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Flags of War – Battle Report – Chaos Dwarf Army List Preview



CDO

THE WORD OF CHAOS

VOL II — NO. 6
AUTUMN 2009



Warhammer



Mordheim



Bloodbowl

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



THE WORD OF HASHUT

VOL II No. 6—AUTUMN 2009

WWW.CHAOS-DWARFS.COM

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UPCOMING EVENTS

2008 COMMUNITY AWARDS
January 2009

GOLDEN HAT VIII
January-March 2009

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

ARTISANS CONTEST IV
Spring 2009\

GOLDEN HAT IX
Spring 2009

CHAOS DWARF GATHERING
GAMESDAY TORONTO
Saturday, June 20th 2009

ARTISANS CONTEST V
Sunday, July 5th 2009

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

GOLDEN HAT X
October, XX 2009

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

ARTISANS CONTEST VI
November, 2009

THE WORD OF HASHUT ISSUE 7
WINTER 2010
Saturday, December 26, 2009

COMMUNITY AWARDS 2009
January 2010

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

Igorvet brings us this awesome artwork this quarter as well as the first time something other than a chaos dwarf or hobgoblin on the cover, unfortunately for the poor ogre- Willmark

IGORVET '09



ANIMOSITY IV - FALL 2009

ANIMOSITYCAMPAIGNS.COM

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By Exquisite Evil

DECREES FROM THE SUPREME OVERLORD OF WOH



Hello again everyone and welcome back to the Word of Hashut, and the sixth issue of our magazine!

It's been a fun couple of months here at the stronghold of the ezine buried deep in the heart of Zharr Naggrund, but never fear. Although this issue was late (yet again) the slaves have been working hard to make up lost ground. I have been getting buried at both my jobs so trying to find time to work on this has been a challenge.

You'll notice we took a bit different tact with this issue and went with a more black and white feel, which believe it or not is more difficult to do then previous issues. Its part of what I hinted at last time in terms of trying new design stuff. My thought is why not try out different layouts and see how it looks, there is no harm in it as far as I'm concerned. You the reader may think differently let me know.

Those of keen eye will also notice that the background on the interior pages looks very familiar to a certain fan produced army book. Suffice of to say with the long production cycle that is the Word of Hashut it was not possible to get Dwarfs of Chaos, the Army book in. Matt and I discussed this and felt that next Issue (December) would be better as it gives people a chance to get some games in and provide some feedback for the rules. So as a teaser we figured it would be good to include some artwork from the book, however some of it has already appears in these very pages... hrmmmm ;)

Next up the Podcast. No we have not forgotten about it; rather its simply a case of scheduling not working out for all involved. So never fear we will be endeavoring to get it back on track very soon.

Lastly as a moment of pride I have read some reviews where the Word of Hashut is held up along with the Skavenblight Gazette as the two ezines to beat out there on the web, which is a nice sentiment. To be held in the same company as the SBG is high praise as its production values are always great and a treat to read even if you are not a Skaven player. So I'm proud to be mentioned in the same context.

Oh, I forgot one last thing, awesome covers this quarter, Igorvet on the front and GRNDL on the back! Our grumpy one (GRNDL) whipped this up at Gamesday Canada back in May in an hour or so, I think it rocks, I am also fortunate to have the original which I think will get framed and hung up on the wall of my man cave. See if you want to get into the *Word of Hasut*, I'm open to bribes!

As for the front cover, what is there to say? Poor ogre, shouldn't be crossing the Dawi Zharr on our own home turf, that never ends well!

That's all for now and see you back in time for the holidays!

WILLMARK

THE SLAVE PEN

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

Slave!

If it wasn't for your pathetic attempts to read and write you would have been sacrificed to our dark Father long before now. Your very form sickens me. That hunched back will be all the better for having been flayed with my scourge! Now don't even think of moving until you have found an appropriate way to make note of the forthcoming Warhammer Quest expansion for the Dawi Zharr you posturing catamite. Fail me, and you will find yourself holding that quill with nothing but bloody stumps. WORK!

Nicodemus the Indefatigable, Grand Imperious
Dungeon Master and Arch Lord Forgemaster of Zharr
Grungron Ankor

Ackk, No hisss, no whip master! Weze a good slavz er, that right bloody gitz Krakzgu was da one youz wantz, damn sneaky gitz he ezz.

Dear Slave Pen,

If GW releases a CD army book then we will all be happy, but if they release a new line of minis then conversions and custom sculptures will no longer be necessary and few will have need of the BFSP conversion videos. Do you think that a GW line of new CD minis will help or hurt the CDO community?

Whatza minz? diz gitz talkz like za bosz doz sumtimez.

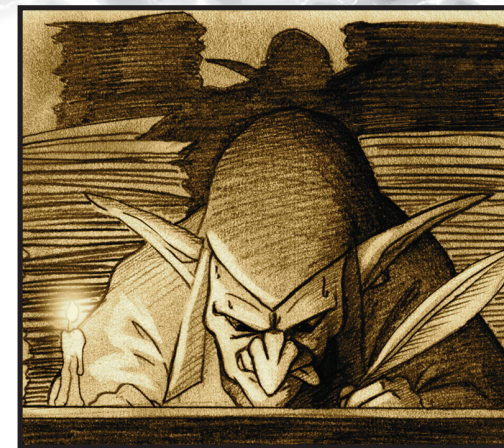
Signed,
Thoroughly unimpressed

'ow come all the stuntiez ganging up un uz ladsz thiz time. What did weez do wrongz? Tell you whatz tough grunty beardy stunty, why donz you come to herze and a say it to the lotz of da ladz... (just then the sound of a creaking door in the background, and the ensuing sounds of hobgoblin feet scampering off in all directions).

Slaves,
I was told to look to the slave pen for 'a good time'. So I'm here..."

Anonymous

..... (wind whistles through the Slave Pen.... as the hobgoblins have run off from the last letter...)

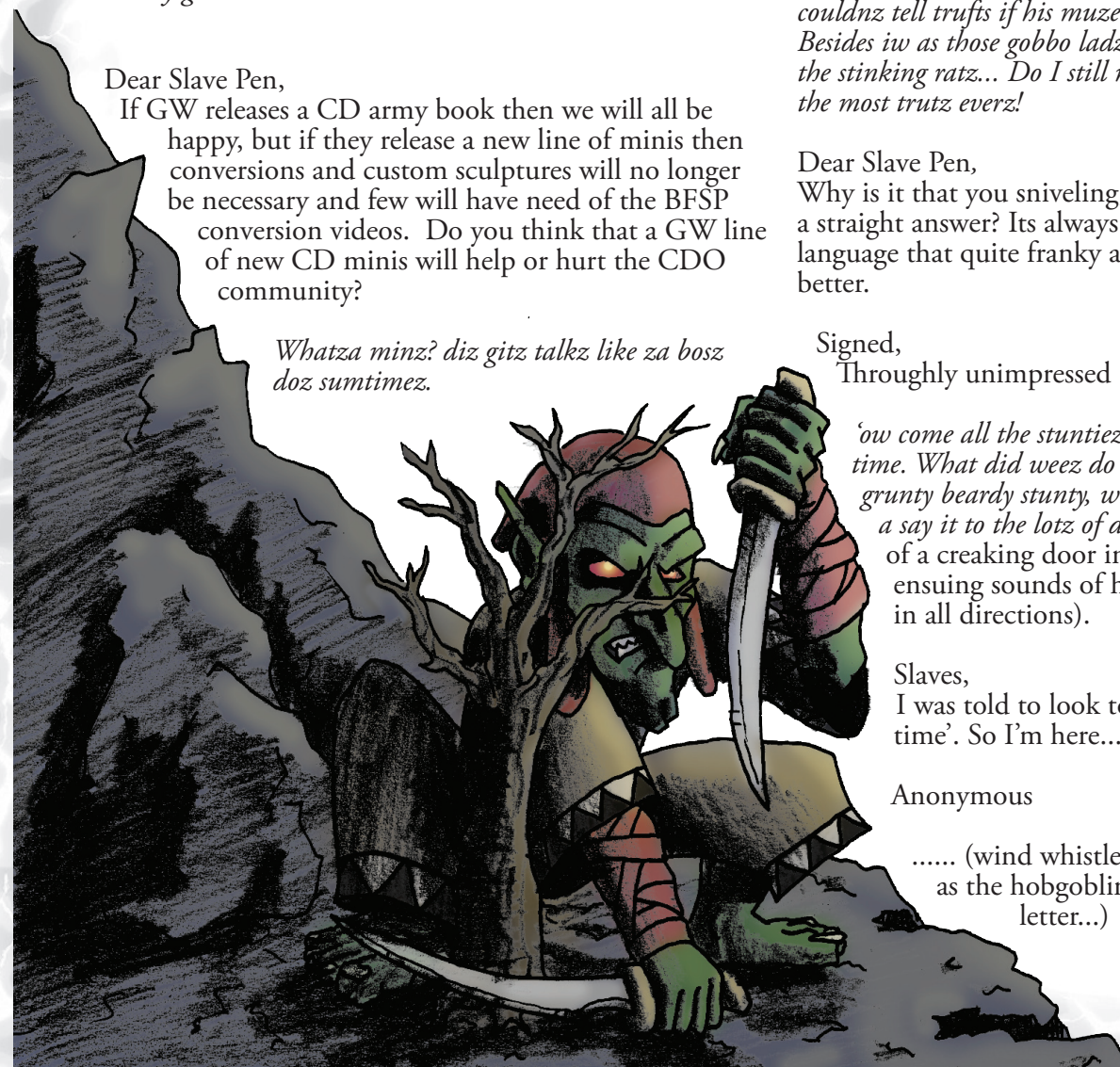


Slaves,
Grot Backstabber is saying you boyz has been conspiring with the vile rat-men... while you were out digging ditches we found a hole leading to the tunnels... we came out with many skaven enslaved... report to the arena for gladiatorial fighting. We need to whittle down the numbers again."

Swissdictator

Gulp! Nah it wuzzin uz we sewarz, that lying stinking gitz couldnz tell trufts if his muzer life dependa on ze trufts. Besides iw as those gobbo ladz nota us that was seen with the stinking ratz... Do I still need to go to da pitz, I tolda the most trutz everz!

Dear Slave Pen,
Why is it that you sniveling, lying dogs can't ever get a straight answer? Its always cloaked in some sort of language that quite franky a baby daw-i-zharr could recite better.



By Maelzch



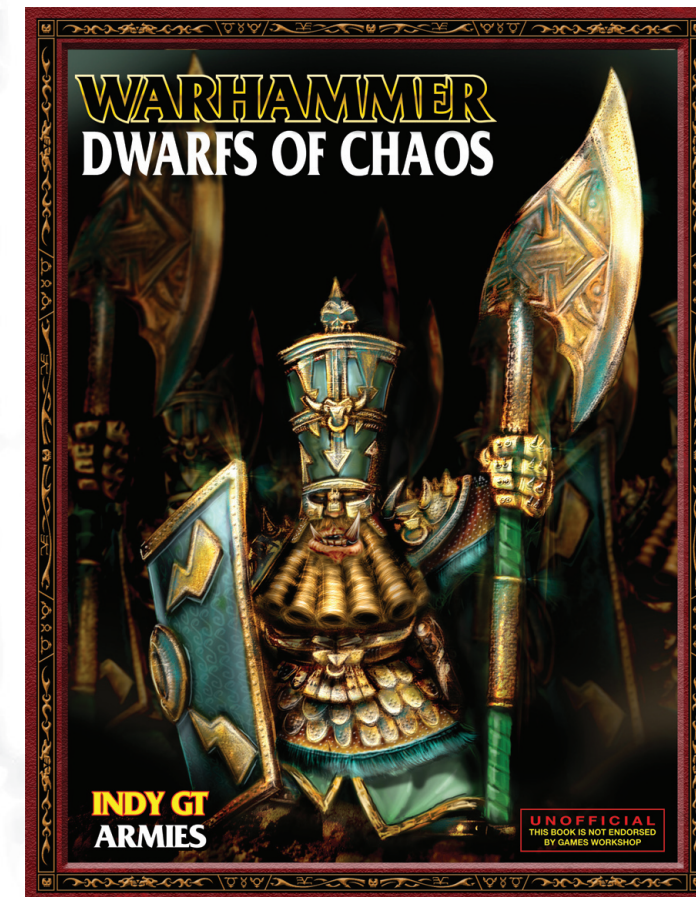
Dawi Zharr Giant!

BREAKING NEWS!

DWARFS OF CHAOS PREVIEW

REVIEW PLANS FOR THE DWARFS OF CHAOS

By Matt Birdoff and Willmark



Hello everyone. I wanted to communicate what is going on with the Word of Hashut and Kevin Coleman and Matt Bird's Dwarfs of Chaos Army book.

First off the production cycles of the Word of Hashut: The nature of assembly is such that content is usually being assigned to the outline months ahead of time for the upcoming issues. Usually this works out to the current issue the next issue in the line up and sometimes two issues out. In this case the lineup was such that we had everything allocated for this issue. Now it is true that this is an ezine and that page counts are largely irrelevant. That is true to a point. However we produce this ezine in our spare time and lately issues have been hovering around 100 pages, that's a lot. So rather cram

the issue together with even more stuff I decided to move this topic to Issue #7.

As I mentioned in my editorial there is quite a bit of cross-pollination as well from the army book. Matt was kind enough to supply me with graphics for use in the ezine for which I am most grateful, or course somewhat has already appeared in the army book was also featured here. That's all right it serves to tie them together!

So it was in discussion with Matt that we felt we wanted to give everyone who is using the new list a few months to play it provide feedback and then talk about it here in the Word of Hashut, and with that here are Matt's thoughts on the matter.

Take an in-depth tour of the new Indy GT Dwarfs of Chaos army book! Written by Kevin Coleman, author of the Gnoblar Hordes and Dark Elf City garrison army lists, this 96-page book gives you a completely new rules set to try out. Best of all, the army book is being allowed as legal at many independent Warhammer events worldwide!

Thanks Matt. So there you have it gang. Really it just comes down to timing. As an interesting aside it also means that you know at least 1 article that is going to be in the upcoming issue... that is a big coupe for everyone as I rarely let it out of the bag!

Thanks for your patience everyone and see you in December.

Oh yeah one last thing that I forgot to do, here is the link: http://www.filedropper.com/fdwarfschaos_1

EARTHSHAKING CANON

CHAOS DWARFS AND THE OGRE KINGDOMS

By Ancient History

The release of the Ogre Kingdoms armybook was a good day for Chaos Dwarf fans. Mostly neglected since their armybook went out of print and their model range out of production, two books came out that prominently displayed Chaos Dwarfs as still being part of the official Warhammer world: Storm of Chaos (2004) which introduced the Hellcannon, and Ogre Kingdoms (2004), which re-introduced the Chaos Dwarfs as neighbors and trading partners with the Ogre Kingdoms of the Mountains of Mourn.

White Dwarf Presents: Chaos Dwarfs, the primary source for most Chaos Dwarf canon, doesn't mention ogres. This is pretty fair because up until the release of Ogre Kingdoms, Ogres themselves were generally limited as Dogs of War or special choices in a few armies, with no indication of their culture and society. So up until Warhammer Sixth Edition, it was odd to even mention Ogres and Chaos Dwarfs in the same breath.



In fleshing out the Ogres, Phil Kelly also showered a little love on Chaos Dwarfs.

Geography

Directly bordering the Dark Lands and the empire of the Dawi'Zharr, the Mountains of Mourn are home to the Ogre Kingdoms, giants, yhetees, rhinoxen, and innumerable Gnoblar. These mountains, which



once held Dwarf mines according to the latest Dwarfs armybook, are raided by Chaos Dwarfs and Hobgoblins for slaves—Gnoblar, according to Ogre Kingdoms, but on at least one occasion they also managed to capture a party of Dwarfs (Warhammer Monthly #10, "Dwarf Lords").

Across the Dark Lands and the Mountains of Mourn lie three roads from the Old World to Cathay and Ind: the Pass to the East to the north, and the Silver Road (sometimes called the Ivory Road) in the middle, which splits into the Spice Route towards Ind at the Sentinels, a trading-post near the River Ruin. Caravans passing along these routes are subject to raids from Hobgoblins, Black Orcs, Goblins, Ogres, and Chaos Dwarfs among other dangers—which is why they hire entire families of Ogres to guard them.

The Sentinels lie near a Chaos Dwarf settlement known as Daemon's Stump, which has been marked on the earliest map of the Dark Lands in White Dwarf Presents: Chaos Dwarfs, but never given more than a passing mention in fluff until Ogre Kingdoms. In Daemons of Chaos (Mat Ward), it is revealed that

Daemon's Stump was created when an Ogre Tyrant entombed a Bloodthirster of Khorne beneath a pillar of rock, which became known as Daemon's Stump.

Iron and Slaves

The Ogre Kingdoms primarily trade gold and human slaves, captured on their raids of human caravans, and gnoblar slaves from the Mountains of Mourn, for iron weapons and black iron gut plates from the forges of the Chaos Dwarfs. For hundreds of slaves, the Chaos Dwarfs will even craft magical armour such as the Mastodon Armour.

