropping the Fan Factor to 2 and using that Gold to trade one of the Hobbos in for another CD Blocker. I understand the idea, as this slightly increases the durability and hitting power of the team. This really isn't worth the loss of Fan Factor, though, as winning the FAME rolls not only offers the occasional on-field boost, but also adds to your winnings. With a little luck you can have enough Gold to buy a fifth Blocker following your first game. Your Fan Factor, on the other hand, will take a minimum of three games to build up from 2 to 5.



No matter what you hear (from saboteurs, no doubt) DO NOT take a Minotaur in your starting lineup. He may be able to blow a hole through your opponent's line, but he is just as likely to lose concentration and let an enemy ballcarrier run right past him into the end-zone. For as much as a Minotaur costs, you would have to trade all of your Blockers in for Hobbos or lose a Bull Centaur, and there's no way a Mino is worth that.

Another bad idea is starting with fewer than three re-rolls. Your most agile players are still only average ball handlers, with Pass, Catch and Sure Hands only, they don't start with any re-roll skills. This means you will almost certainly need three re-rolls every half. It also takes forever to save up for a re-roll, as they cost double once the season starts. Having too many re-rolls is simply not possible at this stage of your team's career. If you gamble on going without re-rolls, you're guaranteed to spend whole matches fumbling the ball around your backfield, just waiting for some Wood Elf to hop in and steal it from you.

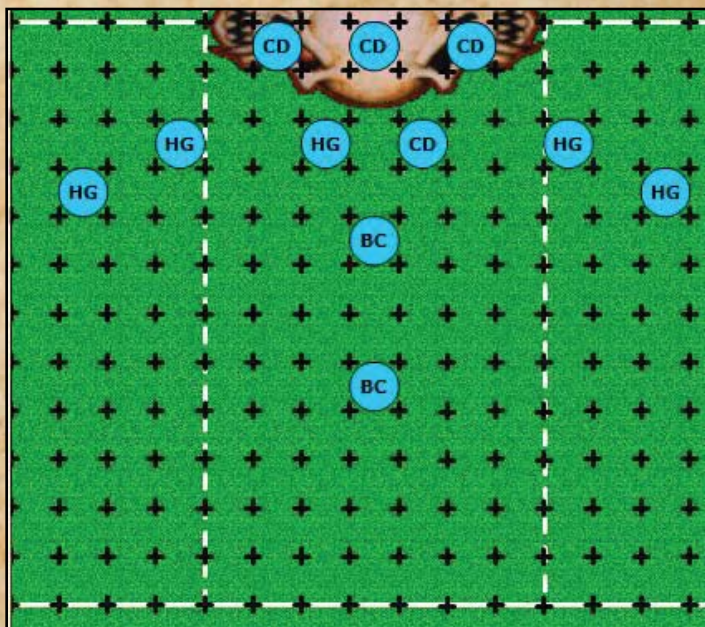
I've heard of some coaches starting without a single Bull Centaur. I have to assume this is some sort of joke, or perhaps a masochistic ritual. The Centaurs are what make this team interesting. You want to pick up both of them right away, as they don't gain Star Player Points as quickly as you might imagine.

Basic Strategies

With all of the variables involved in the different races you'll face and the skills you and your opponents will eventually acquire, it would be foolish to suggest that a certain play will always be successful. Therefore, I'm going to provide you with two extremely basic plays, one for offence and one for defence. As your team changes and your coaching experience grows, you should be able to tailor these plays to the situations and opponents that you face.

Defence

This is the basic Smashsnout formation, which will serve you well in most situations:



Your three Blockers on the line will likely end up on the ground, but they should survive injury, and their Block skill will increase the odds of your opponent knocking himself over and giving you an early turnover. The secondary line of defenders will keep the enemy from dodging through, and even a well placed blitz will only knock a small hole through your defences. The Centaurs are there to act as safeties, blitzing any potential scorers that make it into your half of the pitch. They're also close enough to pounce on any ball that is turned over around midfield.