Some others also sell their services to the Dawi'Zharr as mercenaries, or are such valuable trading partners that they earn powerful weapons and other gifts from the Chaos Dwarfs for their good service. The most notable such group are the Leadbelchers, Ogres who go into battle bearing large cannons that they can fire from the hip and then use as a club to wade into battle. Many Leadbelcher cannons were forged by the Chaos Dwarfs.

Ghark Ironskin and the Ironskin Tribe

In White Dwarf 308's Warhammer Chronicles article (also by Phil Kelly), it is stated that as a young Ogre, Ghark Ironskin was thumped on the head by his father for eating too slowly, and one of the iron nails lodged in his head. Since that day, the Tyrant has become obsessed with iron and the obsession has spread to his entire tribe. To obtain a steady source of iron weapons, armour, and trinkets, the Ironskin tribe established unparalleled relations with Zharr-Naggrund, trading hundreds of gnoblar slaves and much gold every year. Indeed, Ogre Kingdoms goes on to say that the Ironskins boast scores of Leadbelchers, their bulls bear black iron gutplates, iron teeth, and mix iron filings into their warpaint; and their Ironguts cover themselves with trinkets of the metal.

The Ironskins are also renowned for their Rhinox Cavalry, and Ghark Ironskin's true claim to infamy, is a mechanical, daemon-fuelled rhinox forged by Zharr-Naggrund. This mount is similar to the Ironback Boar, also forged by the Chaos Dwarfs, used in Orcs & Goblins armies, but is much more massive and dangerous, making Ghark one of the most powerful Tyrants of the Ogre Kingdoms.

Chaos Ogres

A number of Ogres make their way to the Chaos Wastes, where they may end up fighting for the forces of Chaos. In the Warriors of Chaos armybook (also by Phil Kelly), these Ogres may be equipped with Chaos Armour, forged by the Chaos Dwarfs to fit their massive frames, which the Warriors of Chaos purchase in exchange for slaves or the remains of daemons.

In the novel Palace of the Plague Lord (C.L. Werner), one of the supporting characters is Zhardrach, a traitorous Chaos Dwarf smith who had used a magic chain to enslave the two-headed Chaos Ogre Thogmathog. When Thogmathog was freed, he was kept chained to Thogmathog so that the Ogre—Palace of the Plague Lord stands out as the single longest scripted interaction between a Chaos Dwarf and an Ogre in Games Workshop fiction.

Uncanonical—but Interesting!

The Ogre special character first appeared in White Dwarf #79 (Warhammer 3rd edition), as a rogue cast out of his tribe for stealing a star metal axe, and chosen to be a champion of the Chaos God Malal. The Lost God guided Skrag to a Chaos Dwarf hold, where the Ogre forced them to forge his chaos armour; Skrag then slaughtered the Chaos Dwarfs to consecrate it—the destruction of the followers of Khorne, another Chaos God, is exactly in keeping with the nature of Malal.

In White Dwarf #83, the last survivor of the group of Chaos Dwarfs Skrag slaughtered—Spikes Harvey-Wotan—attempted to gain his revenge against the Chaos Ogre in the pull-out game "The Crude, the Mad, and the Rusty." Harvey-Wotan had sworn an oath that he would deliver the final blow against Skrag, and had shadowed the slaughterer looking for his opportunity. He found it in the mad Dwarf engineer Oxy O'Cetylene, who had built a steam-powered Tin Man that the Chaos Dwarf hoped would wound the champion of Malal, and a pair of Chaos Goblin Fanatics, Blood and Gore, who would wear the Ogre down so that Harvey-Wotan could land the final blow.

Malal was removed from Warhammer due to an ownership dispute, not even appearing in Slaves to Darkness or The Lost and the Damned, and with his removal Skrag the Slaughterer (and his relationship with Chaos Dwarfs) fell into limbo until 2004, when Phil Kelly reimagined the character as the Prophet of the Great Maw in Ogre Kingdoms. Skrag's current information does not have any particular relationship to the Chaos Dwarfs, but is included for completeness and interest.



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SUBMISSION GUIDELINES

RULES TO LIVE BY, OR ELSE...

(Otherwise know as where theres a Whip there's a way!

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 as I can change them into something else. If you have high quality PSDs or EPS let

me know as those work great as well.

- 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. Also bear in mind we may very well ask you to revise an article before submission. Also keep 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 to Maul's 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 Maul a PM.



THE BARRACKS OF ZHARR—NAGGRUND

Chaos Dwarf Sorcerers

AGENTS OF FIRE AND STONE

EQUIPPING CHAOS DWARF SORCERERS

By Border Reiver

At some point in their service to the Council, all sorcerers must participate in the quest for slaves, to use either as sacrifices or workers, amongst the lesser races to work for the glory of Hashut. It must therefore be known what equipment best comes from the arsenal of the Temple, and which artifacts should be left behind.

As the interpreters of the Word of Hashut, sorcerers are not the best persons to equip with magical weapons. There are two exceptions to this rule though – the Sword of Battle, and the Dark Mace of Death.

The Sword of Battle is a generic magic item that gives the sorcerer another attack. Our sorcerers are no better at fighting than our regular warriors, and our sorcerer lords are actually a little worse due to their lower initiative. However, they are still better fighters than many of the lesser races (Skaven, Orcs, Goblins, Men,

Beastmen, etc.) and the equal of the rank and file of the rest, so an extra attack when dealing with these feral slaves is not amiss. An extra attack, however, should not come at the expense of providing the best magical support that we can to the army.

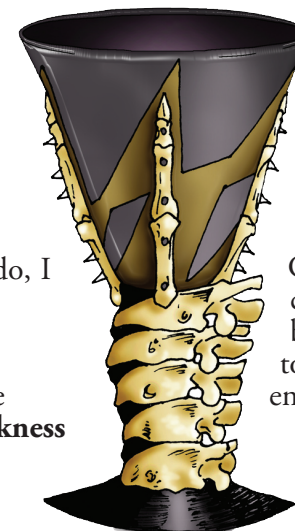
The Dark Mace of Death (DMOD) – one of our unique items, it is a magical weapon that can only be taken by a lord. Once per battle the lord can activate the power of the Mace and cause D6 wounds to all models in base contact with the wielder (save the wielder's mount). Given



the limited use of the item and the potential effect on friendly models it is best used by a model flying on a mount (as this gives it a wider frontage to affect). It can be used to make the lord into a missile of sorts, crashing into the flank of a regiment and taking out several models with the DMOD effect. Hopefully the supporting regiment will be able to lend some combat resolution so that you can defeat the enemy regiment.

Other than the Talisman of Protection, our selection of Talismans is limited to the Talisman of Obsidian. **The Talisman of Obsidian** prevents the wearer from casting spells, and is not something that we should expect to see hanging around the neck (likely concealed by an impeccably oiled and curled beard) of a sorcerer lord. If we do, I question your common sense...

We have access to four Arcane Items – Dispel Magic Scrolls, Power Stones, the Wizard's Staff, and the **Chalice of Darkness** (the only Chaos Dwarf item).



The Chalice can be used in any magic phase to remove a random number of pool dice from BOTH sides. Since both sides are affected by it, avoid using it in the opponent's magic phase, as the Dispel Player generally has fewer dice in their dispel pool than the Casting Player has in their casting pool. Unlike previous editions, neither player has to give up spells if they lack sufficient dice to "pay the piper" – which is sad.

Dispel Scrolls, Power Stones and a Wizard's Staff are common magic items and their effects are well known to even the magic users of the feral slaves. Their use will be looked into when we look at specific builds.

Our sorcerers can use the Gauntlets of Bazhrakk the Cruel, but why should they? They are not the close combat specialists with multiple attacks who will benefit from higher strength, and are either a danger to their bodyguards or their mount. Helping the enemy is not recommended, if it can be avoided.

Death

Those that practice the Lore of Death have the power of the grave and beyond at their disposal. It is their manipulations that rule the fate of many.



Mini by Hammerhand

Shadow

Subtle and manipulative are those that weaver through the power of the Lore of Shadow. It is with this Lore that great works of deception are perpetrated on their foes.



Mini by Willmark

Fire

With the power of flame and heat at their disposal the Lore of Fire makes an excellent battlefield choice. Incinerating ones foes doesn't get any better.



Mini by tjub

Metal

The Dawi Zharr are no strangers to metals and ore, so it is hardly surprising that the sorcerers of Zharr Naggrund are adept at the transmutation of substances.



Mini by black gonzo



THE BARRACKS OF ZHARR—NAGGRUND

Chaos Dwarf Sorcerers

your opponent. I generally use this as a default Lore.

In addition, Sorcerers can carry the **Black Gem of Gnar**. The ability to remove a challenger from combat for even a round can be invaluable. Removing the sorcerer from will affect combat less than if we removed a common warrior, and if we can remove a combat character from the enemy we may be able to swing the battle in our favour.

After looking at equipment, we should take a look at what the fashionable sorcerer lord accessorizes with this year – his very own lammasu. The lammasu is a monstrous mount available to only the sorcerer lord, and it offers him the ability to fly, generate magic resistance, and can offer a limited combat capability and the nearly unparalleled ability to be a large target. The lammasu has been seriously neutered since fifth edition, and should only be considered if we are seeking a very mobile platform for our lord to throw his spells from.

The other factor that we need to look at is which lore of magic to use. We have a choice of four very effective lores: Fire, Metal, Death and Shadow. Fire has a wide selection of direct damage spells; Metal will give you some direct damage spells, but also some spells that can have a more subtle effect on the battle by affecting their foes' equipment or the abilities; Shadow allows us to play on our opponent's fears and to use the shadows to move more freely about the battlefield; Death gives us the ability to channel this most final power to deal damage directly or to play on our opponent's deepest fears. Our selection of lore should reflect our goals or the type of army we have constructed to support our sorcerer.

Sorcerers with a predilection for the Lore of Fire should find an army with an abundance of shooting. All but one spell is ranged, and all have the ability to damage



If you end up facing a heavily armoured opponent such as Dwarfs, Bretonnian knights or Warriors of Chaos then the Lore of Metal holds a lot of advantages.

The strength of two of the direct damage spells is dependent on the amount of armour that the target has, so the more heavily armoured models there are, the more likely to be wounded they are. In addition, the other spells can throw serious problems at your opponent, reducing combat capabilities, or preventing movement and shooting.

Shadow magic permits our sorcerer the opportunity to affect the movement phase – either by throwing himself or another character on foot about the board with abandon, or if we are fortunate, allowing a unit to advance much more quickly. The direct damage spell (Crown of Taidron) is somewhat limited, and also has the ability to harm our own side, making it a spell that I would only recommend to those who are planted in the midst of a large unit of slaves, or finding themselves standing in the dead space between two enemy regiments. Making one of our units cause fear can be a useful ability, and if it happens to disrupt our enemies plans, or better yet, causes a unit to flee like a group of whipped slaves then we've got our shekels' worth.

The Lore of Death. An easy to cast magic missile as our default, and some rather interesting spells to deal damage and to play with the mind of our opponent. The higher level spells start getting more and more challenging to cast right after the default spell and although this Lore is very useful, it should be used by at least a 2nd level sorcerer to allow the spells to be cast reliably.

When we purchase either a sorcerer lord or a sorcerer, we need to decide if we need the extra magic level. The purchase of the extra level gives us access to an extra spell, and an additional power die for our magic user. It does not add to our dispel pool and if the sole reason that we are bringing the magic user along is for magical defence the additional level is not necessary.

If we are seeking to achieve a level of magical parity or even superiority for our battles, a sorcerer lord is a start. Should we feel that we need a mobile casting platform we have the option of using a lammasu, or utilizing the Lore of Shadows and ensuring that we have the Steed of Shadows spell, both approaches have drawbacks. On the lammasu we are a large target for much of the enemy's firepower and our only option for a ward save is the Talisman of Protection and that is simply not enough insurance when a cannonball is coming your way, while a mage on foot with the Steed of Shadows can be stopped by simply dispelling our magic.

A sorcerer lord on a lammasu can also be equipped with the Dark Mace of Death. While this will use his entire magic item allowance, he can tip the combat to his advantage. Provided the enemy is engaged to the front, the lord can charge the flank, and due to the unit strength of the lammasu and rider, will remove the rank bonus. In addition, the rider can activate the DMOD, and remove upwards of four models with the DMOD's effect, and maybe the lammasu can even take down a model or two. It's a one-shot opportunity though, and you won't be able to pull this stunt again that game (and probably not in later games either because now your opponents will know about it).

A better build for a lord is to take him on foot with two Power Stones and the Wizard's Staff. This will ensure that we have enough juice to cast our spells (even if one of our apprentices uses the Chalice to remove some Dice from the pool), and a little something extra to help with dispelling enemy magic. Such a lord needs some support from an apprentice if he is to lead a successful magic phase.

A good support sorcerer for a sorcerer lord is the nearly ubiquitous scroll caddy, or cup bearer. This build requires that we take a sorcerer without the 2nd level, and either two Dispel Scrolls or the Chalice of Darkness. If all we want from our sorcerer is to contribute to our magical defence,

then all we need is someone to give us dispel dice and to carry the scrolls that will stop the spells we need to stop.

The key to the equipping of a sorcerer is to have it complement the rest of the army. Dawi-Zharr sorcerers are not powerful enough to carry the game on their stony shoulders, but rather they have to work together with the rest of the army to achieve victory. This is the key with all armies, but due to the age of our army list, for us it is vital to keep in mind.

(Don't forget the Lore of Hashut from Issue #4 either! - Willmark)



THE BARRACKS OF ZHARR—NAGGRUND

UNIT ANALYSIS

Black Orcs

BY SWISSDICTATOR

A lot of people new to Chaos Dwarfs often wonder if Orcs, Orc Big Uns, or Black Orcs are the better choice. They often ask as they'd like a unit that they can use aggressively without fear of having panic checks. Indeed, Orcs are made better when they can benefit from the leadership of a Chaos Dwarf general! Another nice advantage that makes them universally appealing is that the figures are readily available, and for those of us who still have 6th edition starter sets or can find one on sale somewhere, we might be able to make use of the Orcs in that set.

A lot of players might be frustrated when they receive the response that depending on what they are gearing their army for will determine which is best for them. Several veteran players have unshakable convictions that one selection is universally superior to the others. So how does one find out which option is best? The best solution is to layout each option with all the points that should be considered. I will then write as how a Chaos Dwarf general can use them in their army.

I have run all three options in the many games over the last year, both in casual games and in tournament settings. So my commentary is based on my own personal experience. I also was playing Orcs when they updated the army book, and played them for a few months after. So my experience is also based on that as well.

The Orc boy.

First up are the regular Orcs. Their base cost is fairly cheap. For three more points over a Hobgoblin, which is cheap as well, you get light armor, and a boost in toughness and leadership. You do take a penalty in I. The champion, while a little pricey, is also an additional WS, S, and A over a regular Orc. To take full command, the cost is the same. As is the option of just champion and musician for those looking at not giving their slaves banner in order to deny easy victory points for their opponent which may be advisable for how most Chaos Dwarf players will run them.

While the regular Orc, compared to a Hobgoblin may seem expensive I will point out that the Choppa should not be underestimated. With the strength boost on the


first turn of combat, they are deadlier for that initial fight. That initial fight is where our slave units matter most, as if they don't break the enemy they will likely break on their own unless supported by our general's leadership. So having that extra edge, especially if the Orcs get the charge, will make it that much more likely they can do enough damage to that unit to do their job.

There are several ways you can run them. The first way is without any upgrades at all. This makes for what is still a fairly cheap unit. Consider that Empire pays the same for a Halberdier, Skaven pay the same for a Clan Rat (until the new book perhaps)! So the points for an Orc in light armor is not a bad deal when you compare it to other choices of the same cost. This makes for a nice disposable unit that has some bite to it when it hits. Granted, they'll really only be useful on the charge or against soft units, but they're disposable and fun! Plus there is that chance animosity could give them a boost, although it could also hinder them just like Hobogoblins. You can either use them as a tougher meat shield, a small kamikazee band, or as flankers. Yes, a cheap flanking unit to support your main blocks. I would not choose to rely on them for this due to already mentioned animosity. I would suggest a musician without question as this may make it easier to reuse them. Nothing like being green! Sorry, bad pun.

You can also give Orcs two choppas. This makes for a much more effective kamikazee attack. With twice the attacks, still getting the strength boost, you're likely to put a hurt on most units. If using this method I suggest you run them 12 strong and 6 wide. It might seem a bit wide, but it isn't overly so. Plus since even a unit of 20mm figures will be equal to 4 of the orcs, you will get all Orcs hitting. So 14 attacks will do some damage, not to mention if you take a champion with his strength boost and extra attack. This small size will make them cheap and expendable. You can also hold them back to use for bait, or as part of a trap. If you throw them against soft units, such as marauders or some Empire state troops, you could do well. They're also a great unit to use against Flagellants, due to amount of damage they can do. This unit is also amazing against Zombies, especially if you catch them on the flank, as they're very easy to kill and the crumble will do that much more damage. Champion is a must, and a musician is strongly recommended.

Orcs with spears, with or without shields, is another option. This makes them a much more defensive unit. However when we have Chaos Dwarf warriors with hand weapon and shield, this option does not seem effective in our army.

Finally Orcs with Choppa and Shield. This gives them a



Death comes for you...

better save, and a decent one in combat. This allows for a cheap, line unit that won't cause panic. It makes for a decent enough of a speed bump. While slightly easier to kill than Chaos Dwarf warriors, if you have your general and/or BSB nearby they can hold up to allow your sneak gits, bull centaurs, or other units to flank them.

They will also deal out a little bit more damage than our Chaos Dwarf warriors due to a choppa boosting the strength for that first turn. Again, they're more effective on the charge.

The higher movement over our Dwarf warriors allows combo charges to work a little better, and for the soft rest infantry (which the Orcs would likely be) to be a little deadly too. This unit is still fairly cheap, when you compare them to the cost equivalent of Empire Swordsmen. I would suggest Musician and Champion, though advise against a standard. There is no point in easy points for the opponent.



Mini By Grimstonefire

It seems like a pricey upgrade for the benefits, though they are cheaper than Black Orcs still.

When it comes to the equipment choices there are some differences. While costlier, they are deadlier in general plus the boost in WS3 to WS4 is significant. A lot of troops are WS4 and will not be hitting them on 4's. That difference adds up very quickly. Though I will point out the champion upgrade is much less worth the points with Big Uns as you already have the WS and S bonus.

Taking them naked does not make use of their bonuses that well. They will cost the same as our Chaos Dwarf warriors with shields. So I would not use them in this roll, as they're pricey for what such a unit would be used for.

Orc Big Uns

The next set of Orcs that we can field is an upgrade to the above choice. The upgrade provides a boost to WS and S, making these Orcs much deadlier. When I look at the cost of this upgrade I am hesitant.

If you give them two choppas, then you're making use of their upgrades as big uns. With two attacks, and a higher strength, they should chop up most units fairly well. Small units will still be cheap enough to be expendable. A musician is a must, both for draws and for rallies. Being able to reuse this unit could prove highly useful especially for how cheap it is. This option, in my own experience, is the best use for Big Uns. Cheaper than Black Orcs, albeit not as versatile and vulnerable (or benefiting from) to animosity. They still pack a nasty punch, and if you do take Black Orcs in addition to them the Black Orcs won't suffer panic from them. Which is a small point to consider, as combined with Black Orcs you can get two such shock units.

Interestingly, Big Uns with spears could prove interesting. With the WS 4 and S4, they could prove useful. Again, best deploy them six wide to maximize the effect, probably in three ranks as they can take some ranged damage and still have full attacks when the enemy closes. It is strongly advised to t With WS4 many enemies will now be hitting them on fours, and you'd be best off giving them shields as this would double their save. When they strike back, it will be with two ranks of WS4 S4 Orcs. This won't work against truly deadly units (Blood Knights, Chaos Warriors with extra hand weapon, etc), but against standard units this can be effective. It will also be quite a shock for some opponents, and that has a benefit as it might throw them off in their strategy. Though to be fair, it is a fairly pricey unit.

Choppa and shield can leave them only a point higher than our Chaos Dwarf Warriors. They have weaker armor, and a lower leadership if general is out of range, but they have a higher movement. Again animosity is a double edged sword. The advantage is the strength, the recklessness with which you can use them due to not causing panic in our Chaos Dwarfs. Though I have tended to shoo away from this option.

Black Orcs

Black Orcs are our creation, though they led a rebellion against us. Black Orcs have the advantage of flexibility due to the "Armed to the Teef" rule. They're the only unit that can dish out S6 attacks in a large quantity, which is great if they decide to go beat up a steam tank or other a monster of some sort. They can also choose to go with an extra choppa against softer targets, and dish out a lot of decent strength attacks (especially first round). They have a better leadership over regular orcs and big uns. I currently tend to run a unit of 10-12 in two ranks with a musician. I am liking this option.

Black Orcs also have base heavy armor, so they have a decent save already. They have the option of shields,



Minis By Bassman

which makes them have a respectable save at range, and should use choose to use the shield in combat, a save equal to our Chaos Dwarf warriors! Though they're fairly expensive compared to our Chaos Dwarf warriors. The advantage they do have, however, is the strength boost and the first turn boost from choppas. This could prove to be an interesting block if supported right, especially when they benefit from the General's leadership.

surge forward result. However, they are much more predictable this way. For people like having their army under control, this is an important factor as they are more reliable.

Black Orcs will also draw A LOT of fire from your opponents magic or shooting. Granted, a Great Taurus and your Bull Centaurs will draw attention too, but I have found Black Orcs really seem to worry people when they face Chaos Dwarfs. So you may wish to use that to your advantage, as you can use them as a distraction and a slightly durable fire magnet. If you give them shields this will be even more amusing. The other side of this is you should be prepared for them to be shot up when planning your strategy. Don't become reliant on them.

They also don't have animosity. Again, this can be a bad thing when you might otherwise get a



Minis By Willmark

THE RUNES OF HASHUT

RUNES OF THE DAWI ZHARR

BY THOMMY

RUNES

ILLUSTRATED BY ISHKUR CINDERHAT

The Language of the Chaos Dwarfs

Like their western kin, Chaos Dwarfs are essentially conservative in nature. Khazalid, the language of Dwarfs, is known for being extremely proscriptive, with very little variation across cultural or geographic lines. A Dwarf from one hold can easily make himself understood by another, even if their clans have not had contact for centuries. Because Dwarfs inscribe their writings in stone with runes, their language – like the objects and devices they craft – is made to last a long time. It is as unchanging as the mountains. Thus, since the Chaos Dwarfs speak a form of Khazalid, they have no problems communicating with their cousins in the Worlds Edge Mountains (should they ever choose to), however their long isolation and the influence of Chaos on their civilisation has brought about some changes. For other Dwarfs, this is simply a further sign of the corruption of the Chaos Dwarfs – even something as fixed and utilitarian as Khazalid has been warped and perverted by them. To a Human or Elf, the differences in the two tongues would be laughably slight: as minor as the differences in dialect between two neighbouring towns, but to the Dwarfs this is an immense gulf.

General Features

Like Western Khazalid, the language spoken by the Chaos Dwarfs is a harsh, guttural tongue. It emphasises harsh consonants and complex, but proscriptive, modifiers. Most of their personal and geographic names are essentially in Western Khazalid – such as *Zorn Uzku*l (“Plateau of Bones”) or *Zharrduk* (“Tunnel of Fire”), but an interesting feature is the increased significance Eastern Khazalid places on what would be general features in Western Khazalid. For instance, *Zharrduk* would usually be translated as “Plain of Fire” by the Chaos Dwarfs, referring to their homeland, the Plain of Zharr, but Khazalid simply lacks a word that encompasses a region like that (the closest is *Gazan* – but this properly means a barren, worthless wasteland). It must be assumed that the Chaos Dwarfs, in ancient times, simply chose a close approximation of the concept they were searching for – in this case a suitable place to build a stronghold (i.e. a tunnel) – and applied it to a vast impact crater instead! Similarly, *Zharr-Naggrund* is properly known as *Mingol Zharr-Naggrund* (“Watchtower built on lowland of fire and industrial desolation”). *Mingol* is a word of very limited use to the Dwarfs – generally referring to small towers built for defence around the lowland areas of their territory, or

used disparagingly to refer to the fortresses of Men. Lacking a better word, the Chaos Dwarfs applied it to their great city-fortress, whereupon it became a significant noun, referring to any tower. Thus, Chaos Dwarfs translate the name of their city as “The Tower of Fire and Desolation” – the emphasis on industry is also lost in the word *Naggrund* in Eastern Khazalid, again because it has become synonymous with a proper noun instead of being used for a general concept.

The influence of Chaos

As unchanging as Khazalid is, the fact that the Chaos Dwarfs are ruled by their Priest-Sorcerers, who are workers of magic, means that aspects of the Dark Tongue have filtered down into their language. The most notable variation from Western Khazalid is the use of the “sh” sound, which does not appear in the language of other Dwarfs. This consonant is especially associated with magic, appearing in the languages of Elves and northern dialects. Notably, it appears in the name of their god, *Hashut*, which the Chaos Dwarfs translate as “Father of Darkness”, though there is no evidence to back up this etymology. Instead, *Hashut* is likely to mean any number of things in the Dark Tongue – *Hysh* means “light”, which may be one of the roots of the word, but it could also derive in part from the suffix *-ash* meaning “liquid”. Scholars generally translate *ut* as “father”, or at least “creator/bringer of”, which leads to two schools of thought: *Hashut* could mean “Light Bringer”, or the *-ash* suffix may be intended to combine with a lost root word in order to indicate earth or fire, making him “Father of Lava”. An attempt to render the name in Khazalid results in *Az-ut*, which is (poetically) translated to mean “make war upon ourselves”. This is unlikely to be more than propaganda on the part of the western Dwarfs.

Whatever the meaning of their god’s name, the Chaos Dwarfs assimilated aspects of the Dark Tongue into their language. This has resulted in an unusually rich vocabulary, as certain words have meanings in both languages, meaning that Chaos Dwarf speech is replete with hidden meanings and alternative words for the same thing. The closest approximation in Human terms is the mish-mash of languages spoken across the Border Princes, which blends Bretonnian, Tilean and Imperial to produce a particularly complex pidgin dialect. Eastern Khazalid cannot approach this level of cross-pollination, but for Dwarfs it is an extremely unusual linguistic feature. Of course, use of the Dark Tongue is necessary for working magic, but Chaos Dwarfs use a highly proscriptive form of spell-casting, codified in ancient times, which means they have bent and



A/I

AK

AZ

B

D

DR/TR

E



F/V

G

H

K/KH

KAR

KW/QU

L/UL



M

N

NG

O

R

RH

end of word



S

SH

T

TZ

TH

W/W

Z/ZH

hammered the Dark Tongue into a shape more suitable for themselves. With typical contempt for the very Chaos powers that give them their abilities, they have made the language of the Dark Gods resemble Khazalid, with fixed vocabulary and grammar.

The Dark Tongue is of course not suitable for day-to-day use, but all Chaos Dwarfs have a smattering, if only because their masters' names and titles frequently make use of it. Their alphabet has been adapted to include Chaos runes alongside Dwarfish ones in order to fill in the gaps required by the second language. With typical Dwarfish imagination, the Chaos Dwarfs have adapted them very little – simply hammering the two runic alphabets together to create a hybrid whole.

As a rule, Eastern Khazalid runes tend to be a little more sinuous than those in Western Khazalid, with a more flowing, curved appearance. Again, this resembles runes in the Dark Tongue which often flow together into an impenetrable script.

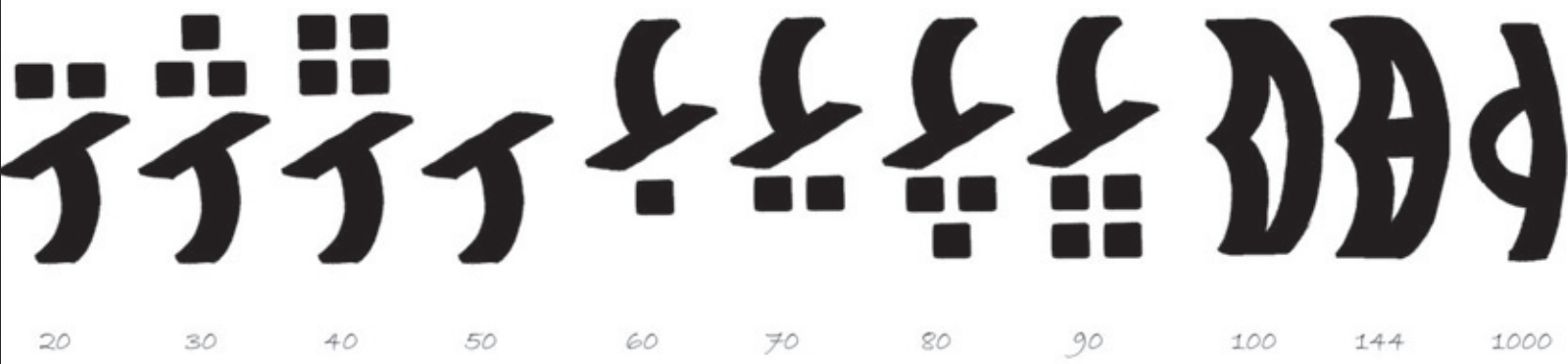
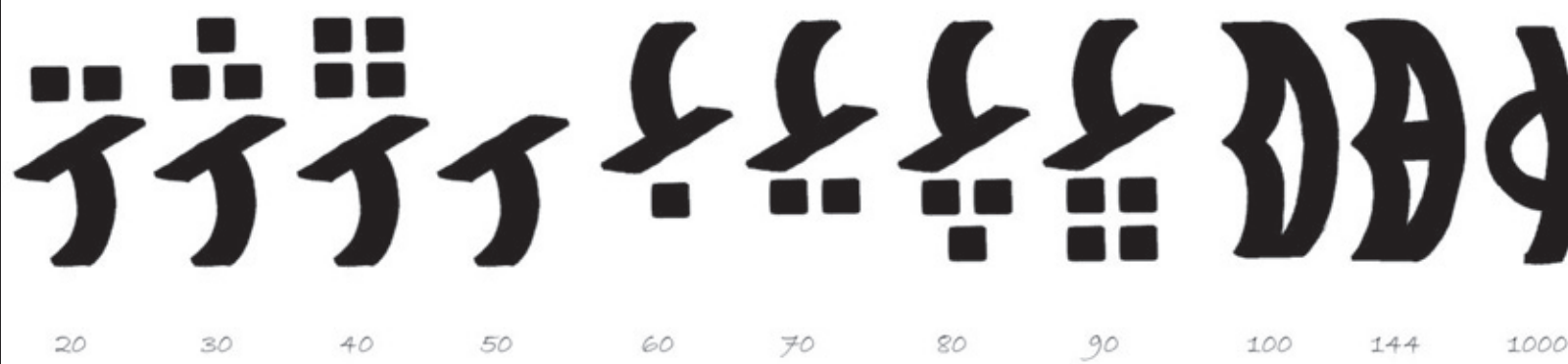
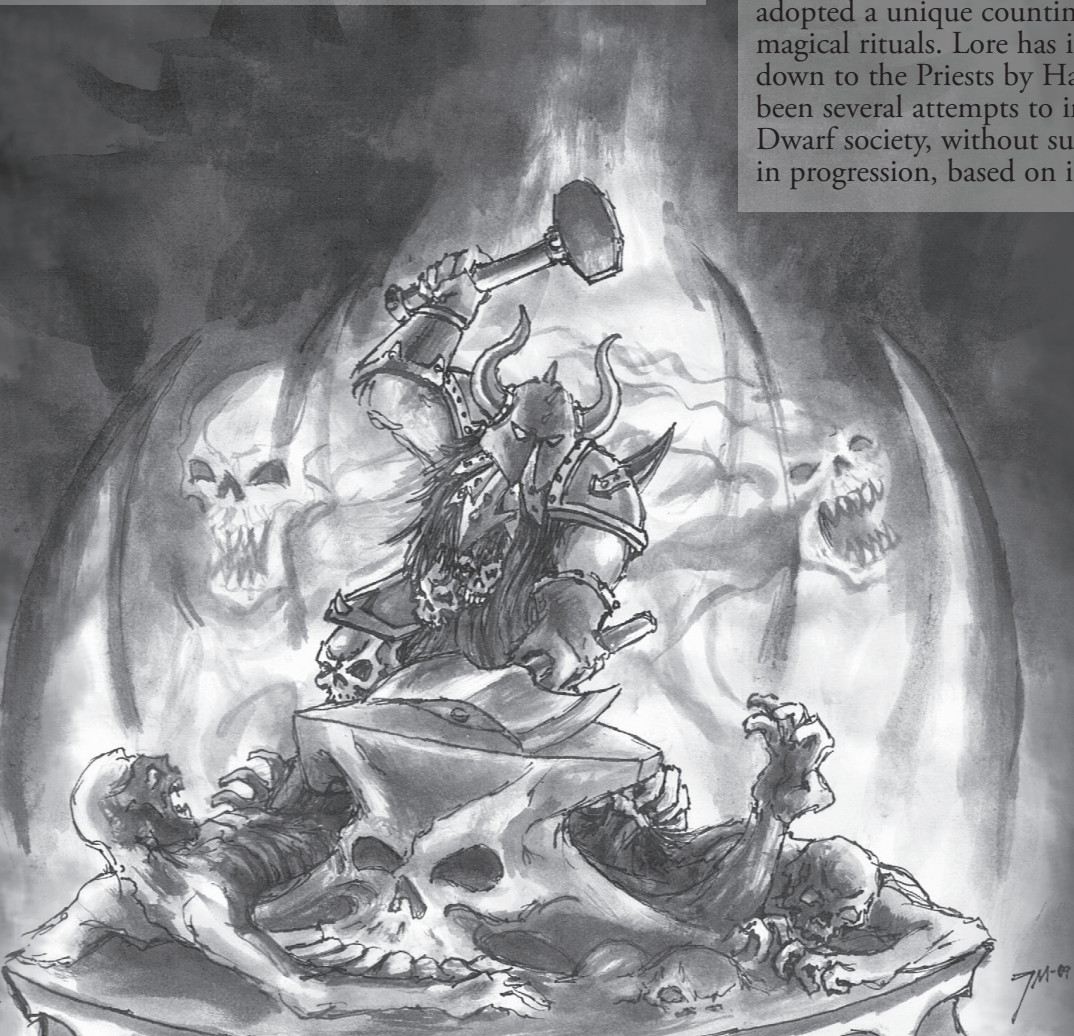
- A/I: [As Khazalid]
- Ak: [As Khazalid]
- Az: [As Khazalid]
- B: [As Khazalid]
- D: [As Khazalid]
- Dr/Tr: [As Khazalid]
- E: [As Khazalid]
- F/V: [As Khazalid]

- G: [As Khazalid]
- H: [As Khazalid]
- K/Kh: [As Khazalid]
- Kar: [As Khazalid]
- Kw/Qu: [As Dark Tongue]
- L/UI: [As Khazalid]
- M: [As Khazalid]
- N: [As Khazalid]
- Ng: [As Khazalid]
- O: [As Khazalid]
- R: [As Khazalid]
- Rh: [As Dark Tongue]
- S: [As Dark Tongue]
- Sh: [As Dark Tongue]
- T: [As Khazalid]
- Tz: [As Dark Tongue]
- Th: [As Khazalid]
- U/W: [As Khazalid]
- Z/Zh: [As Khazalid]

Numbers

Chaos Dwarfs, like most races, have five digits on each hand, meaning that they use the same base-10 numbering system as Dwarfs, Elves and Humans. For everyday use, the Khazalid system is perfectly sufficient, and this is the numerical standard used for trade, measurements and weights.