On subsequent turns, stand your Blockers up and place them next to opposing players if at all possible. The idea is to force your opponent to hit players with Block or dodge away from players with Tackle, and the Blockers fit the bill for both of those requirements. Keep your Hobgoblins handy to lend assists or snatch up a dropped ball. The Centaurs can be used to augment the Blockers' press, but be careful with their placement. High strength means nothing if you're all alone among a pack of enemies. It's best to keep at least one Centaur out of the scrum and ready to handle any breakaways. How-

ever, you must remember that Centaurs don't start with Block or Tackle, so it's better to use a Blocker to blitz the ballcarrier.

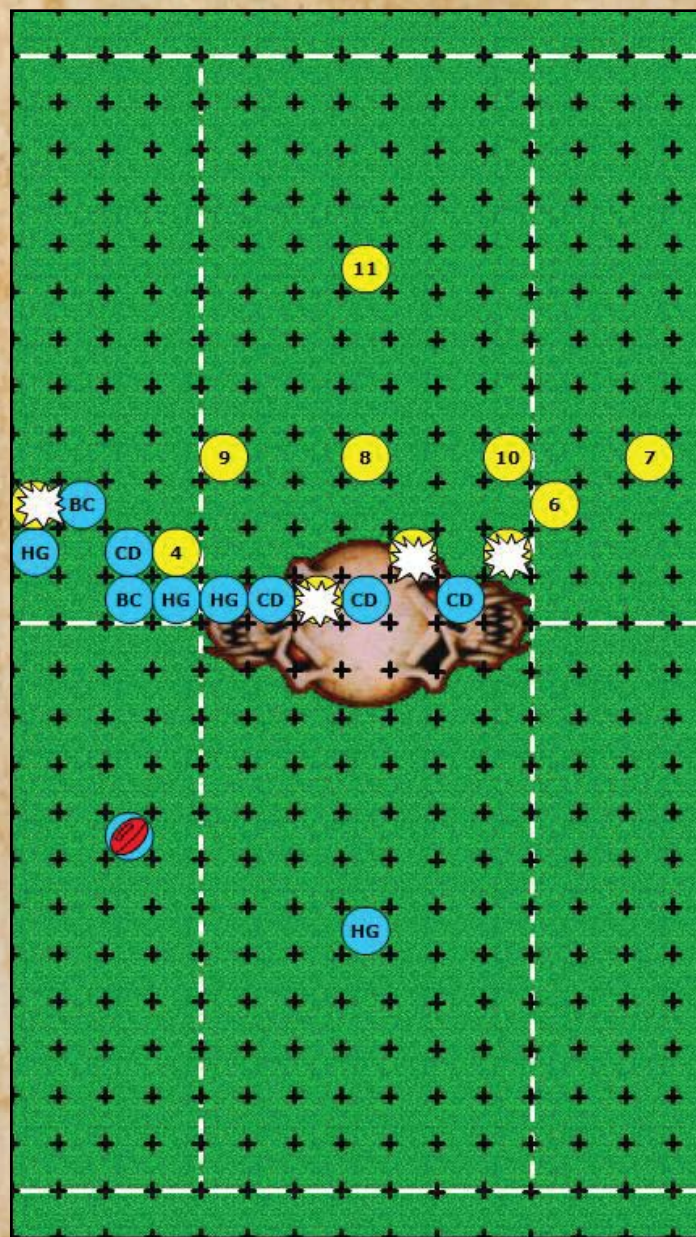
No defence is impregnable. The idea is to set up opportunities for your opponent to fail. If the other team avoids all of these, it's not the end of the world.

Offence

This is a play I call Left Hoof Black; it's just a very simple wedge. If your opponent runs an asymmetrical defense, there's no reason not to switch the play to the right (you just won't feel as sinister). You should start set up as such:



The three middle Blockers throw blocks, with the inside man waiting for an assist and going last. The weak side Hobgoblin runs back to cover the ball, the remaining Blocker moves diagonally to cover opponent #4, and then the leftmost Bull Centaur blitzes #5. Everyone shifts left, except for your Hobgoblin in the backfield, who attempts to pick up the ball. If he manages to do so, he should then run as far to the front and left as possible without coming in range of potential blitzers from the open side. If all goes according to plan, the end of the turn should look something like this:



From here, your opponent will have to work hard to knock down more than one of your men (even that won't be a sure thing), and you'll be set to continue the push up the left, or shift to the middle, depending on how the defensive players have been placed. You can leave the ball with the original carrier, or hand it off to another Hobgoblin. Have a Centaur cover each of his flanks, with some Blockers filling out the rest of the cage. You should be able to score in three turns, provided you don't see many Skulls or dropped balls.