However, just as a version of the Dark Tongue is used by the Sorcerers of the Temple of Hashut, they have also adopted a unique counting system used for religious and magical rituals. Lore has it that this system was handed down to the Priests by Hashut Himself, and there have been several attempts to impose it on the rest of Chaos Dwarf society, without success. The system is geometric in progression, based on increasing sizes of squares –

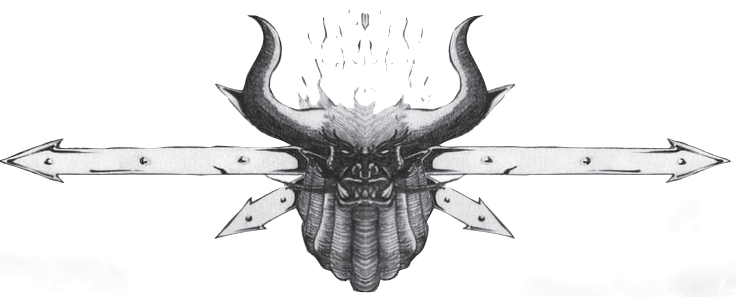


said to resemble a ziggurat – and is far too unwieldy for actual use, rendering it purely ceremonial in scope.

It proceeds thus:

The numbers only get more complex after this, and the system is almost totally arbitrary. Witness the difficulty it has dealing with 29, a prime number that is not within three integers of a square. Further primes like this are given arbitrary symbols, meaning that the entire system has to be learned by rote. There is a whole section of the temple devoted to Priests and Acolytes who invent new numbers to count to higher values – a form of relentless, pointless mathematics. It is no wonder that the Chaos Dwarfs do not trouble

themselves attempting to create machines or buildings using this system although, legally, blueprints submitted to the Temple for approval must be translated into ceremonial numerals.



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By Grinstonefire



By Qgrob



By Qgrob



By Igneous Bull



By Grinstonefire

ARTISAN'S CONTEST V

www.chaos-dwarfs.com

GOLD 
Thommy HTHE GATES OF
ZHARR

Helmut cast his eyes skyward, trying to take in the vast dark arch that spanned the purpling sky. Its size defied rationality; enormous beyond any previous experience in his four decades of life. Even the great Temple of Sigmar in Altdorf would have been dwarfed beside this mighty structure. He slowly made a circuit of one of the massive columns that held the arch aloft, wider than an Imperial highway, and it took him several minutes before he returned to his starting place.

"I don't understand what I'm looking at," he finally said.

His companion, a wizened scholar from the College of Antiquity, held up an ornate eyepiece and carefully examined the inscriptions that covered the huge stone column. Every inch was inscribed with tiny, angular runes, stretching up the full length of the support: the contents of many hundreds of tomes must have been etched in the stone, and the lack of rain in this desolate land had ensured they were still legible.

"It appears to be a form of Khazalid."

"Dwarfish?"

"Yes, but a highly deviant form."

"Deviant?" Helmut adjusted his sword in his scabbard and shivered inwardly. His troops, two-score Imperial soldiers, were all standing idle nearby, trying not to look too hard at the immense arch that had dominated the horizon for weeks as they approached it from the south. Up close, it was even more mind-destroying in its vastness. The team of explorers and scientists they were protecting were all investigating the structure in different ways, depending on their respective fields. Only the old professor, Doctor Schalzenbourg, was squinting at the writing.

"It's clearly recognisable as Khazalid all right," he murmured, "but I see the influence of more...heathen tongues...upon it. There is something of the northman's speech in this language, I hazard."

Helmut grew even more uncomfortable. He had hated this stark land since they had crossed the mountains, and the possible presence of creatures that could have erected this arch did little to assuage his fears. Schalzenbourg had assured him that the only inhabitants of the Dark Lands were Greenskin tribes and that none of them had the ability to construct something like this. Whoever had built this awesome feat of architecture was long gone. "Gunter, could you assist me?" the doctor asked, and presently he was joined by the mysterious Professor of Astromancy in his elaborate robes. The bearded wizard peered at the script for a long moment.

"Languages aren't exactly my speciality, Hans..."

"But you know the Tongues of Magic, do you not? I think you can fill in the gaps in my knowledge here."

The Astromancer looked dubious, but set to the task with a will nonetheless and, as the weakling sun that shone wanly over the Dark Lands began to set and band began to make camp, they made quick progress.

Helmut's curiosity eventually got the better of him and he walked over to the two academics. "So what does it say?"

"It's very interesting, my boy," Schalzenbourg told him, "this line is repeated often, and seems to have been given some importance by the builders. Let me give your our translation – it is imperfect, but adequate. It reads thus: 'My name is Zhargon, king of kings: Behold the Gates of Fire. Look upon my work, ye Mighty and despair.'"

Helmut felt another chill run down his spine. "Gates of Fire?"

Schalzenbourg shrugged. "I don't understand the significance either."

Helmut looked out across the horizon, feeling that inexplicable shudder again. Were his ears deceiving him, or could he hear the distant beat of drums? Perhaps it was just thunder.

3,305 years earlier...

The wind howled across the vast expanse of arid land that stretched on for a thousand leagues to the north and another thousand leagues to the south. This place was nowhere; the heart of the bleakest land on the face of the world, which was precisely why it had been chosen. A team of groaning slaves laboriously dragged a block of stone across the desert floor until it was in the marked position.

"We have laid the foundation stone, Lord," Drakaz said, his voice muffled and hollow behind his iron skull-mask. Idly, his armoured fingers ran across the haft of the Hammer of Zharr that he held close to him at all times.

"There is much yet to do," Zhargon said, his voice as quiet and calm as ever. He was shrouded in black robes, his face hidden from his followers, though none were in any doubt that the High Priest was amongst them. Reclining on a palanquin of black Gromril borne on the broad shoulders of four mighty Immortals, he could be no one else.

"This task may consume generations," Drakaz continued.

"Is it not written in the Tablets of Law that the Father of Darkness's task will take our lives, the lives of our descendants and the lives of all our clans in perpetuity?"

Drakaz shifted his shoulders uncomfortably. One did not need to be reminded of Lord Zhargon's knowledge of the Tablets of Laws, but the way he recited the exact wording and always seemed to know how to use them to answer any doubts chilled the Banelord to his bones. He was as devout as any Dawi'Zharr, but even he wondered if Zhargon was descending into madness with this project.

"Think of it, Drakaz: an arch of such colossal proportions that it will strike fear into the whole world. Massive beyond any obvious need, vast beyond the imagination of anyone save a Dawi'Zharr, it will survive as a testament to the power of Hashut for a thousand thousand generations and perhaps beyond. These columns will be of such girth, cemented with such materials and constructed with such skill that they may outlive the foundations of the earth. Mountains will fall before the Gates of Zharr even tremble."

Drakaz lifted his gaze skyward, trying to envisage the arch that Zhargon described. He could not begin to image how it could be built, nor how long it would take. Surely it would, as his master said, consume them and all of their descendants and, while it would no doubt be an object that inspired terror in lesser races, he wondered at the price they would pay for that. To build a huge stone arch in the middle of nowhere, with no wall and no gate,

was surely madness...

The slaves that had positioned the first block were driven back to the great pile of stones that were waiting for them. More gangs of captives toiled to move the blocks onto rollers along with the dozens of other logistical tasks that the construction effort required. Though there was already a huge pile of blocks ready, they would need many hundreds of times that number to build what Zhargon had devised. And so much more material required thousands more slaves – the Plain of Zharr would be emptied.

"Drakaz, I have a further task for you."

"Yes, Lord?"

"I will be returning to Zharr-Naggrund soon, but you must remain here."

"You wish me to oversee this project? Do you not think I would be able to serve you better in command of your armies, Lord?"

Zhargon chuckled, a dry, papery sound from within his dark cowl. "No, Drakaz, it is not as an overseer that you will serve me. I wish you to take a detachment of Immortals south from here."

"To what end, Lord?"

"To take slaves."

"But we have slaves already..."

"We require more for this task. Thousands more. Millions more. I wish you to scour the Dark Lands for them and bring them back here in chains. I wish you to bring all the tribes between here and the Desolation of Azgorh to heel."

"Such a mission..."

"The purpose of these Gates, Drakaz, is to symbolise our lordship over all these lands. If we do not have such lordship, they are merely arrogance. I wish them to be a demonstration of fact. We will enslave every Greenskin within three-thousand miles and put them to work in our service."

"So we enslave so that we may boast of that enslavement?"

"Yes."

(Continued on page 35)

ARTISAN'S CONTEST V

www.chaos-dwarfs.com



SILVER-SteveM

Armour of Gazrakh

Far to the east in the Dark Lands, just west of the Mountains of Mourn, lies the plain of Zharrduk, home of the tower of Zharr-Naggrund, a dark city of fire and destruction. The countless smelts, forges, and machinery within the tower continually belch out thick, black smoke that blots out the sky. Their by-products pollute the River Ruin till it runs red and yellow, and endless digging and mining has lain waste to the plain. An ordinary dwarf would be filled with rage to see such corruption, but Zharr-Naggrund is not the home of ordinary dwarfs, it is the home of chaos dwarfs. The chaos dwarfs are twisted by the power of chaos and their god Hashut, and to them these are signs of power and prosperity.



Deep within the heart of Zharr-Naggrund master armoursmith Gazrakh laboured in his forge, the sound of his hammer ringing loudly and echoing off the obsidian walls. With each swing of his hammer a shower of sparks erupted, the red glow from the forge reflected off the sinewy muscles of his arms and caused the beads of sweat on his brow to glisten with an eerie, red light. Gazrakh paused for a moment to inspect the coals in the forge.

"Hotter!" he barked.

"Yes, master." hissed the goblin as he began to pump the forge bellows faster.

The armoursmith turned back to his work and returned the armour scale that he had been beating from his anvil to the forge. The goblin working the bellows was pumping with all its might, but its master had been long at work and it was growing too weary to keep up the pace. Gazrakh, his temper even shorter than normal for lack of any significant rest in weeks, yelled "Hotter!" and swung at the goblin with the back of his mighty right hand. The goblin's reflexes were too slow and the blow connected with its head, sending it flying across the room and into the wall, its limp body sliding to the floor.

Several other goblin slaves stopped the work they were doing and rushed over to the crushed body, not to bind its wounds, but to feast upon the greasy flesh.

Gazrakh stepped over to the huddle of goblins that were gorging on the body and grabbed the largest one by the scruff of its neck and growled "Pump!" as he thrust the goblin towards the bellows. The goblin hastily complied and began to pump the bellows with vigour fuelled by having just witnessed the demise of his predecessor. The coals of the forge soon began to glow brightly, the armoursmith grunted with satisfaction as he repositioned the armour scale within the forge.

This scene would repeat itself perhaps a half dozen times in the next few weeks as master armoursmith Gazrakh laboured over this set of armour. The workshops of Zharr-Naggrund often employ the use of massive, steam powered hammers and mechanized forges that do not require such tedious work and the headaches of being dependent on a large, slave labour force. But the workshop of master armoursmith Gazrakh was not used to beat out cheap armour and gut plates to be traded with the ogres and certainly not to form the iron plating covering a Kollossus. Such work was beneath any respectable armoursmith and certainly beneath Gazrakh who's skills were renown and highly sought after for the crafting of armour for the Immortals and mighty warlords.

The armour that the armoursmith had been labouring over for so long was commissioned by Warlord Gemora for his upcoming raids on the manlings and their allies in the far west. A normal set of fine armour crafted by Gazrakh would easily turn aside sword and arrow alike, but against the war machines and guns of the manlings the Warlord desired the extra protection afforded by such finely crafted armour that has been imbued with chaos by the sorcerers of the Temple of Hashut. This ritual required many slaves, both as payment to the sorcerers and for sacrificing to obtain Hashut's favour and blessing, and nothing pleased Hashut quite like the sacrificing of manlings, their screams were music to his ears and the smell of their burning entrails a delight to his nostrils. Gazrakh kept a collection of manling slaves for just such a ritual. Keeping manling slaves in prime condition in preparation for the ritual was an unwelcome task as they are more difficult to care for than goblin slaves, they are picky eaters and their frail bodies are easily broken.

Satisfied with his daily inspection of the manlings in his cages, the armoursmith returned to his forge to make his final inspection of Warlord Gemora's new armour before taking it to be imbued with chaos at the Temple of

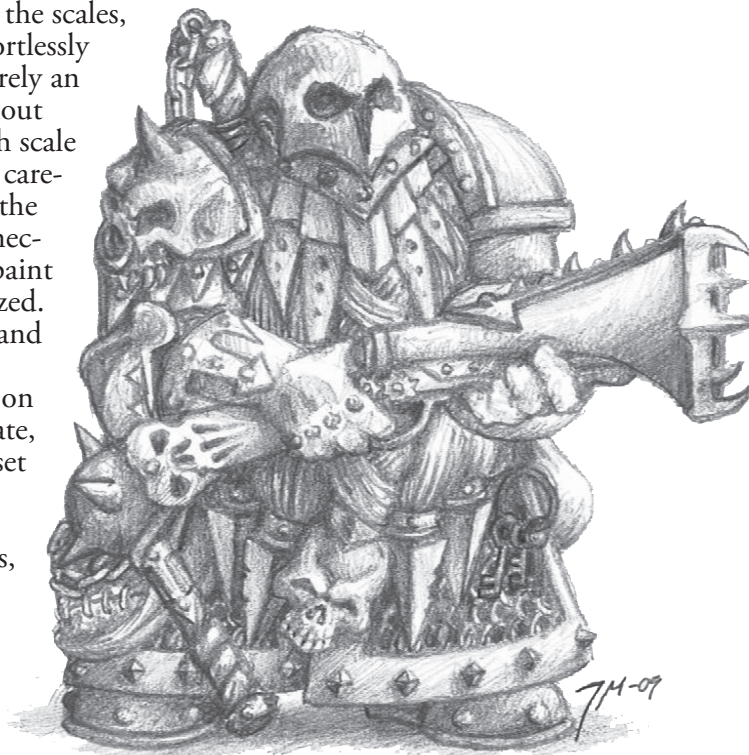
Hashut. Upon his entrance into the forge the latest goblin slave to have been promoted to the task of pumping the forge bellows quickly leapt to his feet and hastened to bring the coals of the furnace back to life while the other goblin slaves added more fuel, none of them wishing to risk the wrath of the armoursmith by not having the forge ready for use if needed.

Gazrakh picked up the armour and began his inspection. He carefully checked the breastplate for flaws and noted with satisfaction that the folded layers of beaten metal alloy contained no defects that could cause weak areas, nor were there any protrusions or poorly fitted seams that could snag the wearer's beard. He then ran a gnarled hand across the rows of scales, each one painted red and attached to the others with a flexible wire mesh. A poorly fitted breastplate could cause the wearer discomfort or leave chinks in the armour, but making the breastplate was a simple task compared to the skill and craftsmanship required to make a proper skirt of armour scales. He flexed the scales, making sure they slid effortlessly over one another with barely an audible whisper and without creating any chinks. Each scale was also inspected just as carefully as he had inspected the breastplate, the wire connections, shape, finish, and paint were all carefully scrutinized. With a sigh of relief and and satisfaction Gazrakh inscribed his maker's mark on the inside of the breastplate, completing another fine set of armour. It wasn't that the master armoursmith expected to find any flaws, in fact he had inspected the armour many times throughout its crafting, but in the armour business there was no room for mistakes, such careful inspections were the hallmark of a master craftsman.

As he picked up the finely crafted armour to take it to the Temple of Hashut, Gazrakh barked out orders to the goblins to shackle the manling slaves and bring them out of their cells. The goblins worked quickly and with fiendish glee as they poked and prodded the manlings into formation. As the goblins herded the manlings towards the temple they gibbered back and forth in the goblin tongue about the manling's ignorance of their impending and gruesome de-

mise. But it was Gazrakh who would get the last laugh, his favourite part of this trip to the temple (other than receiving his payment from Gemora) would be to see the reaction of the goblins on realizing that they too were to be sacrificed in the temple or fed to the mighty bull centaurs that stand guard there.