Building Your Team

As the wins start rolling in, so will the money. There are three main ways to spend it: players, staff, and rerolls. You may be in a hurry to protect your players through the purchase of an Apothecary, but that can probably wait until you start getting doubles on skill rolls or are up to a full complement of Blockers, whichever comes first. Once you have all six Blockers and an Apothecary (this should take you 3-5 matches), you should consider what your team has been missing. Are your Hobgoblins getting knocked out early? Buy an extra one. Are Orcs and Chaos outbashing you? Pick up the Minotaur. Do you find yourself blaming your dice for every loss? Time for another reroll. It's really that simple.

Once you have fourteen players and half a dozen rerolls, you should just start banking your winnings. You want to leave empty slots on the roster to take Star Players and Mercenaries as inducements when facing larger teams and you'll eventually need some of that gold to replace dead or crippled players.

Player Advancements

As well as adding players, your team will also be growing in experience. Being more dexterous than the rest of the team, you will find that the Hobgoblins have a much easier time gaining SPPs. This is fine, as they are the most important players to give skills to in the early game. As time goes on, however, you should concentrate on earning SPPs for your other players. If you hold a comfortable lead or are about to score a winning touchdown, why not hand it off to a Dwarf or Centaur and let him run it in? The chance to gain 3 SPPs for one of those players is too good to pass up in a "safe" situation

like that. Another good opportunity arises when your opponent makes the mistake of sending the ball out of bounds with his kickoff. You should absolutely give the resulting touchback to a Centaur and let him rumble all the way in for a score.

Here are some ideas as to which skills suit each position:

Hobgoblins

When your first Hobgoblin receives his first skill, Sure Hands is the best option. If you can't pick up the ball in the backfield, nothing else really matters. Your next two players to skill up should take Kick and Dirty Player. Kick will allow you to pin your opponent deep in his half, and Dirty Player will give you a means of dealing with teams that want to dodge away from you every turn. With DP, you'll at least be able to Blitz one of the cowards and then stomp on his throat once he's down. Hobgoblins are not at all resilient, so it's a good idea to have backups for your important role players. Therefore, you'll eventually want to add another player with Sure Hands, as well as a second Dirty Player. You can develop one or two into blitzers by giving them Block and Strip Ball, and eventually Wrestle.

In the case of doubles, your choice of skills will depend on what the player has already gotten (if anything). If a player has Sure Hands, add Accurate to make him into a reliable passer. Your Dirty Players will want to add Sneaky Git, to lessen their chance of being ejected from the game. Dodge always helps to keep Hobgoblins alive. Consider giving one of them Leader (I know, I know, a Hobgoblin leading Chaos Dwarfs is blasphemy), this will allow you to buy one less reroll and keep your Team Value low.

Any stat increase is welcome for Hobgoblins, but in the case of double 5s, I would take a skill over increased MA or AV.

Chaos Dwarf Blockers

I divide my Blockers into two categories, "Holders" and "Hitters." Four Holders manage the line of scrimmage while two Hitters grind through the opposing team. Holders will take Guard as their first skill, followed by Stand Firm. Four of these guys will serve as the foun-

dation for a very strong cage or a menacing defensive line. The Hitters want to take Mighty Blow right away. Following this, they can take Frenzy or Pro if you want to increase the chance of knocking someone down, or Piling On if you're feeling adventurous and

bloodthirsty (and why wouldn't you be?). Mighty Blow/Claw/Piling On is a particularly nasty combo, but your precious mutant (see below) won't last long if he's spending much time on the ground.

Blockers can choose mutations if they roll doubles, and that option will be enticing. Your Hitters should absolutely take Claw on doubles, and Tentacles or a Prehensile Tail are decent choices for Holders. Agility skills can be at least as useful, though, so don't feel like you have to take a mutation at every opportunity. Diving Tackle is excellent for either type of Blocker, and Dodge is useful for any player that gets hit (meaning: "every player in the game"). One skill that is often overlooked is Jump Up. As slow as Blockers are, a skill that allows them to stand up and still take their complete movement can be incredibly useful.



Many experts will tell you to always pass on an increase in MA or AG, opting to take a skill instead. There are some interesting possibilities in developing semi-agile or not-so-slow Dwarfs, however. Blockers start their careers as fairly well-developed players, so the loss of one skill slot isn't the end of the world, and an extra square of movement or the ability to pick up the ball in a clutch situation can come in handy on occasion. It

may not be the most sensible decision to accept these stat increases, but doing so might lead to some surprisingly effective players.

Bull Centaurs

The most important skills for Bull Centaurs are Block and Break Tackle. Block allows them to actually use their high ST to its full potential, and Break Tackle keeps your opponent from tying them up and keeping them away from where they need to be. The order in which you take these skills doesn't matter that much (I would start with one of each), but they are absolutely the base skills for your Centaurs. Once those are out of the way, I begin to specialize, making one Centaur into an offence-oriented Fullback, and the other into a defensive Safety. Both are going to be on the field for offence and defence alike, of course, but each will be built to excel in one aspect of the game. The Fullback's next skills should be based around getting the ball in his hands, and Sure Hands and Kick-Off Return both fit the bill. The Safety has more options, as Tackle, Strip Ball, Frenzy, and Jugger-naut are all excellent skills for him.

If a Bull Centaur rolls doubles early in his career (within the first three rolls on the advancement chart), he has essentially become your Fullback by default. Catch, Dodge, Jump-Up and Side Step are all excellent skills for an offensive-minded player. For the Safety, Jump-Up, Dodge and Diving Tackle can also be useful, though the skills mentioned in the preceding paragraph may be preferable. Centaurs cannot get mutations, unfortunately.

Any sort of characteristic increase is a huge boon to a



Bull Centaur, and all praises be to Hashut if you manage to roll one. A Centaur with a MA increase is very fast, a Centaur with a ST increase is very strong, and a Centaur with an AG increase can actually pick up the ball more than half of the time.

I hope that some of the ideas in this article will prove useful for coaches planning to take stewardship of a Chaos Dwarf team. I have recently entered a new league, and am thus running a squad of them myself. Join me next issue, and I'll let you know if my concepts translated into success.

(The playbook graphics above were generated using Mikkell Pahlke Fausing's Blood Bowl Play Creator found at: <http://www.blood-bowl.net/Resources/PlayCreator/PlayCreator.html>)



Minis By Arashi

(Continued from page 30.)

If your results are:

All different: You are Undecided, sorry, I mean **Undivided**.

Mostly As: You are a bloodthirsty warrior of **Khorne**.

Mostly Bs: You are a follower of **Tzeentch**, until you change into something else.

Mostly Cs: You are a decadent pleasure seeker of **Slaanesh**.

Mostly Ds: You reek of **Nurgle's** stench.

Mostly Es: Not really into the **Chaos** thing, are you?

Mostly **"Hashut!"**: You follow the correct god, Chaos or otherwise.

REWARDS FOR CONTRIBUTING TO CDO— MEDALS PT II

Last webzine we talked about how to get a Gallery Contributor Medal for your online persona (if you forgot already re-download/reread Issue #1!) This time we will talk about the Artisans Medals and Golden Hat medals.

Golden Hat Medals may be the most prestigious on the site, since the awarding of such is decided by the members of CDO! Golden Hat is a contest of painting and modeling minis around a themed idea. It is important to note as with Golden Hat V and going forward anytime there are more than 10 entries, the silver and bronze medals will be awarded.



Golden Hat- Gold. In addition to the other usual accolades those who win the respective Golden Hat get this medal!



Golden Hat- Silver. 2nd place in a Golden Hat competition when there are ten or more entrants.



Golden Hat- Bronze. 3rd place in a Golden Hat competition when there are ten or more entrants.

The Artisans contest came about as an outgrowth of the Golden Hat as a way for those who feel their skills are not up to the competition in a given medium (i.e. painting and converting) and to still be able to enter a contest. Artisan's is a contest of ideas and the implementation of those ideas, rather than models themselves. As with the Golden Hat the 2nd and 3rd place medals will be awarded although this was not the case for Artisans 1 when the threshold was lower than 10...



Artisans'- Gold. In addition to the other usual accolades those who win the respective Artisans' get this medal!



Artisans'- Silver. 2nd place in an Artisans' competition when there are ten or more entrants.



Artisans'- Bronze. 3rd place in an Artisans' competition when there are ten or more entrants.