The goblins herding the manlings towards the Temple of Hashut cast puzzled glances back at the master armoursmith as he let out a very uncharacteristic, almost maniacal, laugh. His work completed, payment soon to be received, and the pleasure of seeing meddlesome goblins fed to the furnace of the statue of Hashut were very pleasing thoughts to Gazrakh, it was a good day to be a chaos dwarf, a good day indeed.



DO YOU HAVE SOMETHING FOR US?
SUBMIT YOUR ARTICLES!

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A few people have asked me if I only place certain types of minis in the Word of Hashut. Untrue. The only requirements that need be made for inclusion is that the mini is well painted, or sculpted, or both- Willmark



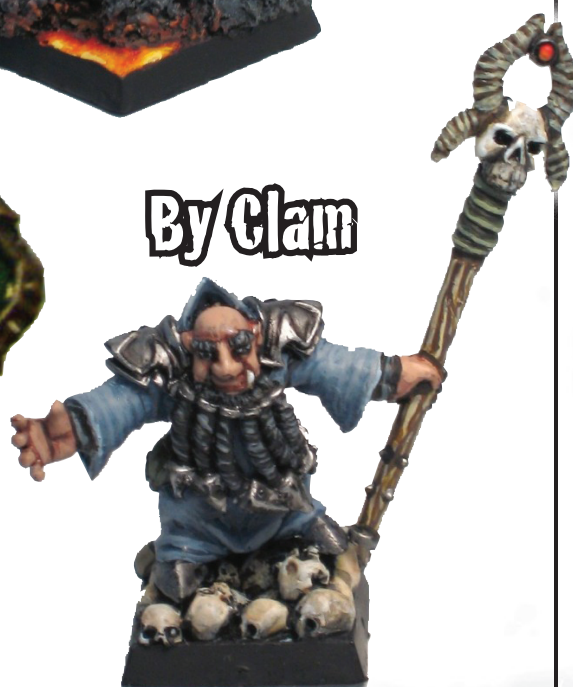
By Father Grumpas

Daemon Prince of Hashut By Akahoushi Rezo

This is so cool I just had to add this in somewhere! Wilmark



By Clam



By Clam

December 2009



Don't miss it...

ARTISAN'S CONTEST V

www.chaos-dwarfs.com

BRONZE 

The heat hung over the vast plain like a shroud. Johann looked down, watching his feet shuffle slowly forwards as he had for what seemed like an eternity. The monotony of the bleak soil was broken only by the shadows of Buzzards circling overhead.

"I can't believe they call this place the Darklands", said Hans in his thick Ostermark accent. "I've never seen so much damned sunshine". Under other circumstances Johann might have smiled. The surly Stirlander Hans had elevated complaining to the level of an art form, a quality which the surviving members of their wagon train found grating but the dour northerner Johann found oddly endearing. "Another thing", continued Hans, "why don't those damned mountains ever seem to get any closer"? Johann glanced up and realised he could actually now make out the gash in the mountainside that was the pass that led onwards to distant Cathay, however he wasn't going to mention that to Hans.



As he lowered his eyes he noticed something in the distance. Something riding on what looked like a wolf. He moved quietly to the master of the train's side and pointed out the figure in the distance. "What do you think it is?", asked the train master in his thick Bretonian accent. Sitting next to him the scholar Abelard peered down his long, aquiline nose towards the object in the distance then replied, in his clipped Altdorf accent "if I am not mistaken that is a goblinoid riding a wild animal of some kind, most likely a wolf or whatever passes for such in this Gods-forsaken land". "Well, what in the name of Taal's teeth is he doing?", snarled Johann, who had taken an instant dislike to the scholar the moment he had met him. "Unless I am very much mistaken, woodsman, he would appear to be observing us. Either he is on a hunting trip of some kind or he is the scout for a larger force, I should imagine". The scholar glanced sideways at the train master. "I do not believe that mountain pass is too far away. We should hurry". The wagon master stared off into the distance at the lone, distant sentinel. "monsieur, doubt not that I shall. And may the Lady watch over us all".

Johann glanced around at the dozen surviving members of the train, and mumbled to himself "it's a pity your damned Lady didn't think to watch over us when the other wagon was captured by those thrice damned Orc bastards three days back". If the wagon master heard him, he did not reply.

Johann noted with some relief that the rider in the distance eventually disappeared and night arrived without interval. As they set up camp for the evening he heard Abelard mention to the wagon master over dinner that if they pushed the horses they could make the mountain pass by late afternoon. Johann's mediocre and stringy evening meal was followed by an unpleasant night's sleep where he was being hunted by shadowy green figures on misshapen wolves. By the lack of banter over breakfast the following morning he began to suspect that he was not the only one whose dreams had been haunted and troubled. As he woke up he could have sworn he heard howling in the distance, although he dismissed that as a mere waking dream and went to partake of more of the stringy broth he had eaten the previous night.

The surviving wagon began moving before the crack of dawn. The wagon master had decided the three horsemen ought to ride out on the perimeter in case any more wolf riders showed up. The day passed uneventfully, and the mountain pass loomed ever closer. Johann was already beginning to contemplate the welcome prospect of shade. As the grey shadows of dusk began stretching out, Johann heard one of the horsemen yelling in the distance and he realised he could only see two of the horsemen now. As he looked up, Johann could see the horseman to his distant right go rigid in the saddle then slowly fall over backwards, an arrow shaft protruding from his throat like an accusatory finger. As he fell backwards a green rider on a wolf appeared in sight and fired an arrow at the remaining horseman who drew his sword and charged towards the wolf rider. As the horseman was lowering his sword and yelling "to arms" two more wolf riders appeared on either side of the rider who had shot the horseman's friend and began firing volleys at the charging man. Johann could see him being peppered with arrows just as the wagon master began yelling "to the pass, with all haste" in panicked, broken Reikspiel and then a string of words in Bretonian that Johann did not understand.

Three of their companions, hardened veterans from the Badlands, took out their bows and began returning fire, felling one of the green riders, who let out a string of harsh, guttural curses as he fell from his saddle. As Johann and the remaining wagon crew rushed forwards towards the mountain pass Johann heard screams and a

dull thumping sound as the bodies of the three archers from the badlands hit the ground. Looking behind him Johann realised that more of the wolf riders had appeared behind them, riding forwards then fleeing, swivelling in their saddles and shooting behind them as they rode away.

As the wagon entered the pass Johann could not help but notice that the pass looked unwholesomely like a giant axe wound in the side of the mountains, as though one of the Gods were so offended by this land that they had swung down at it with a giant axe. Johann dismissed the thought from his mind and ran on. After the heat and noise of the fight, the mountain pass was dark and eerily quiet. From the wagon Johann heard Abelard say "they are not following us in, our only way is forward. They have us trapped". Behind him Johann heard Günter, a tough farmer from Ostland, grunt "trapped? Herded, more like it. They drove us in here like a bunch of damned cattle".

To his right Johann heard Hans make a surprised snorting sound. Looking to his right he saw Hans looking up the side of the mountains. On ledges and rocks above them he could see a dozen or more Hobgoblins, their unmistakeable hooked noses and beady eyes glancing down at the humans below. In their hands, Johann realised, they were holding nets.

Johann's attention was drawn back to the path through the mountains by a frightened whinnying from the horses. Looking back towards the road through the pass, Johann saw three Dwarfs blocking the way ahead.

They were all wearing chainmail, with loose fitting bits of black metal over the top that Johann did not recognise. The two Dwarfs to the left and right were carrying nets and whips, and had on masks fashioned in the shape of Skulls and made from the same blackened metal as the plates on their armour. The Dwarf in the middle was the most horrifying of all. He did not wear a helmet. His dark, greyish skin looked not much different from the rocks either side of him. His dreadlocked beard had bits of bone entwined in it, and there were tusks protruding from his lower jaw.

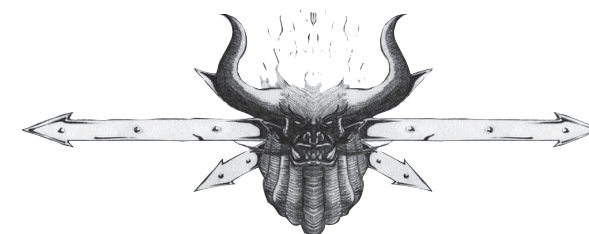
The worst part of all was the look on his face. Johann had seen that look before on the faces of human aristocrats; a look of utter arrogance and contempt. The Dwarf was armed with a nightmarish, hideously sculpted axe which he leaned on with relaxed disdain.

Abelard, with more courage than Johann would have given him credit for, got down off the wagon and walked a few paces towards the dwarfs. He extended his hands and, like a trained Altdorf diplomat, spoke in a calm and

confident voice "my friend, I assure you that this situation can be resolved peacefully. There is no need to kill us".

Surprisingly, the Dwarf laughed, his harsh voice echoing off the mountain walls.

As the nets fell on them from above the last words the humans heard from their new overlord were "my friend, I have no intention of killing you".



(Continued from page 29)
"But that serves no purpose, Lord..."

Zhargon's tone grew dark. "I told you earlier what the Tablets of Law say, Drakaz. Hashut has commanded that we labour to His glory until the End of Days, and so shall it be. We will reap the glory of the earth for Him, we will take captive all the creatures of the world for Him and we will make war for Him. We will do these things to sustain further labour so that all of creation will be consumed by the Dawi'Zharr and remade by our hand and the lives of our slaves into a form more pleasing to the Father of Darkness. So I have commanded, and so shall it be."

Drakaz nodded and bowed low so that his beard touched the ground. "Yes, Lord. I will leave at sunrise."





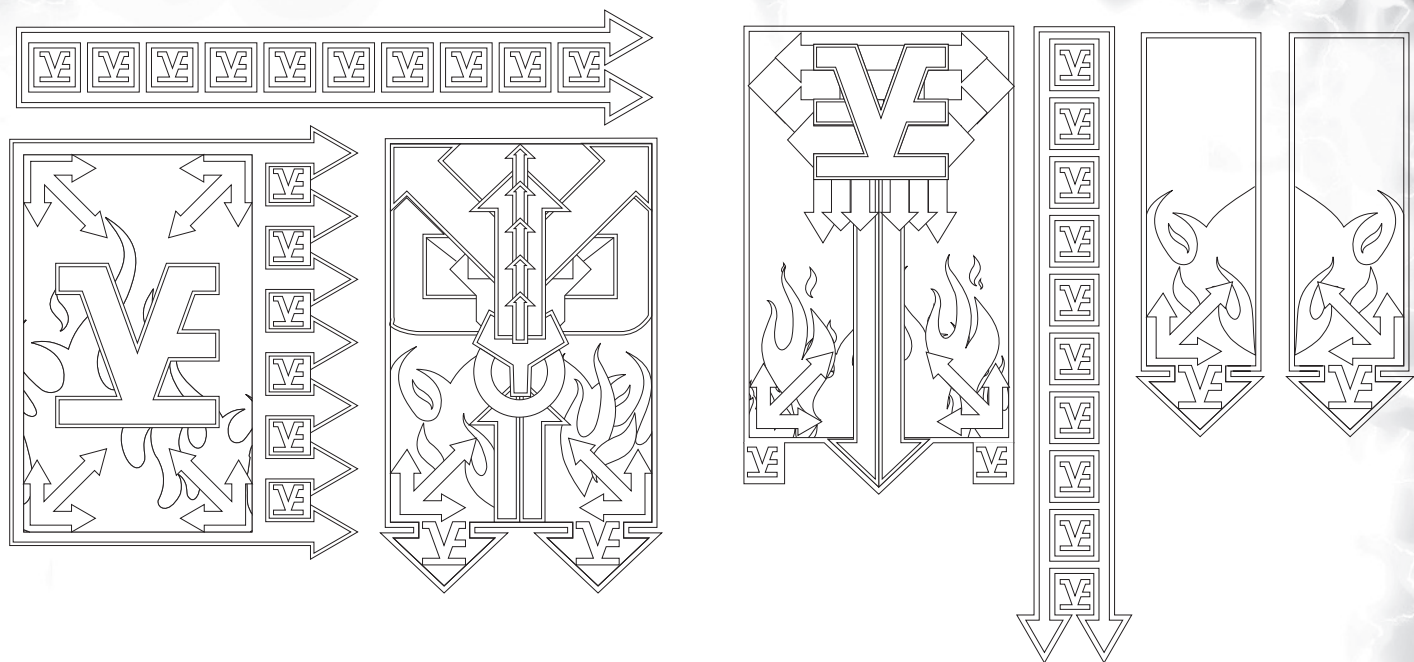
CHAOS DWARF BANNERS

by: m3lvin

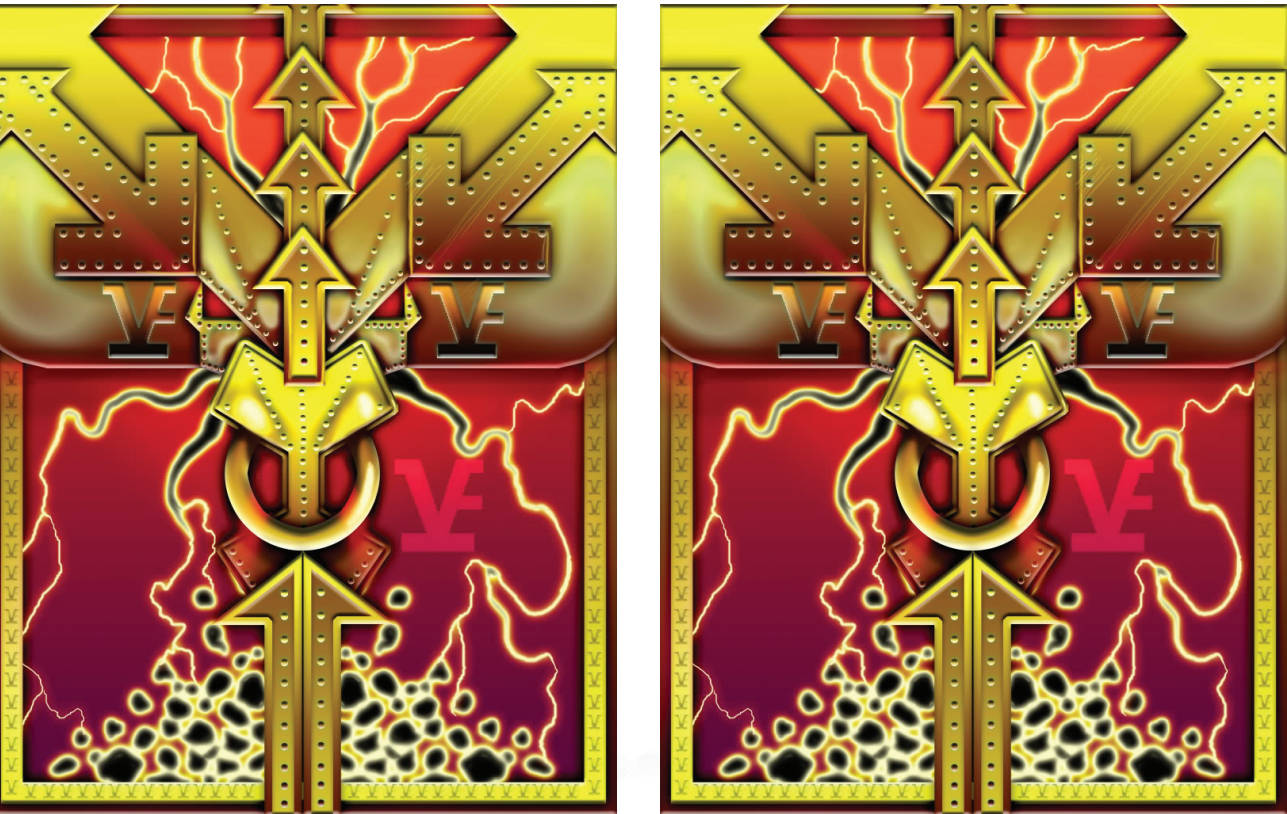
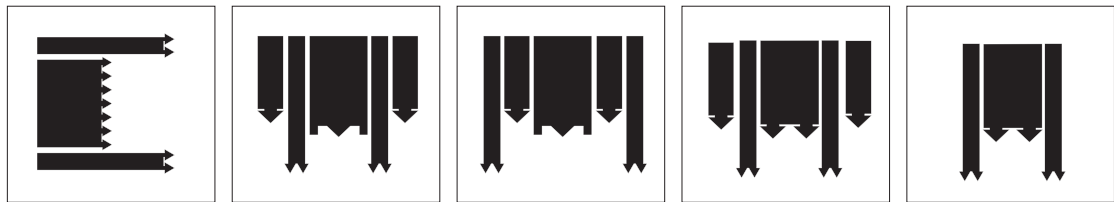
Banners by twilightco