Stay tuned for next time when we talk about other medals available at CDO, such as the Wiki, Army Showcase, Podcast and Community Awards.

SUBMISSION GUIDELINES

RULES TO LIVE BY, OR ELSE...

By Willmark

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

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

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

- A Point Size of 12 is preferred.

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

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

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

- For graphics make sure your resolution/pixel count

is high enough. Nothing's worse than trying to zoom tiny pictures. JPEG is preferred.

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

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

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

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

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

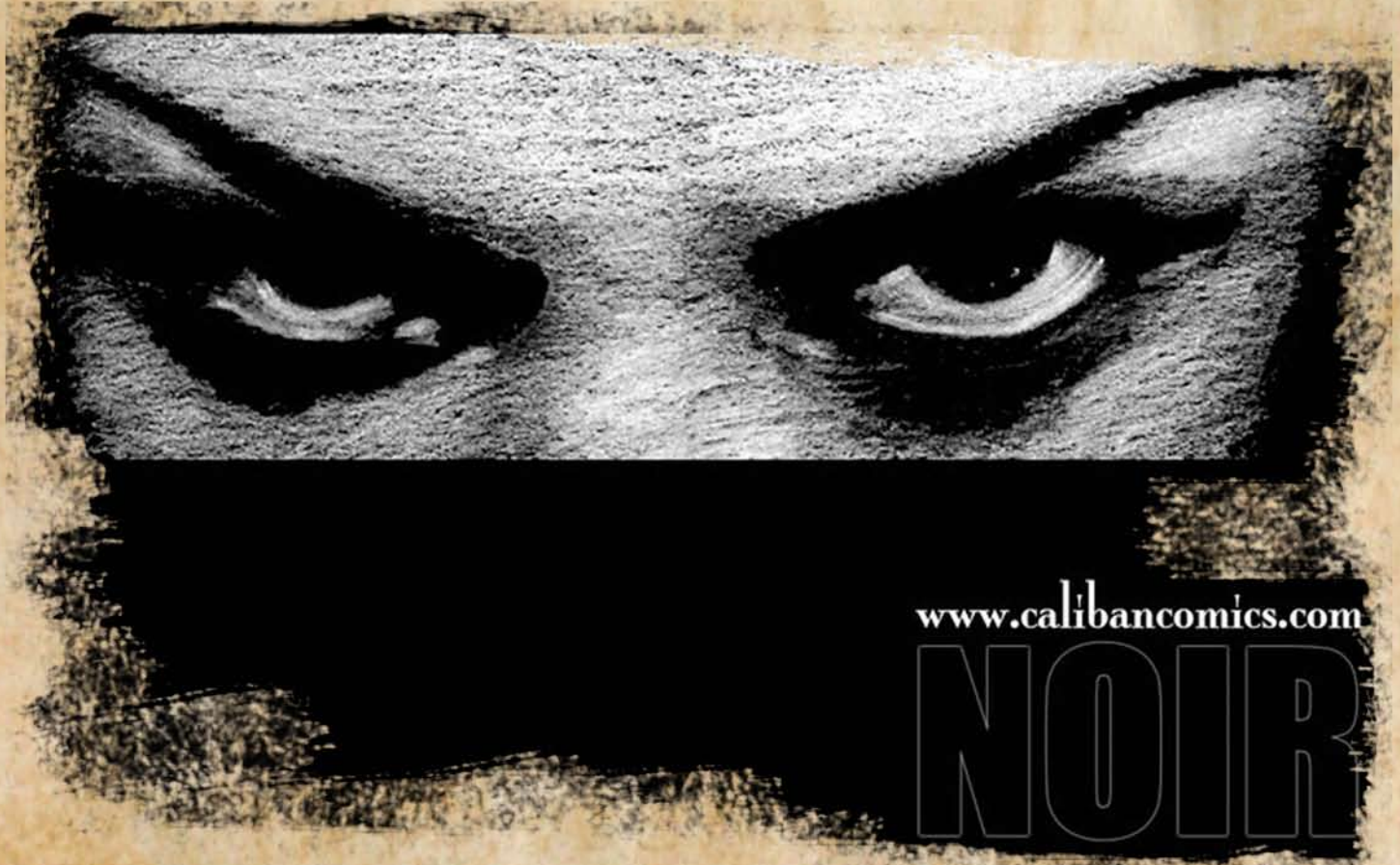
Next up: Revisions. Bear in mind we may very well ask you to revise an article before submission. Also bear in mind as part of the editorial process we may have to fix grammar, spelling and even rework passages. Don't take this personal. It happens.