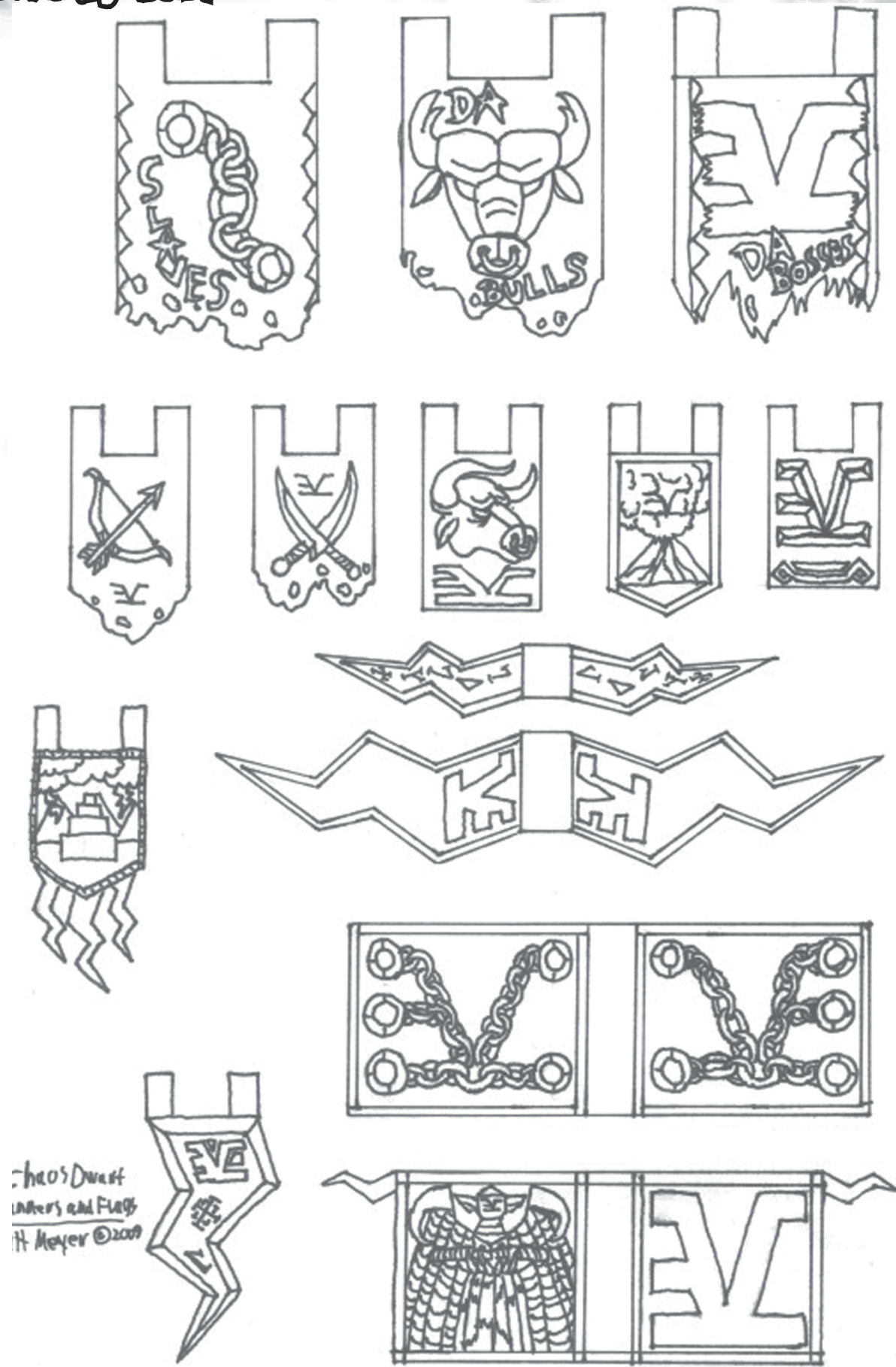
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FEEL FREE TO COMBINE BANNER DESIGNS/ELEMENTS (Depending on importance of the banner)

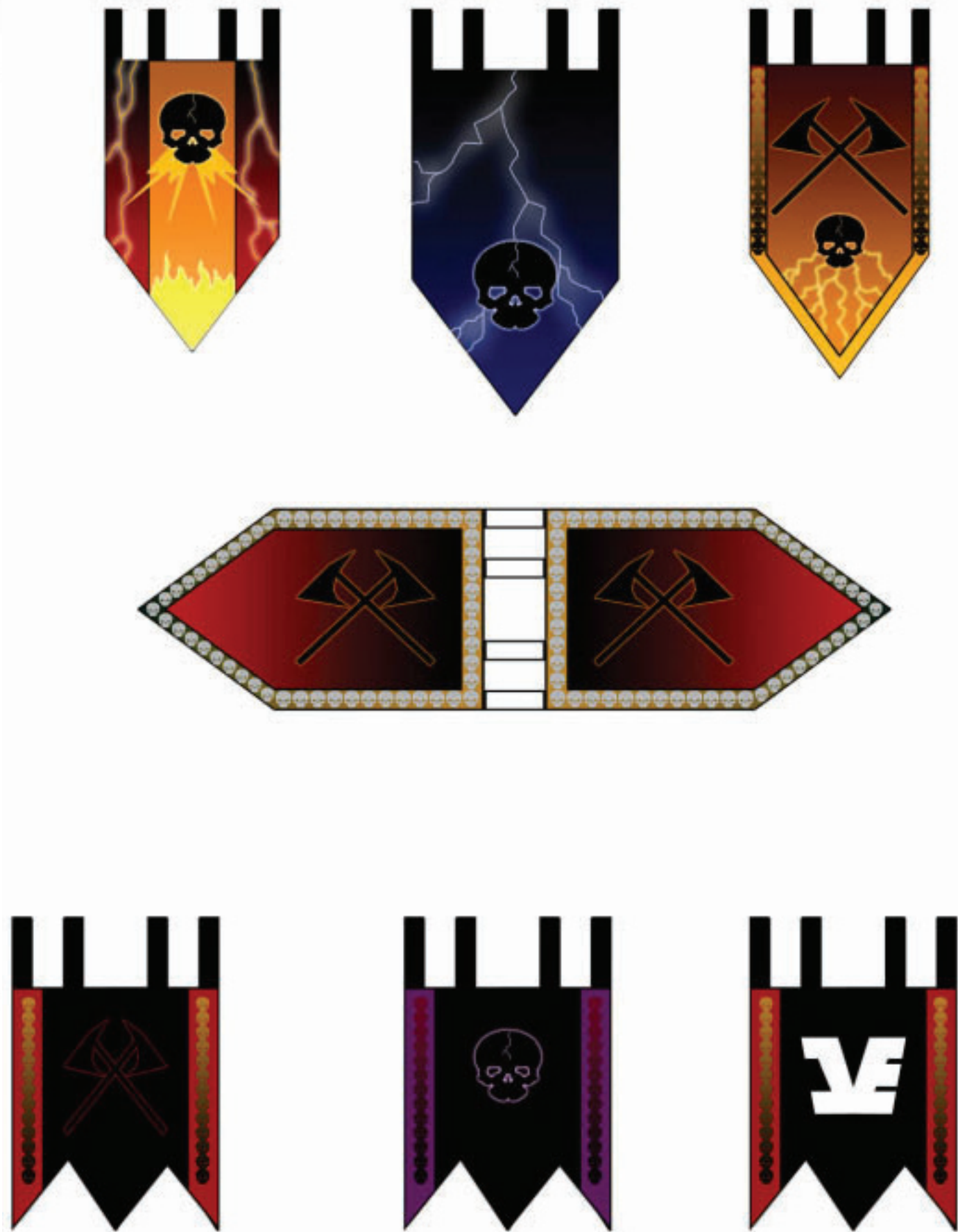


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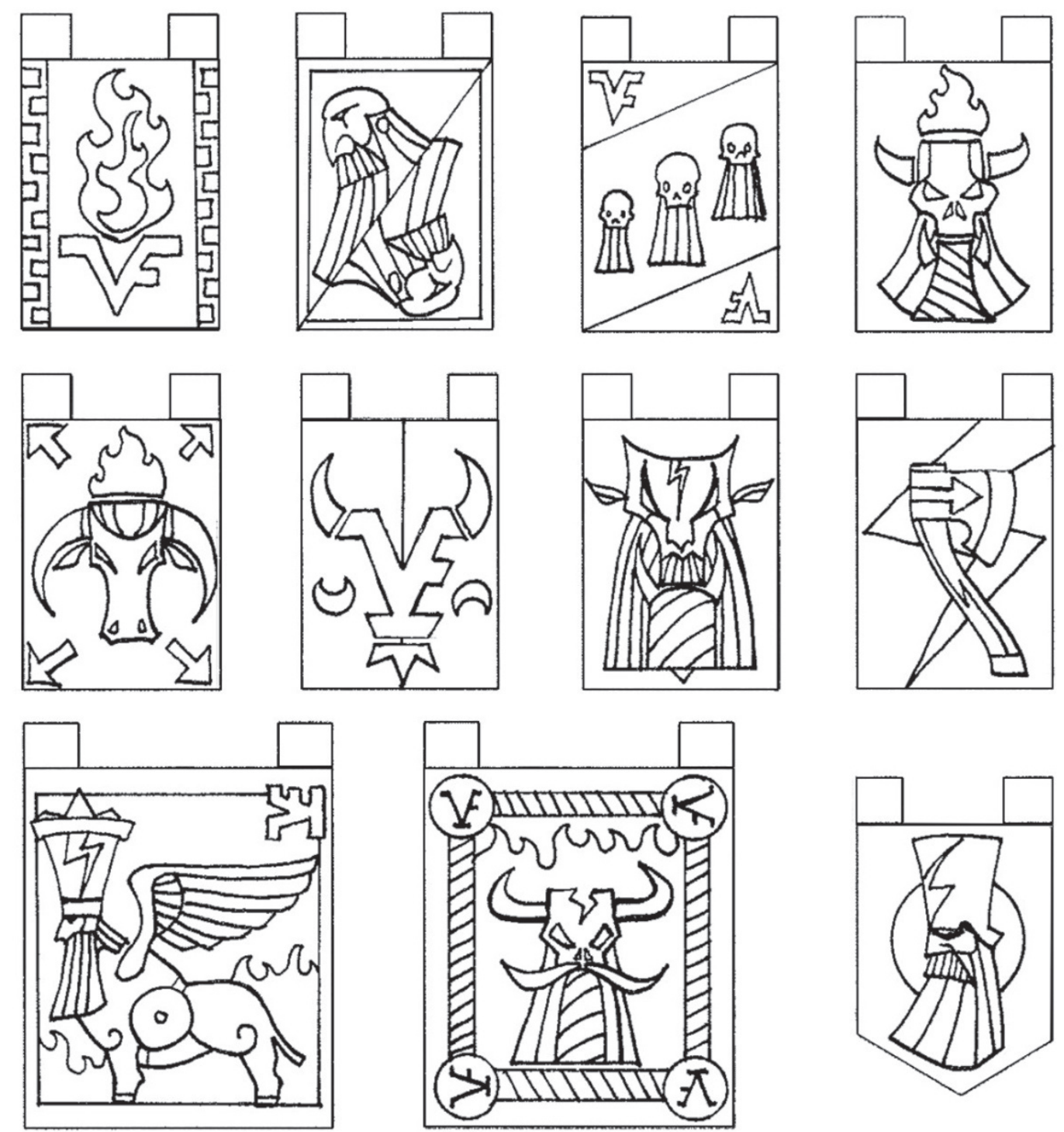


Chaos Dwarf
Unlabeled and Flags
H. Meyer ©2009

Banners by Baggronor



Banners by Ishkur Cinderhat



GOLDEN HAT — IX

GOLD — BASSMAN

Golden Hat IX competition was perfectly in time as I needed a new bull centaur battle standard bearer for my army. I love big hats and bull centaurs are some of the most distinctive miniatures of the 5th ed. Chaos Dwarf range, they just needed some re-touch and little conversions. The biggest issue with bull centaurs is their light armour, being used to equip him with the armour of Gazrakh, it was necessary to beef it up with green stuff. Then I decided to paint the armor gold, not only for aesthetic reasons, but also to show it is magic!

The rest of colours follow my clan colour scheme, so red, black and blue-beards, of course.

My biggest achievement is the banner. I entirely made it out of plasticard bended with heat. Being an army standard is pretty big, so I had plenty of space for a nice free hand. On one side we have a chaos star, we are Chaos Dwarfs after all, on the other the rune of Hashut and the Bluebeards' clan rune. Obviously we have a bull imagery and the column symbolizing the temple of Hashut, remembers that bull centaurs are supposed to be the temple guardians! It was my first Golden Hat and I was really surprised to see I won! Thank you all.



GOLDEN HAT — IX

SILVER — TUB



I didn't want to make a generic Bull Centaur since I already had five of those, including command. So the choice fell on Bull Hero and since he's a character I wanted him to stand out on the table and gave it a try to make him rear. I used a Battle for Skull Pass pony as with the rest of my centaurs, but had to reposition the legs and use a bit more pinning and greenstuff. I have some WIP pics in my blog...

GOLDEN HAT — IX

BRONZE — KEFAS

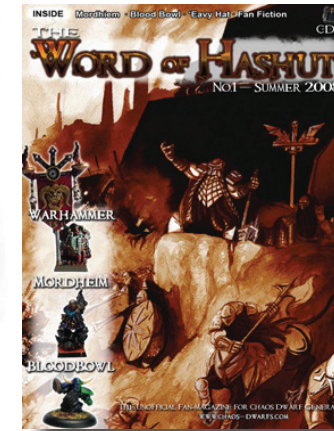


THE WORD OF HASHUT

Issue #1

Summer 2008

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



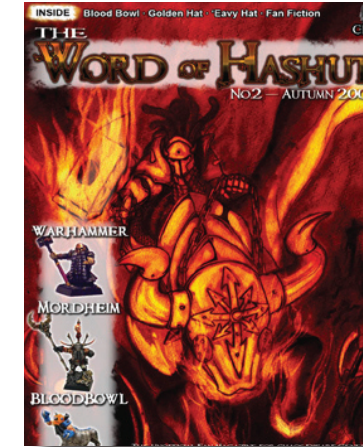
Our inagural issue!
Great short stories
and hobby articles, a must.

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

Issue #2

Autumn 2008

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



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

Issue #2 also features an
awesome cover by
Baggronor.

Issue #3

Winter 2009

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



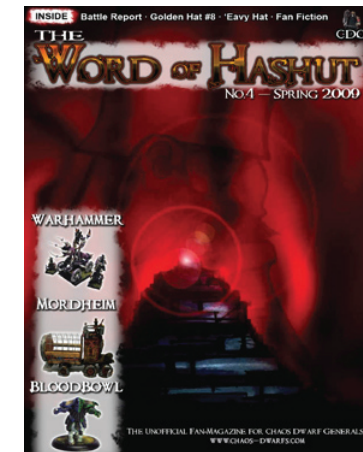
Fantasitc content, great
art, what more could you
want?

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

Issue #4

Spring 2009

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

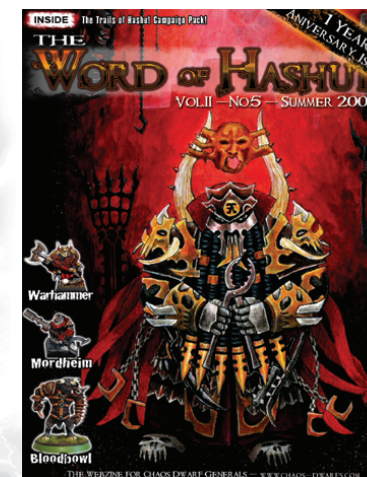


Awesome photos from
Golden Hat VIII and a
wealth of great material
within. This issuse ranks
as one of the best of ezines
ever produced on the web.

Issue #5

Summer 2009

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



The 1-year anniversarey Issue of the Word of Hashut!

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

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

Issue #5 also contains the debut of the graphic novel *Shadow and Flame*.



By Bassman



By dickiepoos



By Schlanger



By dickiepoos



By Maelzch

GUT BASHING!

DEFEATING OGRES

BY LOKI

In my last tactics article I gave advice on how to beat the dreaded dark elves now I hope to do the same for the followers of the great maw the ogres.

Chaos Dwarf advantages over the Ogres

- Higher Weapon skill
- High Leadership
- Cheap Models
- Command Groups
- Earth Shaker

Disadvantages

- Low strength
- Low movement
- Less attacks

Advantages Ogres have over Chaos Dwarfs

- High movement
- 3 wounds each
- Bull Charge
- Cause Fear

Disadvantages

- High points cost
- Poor armour

I hope that the following information and advice can help my dwarf brothers and sisters give the Ogres a good kicking

High Movement

The Ogres have a much higher movement than the Dawi Zharr, with a movement value of 6 they can cross the battle field and be in charge range on their turn 2 providing we have moved forward or are deployed on the max 12" in, the best way for Ogres to win in combat



Minis By Sharkbelly

@ www.dogsofwaronline.com

with block units like ours is to get a flank charge to remove our rank bonus and the +1 shield bonus to our armour save as you don't receive this when charged in the flank or rear. So try to keep a tight formation and not let units get to far ahead and exposed a unit of hobgoblins should provide a nice screen to prevent this also.

Bull Charge !

This is a very irritating bonus that Ogres get over every other army, when a Ogres unit of 3 or more charge a unit that is other 6" away they inflict 1 impact hit per

Ogre which is resolved at the models base strength so if it's a unit of 3 bulls charge they would receive 3 strength 4 hits if it was a unit of maneaters it would be 3 strength 5 hits. Please not that it must be a Ogre unit of 3 or more models, lone characters will cause no impact hits if charging on their own. If the unit has more than one rank the models behind will add +1 strength to the bull charge of the front rank this applies for each extra rank, so if you had a unit 4 wide by 3 deep you would receive 4 strength 6 impact hits.

Needless to say losing models before combat has even started is not good , one it lowers the unit strength and also will cost you a rank in combat resolution. With the Ogres high movement they are easily able to out charge us in range so most of the time you will be receiving charges rather than giving them, so if we must receive make it harder for them if you know you are going to be charged in the next turn don't fall back in hope of moving out of range as with a 1.5" back movement its unlikely we are going to be avoiding it.

My tip is to march straight at them get with in their 6" bull charge range one saves us form losing that rank bonus and two really spook Ogres players as they are use to people being afraid of the Ogres but with our high weapon skill and good toughness we are not easy to kill.

Our low strength lets us down when hitting back but with 3 ranks standard and out number on our side before the first swing of a club they have to kill 5 to bring it level not all that easy and with there already low leadership more than likely they will be running.

Fear !

All Ogres cause fear this is also the same for the Yhetees, this is not as much of a problem as it might first appear. The only problem we face is when we are charging or being charged, we all know that if you fail a fear check when you charge we are going no where fast, when we are charged and fail we only hit on 6's this might not be as bad as it first appears, we still will be wounding them on 5 so no change there, and our + 5 combat res is still

intact.

The ogres will not be out numbering us so we wont be testing on a double 1 even if we do lose combat which is a major plus, with our high leadership we should be sticking around for the next round and each turn we stay in combat the more chance we have of winning and with the leadership of the ogres being a 8 the chances are that they will be running.



Minis By Spiky James

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

Bulls

At a whopping 35pts each you are not likely to run in to many fully rank units of these boys, in my games against ogres I have never seen them field in unit of more than 3 and they will not have a command for with the points to get a command you could have another 2 ogres.

Your opponent is most likely to use the bulls to run forward and get in to your charge range, enticing offer as this may be to actually charge a enemy unit don't be drawn in to it, as soon as the word charge has left your lips those ogres will be fleeing across the board. They know that they cant win against dwarfs in a straight fight with there WS 3 against our 4 they are only hitting us on a 4 and we are hitting them on a 3 , also their strength of 4 means that they are only wounding us on a 4, and with us having 3 ranks, standard and out number we are 5 ahead in combat res before the first punch has been thrown.

The main tactic with bulls is to entice charges and break up battle lines making units easy picking for the stronger iron guts and exposing flanks to other units of bulls if this happens the fight is going to go in the favour of the

ogres every time what with each ogre having a impressive 3 attacks, a standard size unit of 3 will be dishing out 9 basic attacks, 12 if they have a iron fist or an extra hand weapon and with their 12 “ charge they can easy get in to your flank what they lack in quality them more thank make up for in quantity.

I would recommend against using great weapons against ogres yes it makes them easier to kill and we will be wounding on a 3 rather than a 5 are armour is reduced to 5 rather than 3 from having had weapons and shields and with the ogre club taking –1 to our armour and their strength 4 means they will be killing us on a 4. We are already 5 ahead so try and keep it that way by protecting our numbers denying them easy kills because with mines 5 to their leadership they will be running back home very fast if they don't kill any thing.

My way of dealing with them is simple don't charge them, but simple move up to with in 6” of them and stand there, for one thing this stops them getting a bull charge as a unit must be over 6” away to get one and puts the ball back in their court, they either have to charge or fall back and if they charge a 3 bulls in to a unit of chaos dwarfs they are just going to bounce off.

Iron Guts

These guys are the heavy hitters of the ogres kingdoms at 48 points each but worth every point, most commonly fielded in units of 4 with a character in they really pack a punch on the charge with 3 strength 6 attacks each they are going to make a nasty mess of what ever they hit, so on the charge you are going to be facing 4 strength 4 hits from bull charges and then 12 strength 6 attacks and what ever way you cut it that's not good for us.

The best way to deal with iron guts is to shoot them with bolt throwers causing D3 wounds they are the best we have for an outright kill, when facing an ogre army I take 4 bolt throwers and an earth shaker cannon as these are truly the best for dealing with these 3 wound monsters. Aim the earth shaker at the largest concentration of ogres on the board and slow them up as much as possible and give your self time to throw magic and bolt thrower shots at them, I would not take blunderbuss against an ogre army as they are very in effective causing a max of 3 hits on a unit maybe more if you can get a few behind it but not worth the points in my eyes, same goes for death rockets they are great for smashing horde armies but when your shooining against single ranks of models it becomes very hard to hit things.

Also a handy hint is to shoot a unit of bulls that is in front of a unit of iron guts with them mainly being fielded in units of 3 you only have to cause 3 wounds to take the unit below 25% and cause a panic check and with a leadership of 7 they can be running very easily

and when they run through the iron guts or any unit that is behind them they will cause panic check in them as well and soon you can have a half an army running all because of 1 bolt thrower shot.

If you are going to take a charge just do what you would do for the bulls get in close deny them their bull charge and weather the storm they are still only WS3 so only hitting on a 4 so some will miss but be ready to take some models off as some will get through for certain.

Gnoblars

Hardly worth mentioning to be honest but here we go, these little green ones pose no real threat to any unit of chaos dwarfs, they do have the ability to throw sharp stuff a strength 2 2x multiple shot thrown weapon with a range of 8 which most of the time will just ping of our armour if it even hits, but saying that I have seen a unit of these little guys kill kholek in this way so be warned, over confidence is a weakness.

With worse stats then our hobgoblins I would just field a unit of hobgoblins 20 strong to counter any gnoblars that you might come across and give them the kicking that they deserve from some proper green skins.

Gnoblar Trappers

Now these little green guys are worth a mention with the scout and skirmish ability and only costing 6 points each they are perfect for taking out warmachines or at the very least locking them in combat so that they can not fire and giving their ogres masters time to get across the battle field largely intact.

Once again hobgoblins are the preferred method for dealing with these as being cheep and expandable themselves you can afford to throw them at the trappers or just leave them guarding the warmachines. How ever I have on occasion used my lord on Taurus to get rid of the little buggers either by charging them and making them flee or if by some miracle they hold by smashing them royally in combat with a big hammer.

Also if you can get in combat or don't want to the great Taurus breath should cook enough to cause a panic check and with leadership 5 they should be gone for good. I know that a Chaos Dwarf Lord on Great Taurus is a massive over kill for such a small unit but its still fun to watch.

Specials

Leadbelchers

Ogres with cannons that can stand a shoot what more can I say, don't go throwing expensive units at these guys as you will get shoot up, most of the time you will see Leadbelchers in units of 2 one to each flank and at 55

points each you can see why, the cannon is a nasty bit of kit range which can move and shoot with a range of 12” strength 4 with multiple shots (artillery dice) and are armour piercing, so a small unit of 2 can have a max of 20 shots in one turn, or a min of 4, being strength 4 they can wound us on a 4 and reduce our armour to a 6 up save not good odds it you have as much as 20 shots coming your way.

The best way to deal with them is either a Great Taurus in the flank no stand and shoot for you now with your big scary cannon that we sold you or the expendable hobgoblin meat shield so that ogres have something to waste their shoots against why you CD infantry get nice a close and can then charge.

Please note that Leadbelchers can reload their cannons but them must spend a turn doing nothing so they cant move or wheel they must stand still so don't let people kid you by saying they can fire every turn.



Minis By CMDante

<http://www.ogrestronghold.com/hof/cmdante.htm>

Yhetees

At 65 point each they are not cheap by any means but for what you get they are well worth it, with movement

7 the are even faster than ogres, strength 5 so stronger than ogres and with a higher initiative of 4 they are better than the average ogre. On the plus side fro us they are still only WS 3 and toughness 4 but due to one of their special rules Aura of Frost any model in base contact with a yhetee is –1 t hit in combat, their ice weapons count as magical weapons but we can counter this by hitting them with a spell from the lore of fire as, if a unit of yhetees is hit with a flaming attack then the ice weapons melt and they now count as wielding non magical had weapons.

Their other special ability and this is the one you have to watch out for is Scale Terrain, yhetees treat all undefended obstacles, cliffs, rocks, boulders scree and woods as clear ground, even if it would normally be counted as impassable terrain. (please not this does not mean they can run through buildings) So that flank you thought was safe guarded by the woods guess what its not now as you have 3 massive yhetees charging 14” through it right in to your flank. Ouch that is going to leave a mark and with 3 attacks each there is going to be some dead chaos dwarfs.

Top tip for these guys is hit them with fire spells from your wizards, earth shaker rounds to slow them down and bolt throwers to kill them. At 65 points your are not likely to come across many people that use them, I know I never have but you can never be to careful.

Gnoblar Scarplauncher

The only real long range weapon that the ogres have, the Scarplauncher is treated as a chariot so bolt throwers will kill it in one hit so pick it off in the first turn of shooting if you can as it can be nasty if it gets loose.

It fires like a stone thrower but can move and fire but only has a 90 degree arc of sight, unlike a stone thrower the Scarplauncher uses the large template and only has a strength of 3 causing 1 wound you still get your normal armour save as its only scrap not a huge stone landing on you but they do have killing blow which is a real kicker.

Useful note the Rhinox that pulls the Scarplauncher must pass a leadership test if any enemy model is in its charge range at the start for the declare charge part of the movement phase or charge the unit so I would say if you cant bolt thrower the thing run some hobgoblins forward to draw it out and stop if form firing then hit it hard with a unit of chaos dwarfs this should sort it out.

Rare

Maneaters

These are the toughest rank and file ogres that you will

face, at 80 points each I would say you won't face many of them as there is a lot more things an ogre player can field for this amount of points, Maneaters are a lot better than normal ogres with +1 WS +1 Strength and +1 attack with being immune to psychology and stubborn they are a tough nut to crack if they are fielded in a unit, they do have the bonus that they can be fielded in a unit of 1+ so you can effectively have a match for most heroes running around on his own causing havoc.

Also with their ability to take a Cathayan long sword for 6 points which adds +1 WS and +1 Initiative to the Maneaters all ready formidable stat line, or a brace of hand guns with a range of 24" 2x multiple shots and armour piercing + the pistol rule you can make them as good as an ogre Brusier.

Bolt throwers should sort him out fast if you can hit him that is, but I would say this is the best way of dealing with them if you are unable to pin them down with a block unit or your lord on great taurus should sort a lone Maneater easily but I would think twice if there is more than one.

Slave Giant

Every ogre army that I have faced has fielded a slave giant and at 175 points why wouldn't they, with the same stat line as your standard giant they pack a good punch for their points, they do however have some drawbacks over the standard giant.

With the giant being beaten up by the ogre tyrant and forced in to enslavement they are no longer stubborn leadership 10 which's make them easier to break in combat and run down, they still have all the standard rules that normal giants do i.e. long shank's and falling over if they lose combat.

The only different attacks that the slave giant have other the standard giants is Throttle with chain, this can only be used against the great Taurus or the Lammasu as it can only be used against big things if the target fails a toughness test it suffers 2D6 wounds with no armour saves this will make a mess of our mounts and leave our lord standing staring up at a very large giant.

The other one is flail with chain where the giant inflicts D6 Strength 6 hits against the target unit this will make a nasty mess of any of our unit's the best thing to do is just avoid the giants as much as possible and try and pick them off with bolt throwers, a lord on great Taurus should kill the giant in one turn or at least make it run away in the first round of combat unless you have some very bad dice rolling.

Gorgers

Gorgers are the best way the ogre army has at killing our war machines fast, you can be sure that if they

have them they will be coming in behind the war machines, with the ability to come on at any table edge on turn 2 on a roll of a 4+ reducing by 1 each time. With strength and toughness 5 they can kill our war machine crew very easy and are hard to kill in return and to top it all they have killing blow and are unbreakable, they thankfully are weapon skill 3 like there ogre brothers so they won't be hitting us that easy, my best tactic for dealing with them is to keep a small unit of hobgoblins near the war machines to intercept and delay the gorgers so that you can bring some bolt throwers to bear on the beasts.

That brings me to the end of this article I hope that some of the advice and tactics that I have covered will be of use in your battles with the ogres of the great maw, I am sure that I will be back with advice for use against one of our many enemies in the future until then best of luck in all your games.



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We have a small, but active membership and are a tight knit group.

Row is akin to your local Pub more than the local GW store. This isn't a replacement for other sites but an accessory to.

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BATTLE REPORT

NO GUT, NO GLORY

BY BORDER REIVER

CHAOS DWARFS VS. OGRE KINGDOMS BATTLE REPORT

There were rumblings in the distance. Whether they were the thunder of an onrushing storm or the hungry bellies of a tribe of starving ogres none knew for certain.

Ashkelon Runeforger looked up from the twisted metals now cooling in the oils on the sacred altar of Hashut. "Brothers! Assemble the throngs, feral slaves approach from the Mountains of Mourn and we should be ready to greet them properly."

When Wilmark asked who had Ogre Kingdoms I don't think anyone expected to see a battle report out of it, or at least I didn't. Any way, I asked Andrew to break out his Ogres for a battle to see what we could do to accommodate our Dark Lord. Andrew is a Canadian Grand Tournament player and has been playing Ogre Kingdoms since the book came out. He is an excellent painter and all round decent guy to hang with and play a game of Warhammer, then indulge in a few after game pints with.

Choosing my Chaos Dwarf Army

This was an odd situation for me – I knew who I was playing and what army he'd be bringing (and it wasn't my son with his Orcs and Goblins) beforehand and I thought to actually indulge in a little tailoring of my force for what I'd be up against, instead of making an all rounder to take on an unknown opponent and army. Andrew usually takes a balanced force so I knew there would be a couple of small Bulls units with a Belloweer and nothing else, some Ironguts, a unit of maneaters, a Scraplauncher, a few gnoblar trappers and maybe a giant. Character wise I was pretty sure he'd have a Butcher (probably two) and a Tyrant. I needed to deal with quickly moving multiple wound models with multiple mid-strength attacks that caused fear. There would not be a lot of shooting, and I would need to shut down his magic, but he would be vulnerable to psychology.

The best way I have found to deal with Ogres is at range, then move in to finish them off. To that end my first stop was the arsenal to pick up an Earthshaker

The Opponents

BORDER REIVER
COMMANDING
THE CHAOS DWARFS



VS

ANDREW
COMMANDING
THE OGRE KINGDOMS



Ogre mini by pantoffulm@
www.ogrestronghold.com/hof/pantofful.htm



- 1 Ashkelon Runeforger – Sorcerer Lord with the 4th level, a Sorcerer's Staff and the Black Gem of Gnar.
- 2 Kurgan Grudgebearer – My Hero/General with the Armour of the Furnace and a shield.
- 3 Hyksos Forgebreaker – a Bull Centaur Hero carrying the battle standard and equipped with the Armour of Gazrakh and a Sword of Might.
- 4 Borath the Cruel – Sorcerer with a 2nd level and the Chalice of Darkness

THE CHAOS DWARFS

- 5 Akkad the Grim's Raiders – 18 Warriors with full command and the War Banner (both Kurgan and Ashkelon will deploy here).
- 6 The Immortals – 20 Warriors with full command and great weapons.
- 7 Sargon's Regiment – 17 Blunderbussiers with full command (Borath deploys here)
- 8 Tarka's Ridas – 10 Wolfriders with bows and a musician.
- 9 Garek's Mob – 10 Hobgoblins
- 10 Lurgal's Mob – 10 Arrer Boyz with a musician
- 11 Da Prickas – 2 Hobgoblin Bolt Throwers
- 12 Hashut's Children – 5 Bull Centaurs with full command, heavy armour, shields and great weapons.
- 13 Hashut's Thunder – Earthshaker cannon.



THE OGRES

- 1 **Tyrant** with his magical great weapon, The Tenderiser, with Bullgut and Fist Full of Laurels.
- 2 **4 Iron Guts** with full command with the Rag Banner.
- 3 **3 Maneaters** with brace of handguns, one with a great weapon and one with a Cathayan longsword.
- 4 **4 Bulls** with full command
- 5 **4 Bulls** with full command
- 6 **Butcher-** Dispel Scroll, Skullmantle
- 7 **Butcher-** Dispel Scroll, Bangstick
- 8 **2 Lead Belchers** with full command
- 9 **Trappers**
- 10 **Scraplauncher**



David 07



No Gut, No Glory – Battle Report

cannon to slow the ogres down, and maybe remove a model or two, along with 2 bolt throwers – that should cover my long distance shooting. The mid range shooting will be covered by some wolf riders with bows who are also there to distract (unlikely), redirect and march block (and maybe draw off the scraplauncher) and some arser boyz – who can be used to guard the earthshaker and will do OK if they fight with their choppas.

Magically, I should be good with a lord and a backup sorcerer. I'll have 8 power dice and 5 dispel dice to throw my magical weight against Andrew's likely 6 power dice and 4 dispel dice (assuming 2 Butchers). Just to be safe, Ashkelon will carry a Sorcerer's Staff for the dispel bonus and his apprentice can carry the Chalice of Darkness to suck out some dice before we start. I'm thinking that I will use the Lore of Death for the Lord, for the ranged spells and ability to play a psychological game with him. The apprentice will likely take the Lore of Fire for the ability to reach out and affect units at range.