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

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

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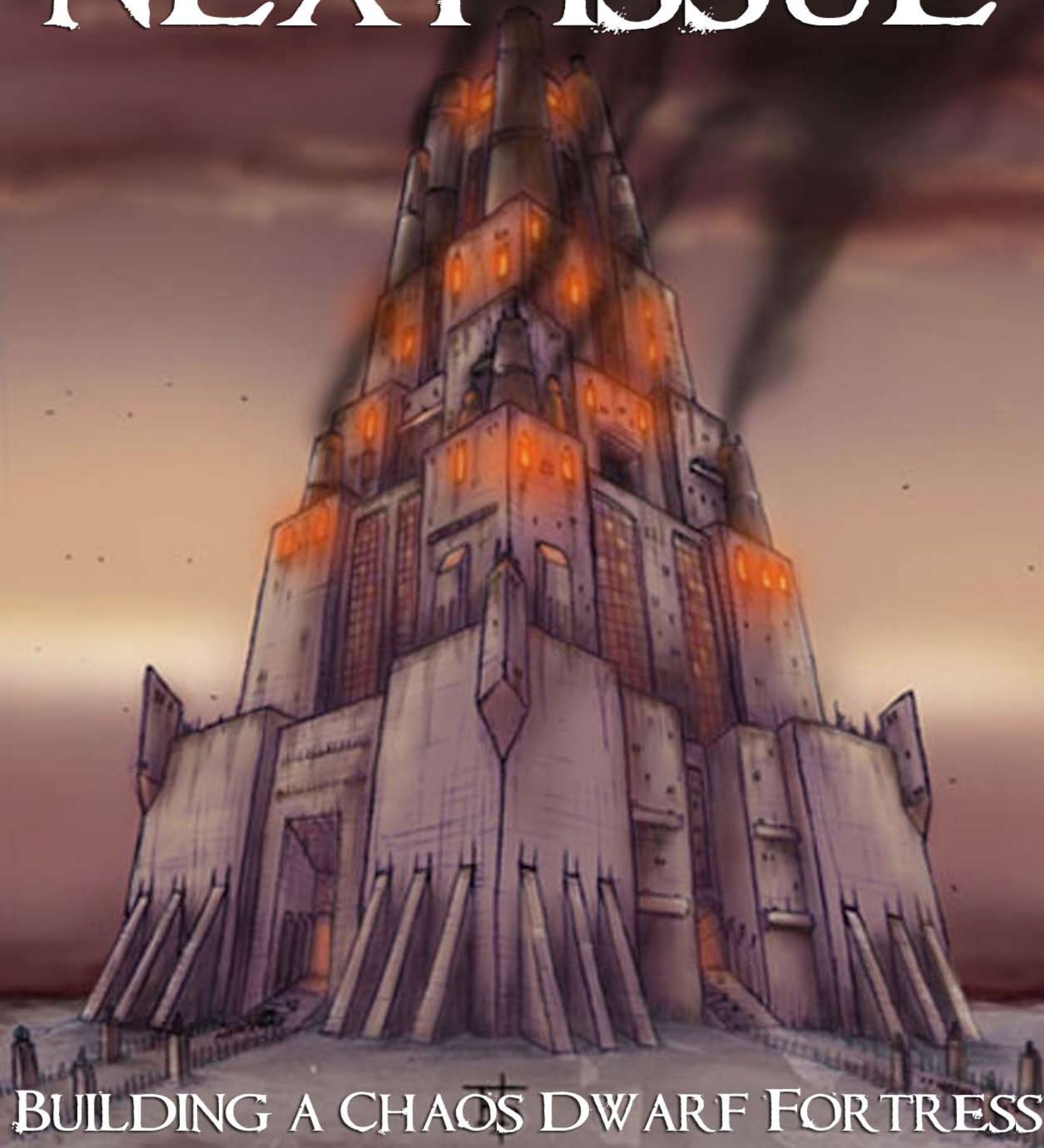


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