I will need to make use of the small unit of hobgoblins to redirect units and possibly to march block my opponent.

The Warrior units will take the Ogres on from the front – turtling up if charged, using great weapons if they get to charge. The blunderbuss armed troops are not as effective against the ogres as against their gnoblar underlings, but can clear off the Trappers easily enough – plus they are still dwarfs in heavy armour and can fight in a pinch.

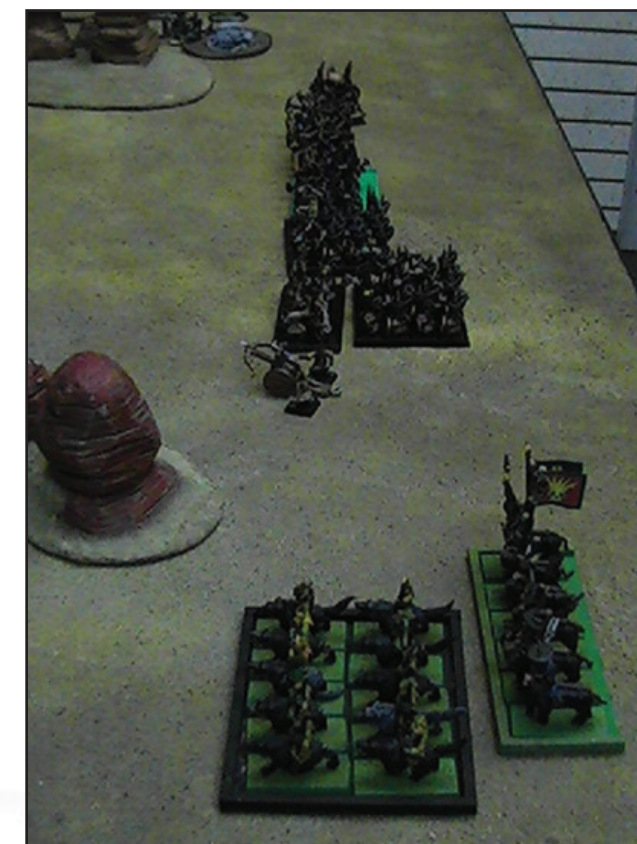
I expect to do most of my damage with the Bull Centaurs – their ability to put out a large number of high strength attacks should allow them to knock out my opponent's units then move on to the next.

Choosing the Ogre Kingdom Army

Andrew was kind enough to provide this little write up on his army.

“First, I had a standing 2000 point list that really never changes from game to game. It's not very competitive with the latest Warhammer armies but I love the fluff more than the winning and the models more than the fluff...anyhow on to the list...

Leading the Ogre army is the Tyrant (1) with his magical great weapon, The Tenderiser. This weapon has become almost standard on all Ogre Tyrants, but I love the look of the great weapon on this model. With his sword gnoblar to help out (they have even managed to wound a model before), the tyrant is rounded out with Bullgut to make him US6 on the charge and Fist Full of



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Laurels because I don't use a battle standard in this list.

The Tyrant either leads a unit of 4 Iron Guts(2) with full command (with the Rag Banner to let them better survive a panic check) or sits in the unit of 3 Maneaters (3) to make him immune to psychology. The Maneaters are a very flexible unit, with brace of handguns, one with a great weapon and one with a Cathayan longsword.

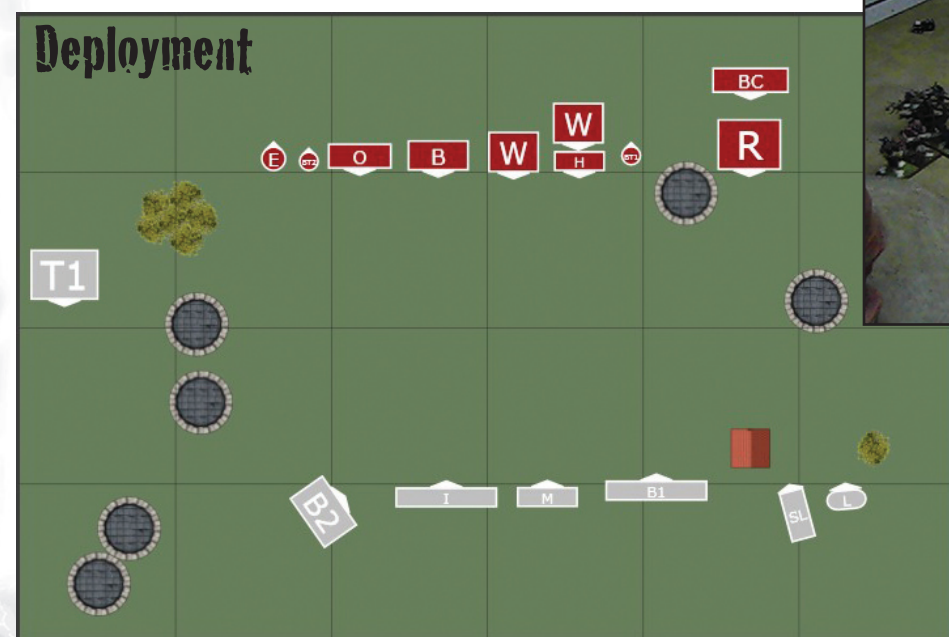
Two Butchers (4 and 5) add a magical punch to the army, amping up two units of 4 Bulls (6 and 7) also with full command. Each Butcher carries a Scroll for magical defense, and one has the ever useful Skullmantle while the other carries the Bangstick.

A unit of two Lead Belchers (8) with full command seem to be able to protect a flank. Typically they do more damage to themselves then to the enemy, but I like the models (especially the one with the modelled cigar).

A unit of Trappers (9) allows me to get a unit into enemy lines and harass lone soft characters as well as allowing me to access the fantastic Scraplauncher (10), big template with killing blow, need I say more..."

DEPLOYMENT

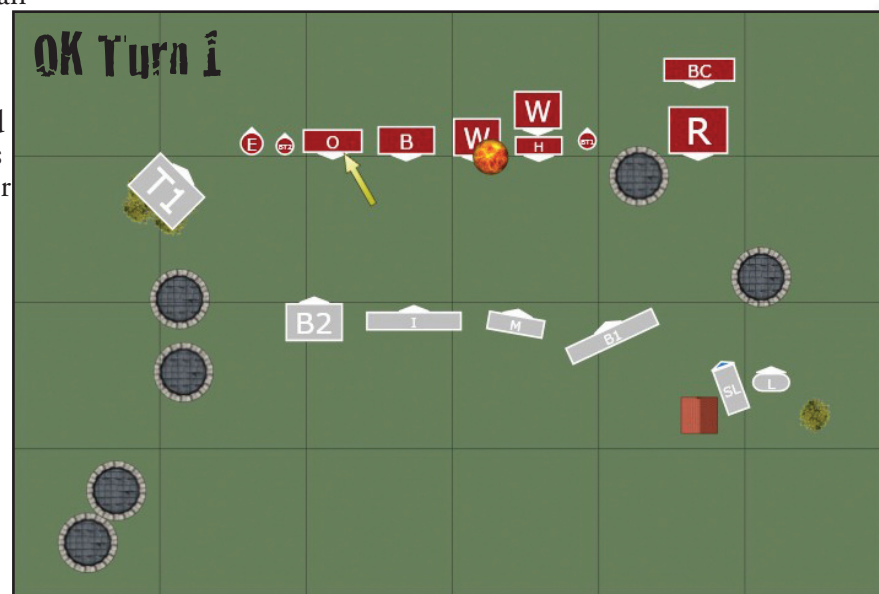
Deployment for both sides looked like this:



TURN 1

Andrew won the roll off and elected to go first.

The ogres predictably began the battle by advancing on a broad front (read everybody marched, except



the scraplauncher). The Trappers were now about 3" from Hashut's Thunder. Magically, his Bangstick shot Lurgal's Mob to no effect and I was able to shut down the rest of his magic phase.

The shooting phase saw lots of scrap metal flying my way, but by the time it had landed on the Immortals

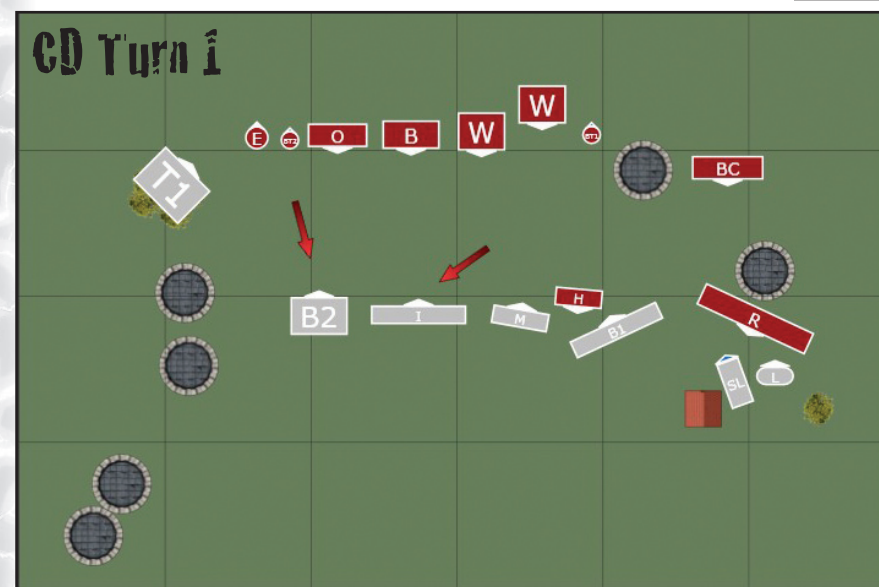


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TURN 1

they had raised their shields and the debris caused no wounds.



Eager to show what they could do, my Garek's Mob surged forward 5" without direction (but since they were headed towards the second unit of Bulls, it was all good). The wolf Riders moved up and expanded their frontage and Hashut's Children moved up behind Magically, I took three of the dice from both our pools with the Chalice, and proceeded to roll just under the casting value for my next two casting attempts. Ashkelon managed to cast Dark Hand of Death on the Iron Guts, but Andrew decided that a Dispel Magic Scroll could be useful here and then it was on to shooting.

Shooting started off poorly, with my Earth



shaker misfiring, but since it appeared to be nothing more than a bad igniter fuze, I could shoot again next turn (or so I thought). The Bolt Throwers took aim and hit the second unit of Bulls, and the Iron Guts, unfortunately only doing one wound each. Lurgal's mob was singularly ineffective at hitting the iron guts,



TURN 2

but Tarka's Ridas were able to cause a wound on the Leadbelchers (unfortunately, Andrew made his armour save).

Andrew started off by declaring 2 charges – the Trappers into the Earthshaker, and the Scraplauncher at the Garek's Mob. The Trappers made contact, but the Scraplauncher didn't and was now stuck out in from of Tarka's Ridas. All the rest of the ogres moved up, the second unit of Bulls to 1" from Garek's Mob.

Magically, I let the Bangstick go, and once again it failed to kill any of Lurgal's Mob. Andrew decided to put Trollguts onto the

Iron guts after having all the rest of his spells dispelled. I countered with the only die I had left and failed to dispel it. Great, now I have to worry about regenerating T5 ogres....

The shooting phase was very kind to Andrew, his

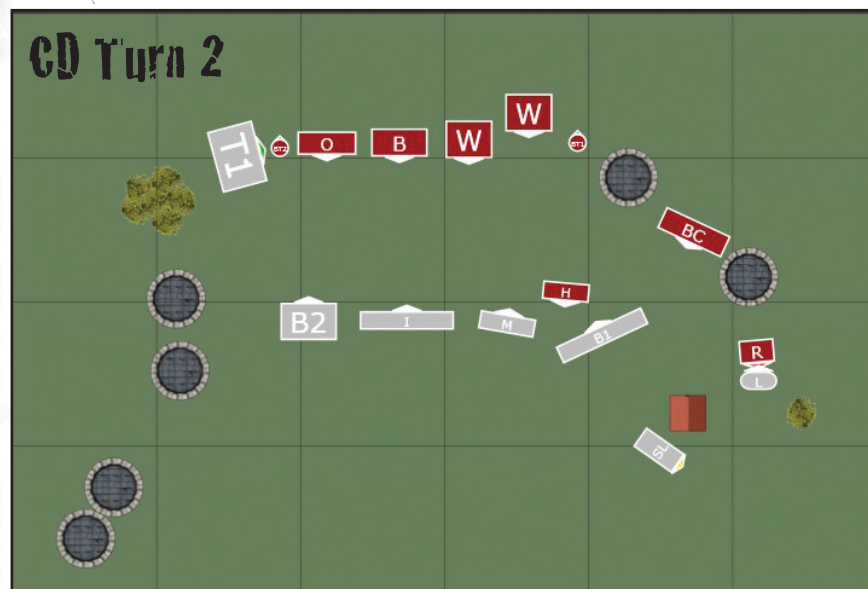


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Maneater shooting two members of Sargon's Regiment and his Leadbelchers unloading 18 shots at the Tarka's Ridas. When the smoke settled, seven of the Wolfriders were dead, but Tarka and his two close personal friends decided to hang around (I was hoping that they'd panic and run, but this unit is infamous for passing Leadership and break tests).



TURN 2



Embarrassingly, the Trappers pulled down two of the Earthshaker Crewman and the other decided that discretion was the better part of valour. And now my Earthshaker is gone and one of my Bolt Throwers is in combat with 8 elated Trappers.

Let's try and pull this out of the fire now shall we? Tarka's Ridas charge the Leadbelchers, and Hashut's Children charged the Scraplauncher – which promptly fled and got away.

Other than the charges, moving was simple, except to adjust the angle of Garek's Mob I didn't.

My shooting phase was distinctly lacklustre – my unengaged Bolt Thrower missed, and only one arrow from Lurgal's Boyz caused a wound.

In the combat phase my Bolt Thrower crew proved to be better fighters than the Earthshaker's, killing one Trapper and drawing the combat, whilst on my left flank Tarka and the boyz showed themselves to be inept, failing to wound my opponent and taking a wound in return. I rolled my first 3 when I needed an insane courage result to hold and the reroll was worse, so Tarka and his lone friend left for greener pastures, never to be



TURN 3

seen again.

The third turn started well for me with the Scraplauncher failing to rally and ending up 2" from the table edge.

Combatwise, the engaged Bolt Thrower was able to draw the combat and they remained locked in place. Now it started to go downhill at a rapid pace.

Three charges happened, the first unit of Bulls charged Lurgal's Mob, who loosed an inaccurate volley as a reaction. The resultant combat went against the orcs and the survivors broke and ran, and the right side of the pursuing Bulls (from Andrew's perspective) clipped the side of Sargon's Regiment, who had just been charged in the front by the Ironguts and the Tyrant – this wasn't going to be pretty. Blunderbuss

armed Warriors flanked by bulls with a Tyrant and 4
Ironguts to the front...

Sargon's Regiment was able to cause a wound with their stand and shoot reaction. Sargon answered the



No Gut, No Glory - Battle Report

bellow of the Tyrant, and was promptly squished by the Tenderiser, while the sword gnoblar “bravely” stuck a rusty knife into the corpse. Five more Blunderbussiers fell to the Iron Guts and Bulls. I lost combat and again rolled a 3 instead of “Insane courage” for my breakfast, fleeing in the direction of Akkad the Grim’s Raiders (who were on the left flank of my unit and had been just charged by the Maneaters), the Bulls, tired from their previous exertions only pursued 3”, not enough to catch Sargon, but the Ironguts and the Tyrant found themselves in the same position as the Bulls had been earlier this turn, clipping the flank of the Raiders. It’s just coming up sunshine and roses here – in the space of one combat phase I’ve already lost 2 units, and my positioning has allowed a pursuing unit to clip an already engaged unit. It’s not looking so good....

The Tyrant bellows another challenge, but I'm got an ace up my sleeve. Ashkelon accepts and the Tyrant finds himself unable to contribute anything to the fight due to the Black Gem. Don't worry though, the Maneaters and the Ironguts are able to inflict 12 casualties on the Raiders, and Kurgan finds himself unable to do more than 1 wound in return. Third 3 when rolling for insane courage....



TURN 3

The Tyrant is tired and hungry, only pursuing 3", but



never fear gentle readers, the Maneaters are were able to catch the Raiders and end up in combat with the last unit of chaos dwarf infantry on the board – the Immortals. And when I get to go this turn, we'll put that name to the test....

Right now, I fail my second animosity test, and the Garek's Mob squabbled 1" away from the second unit of Bulls. Sigh. Fortunately, Sargon's regiment rallies and



turns to face the foe.

Hyksos is determined to get something accomplished and leads Hashut's Children against the Leadbelchers, who flee and are able to get away. Magically I remove the Trollguts spell from the Ironguts – alright, they no longer regenerate! Working on the theory that you shoot at the available targets, my last bolt thrower took aim and fired at the Scraplauncher on the other side of the board, and hit it, managing to do 2 wounds – one more and I can score half points!

Combat didn't go my way – I took 5 wounds, and failed to do any in return, but ranks, banner and outnumber tied the combat with the Maneaters, and the Immortals' combat tuba swung the fight in my favour. If Andrew fails his break test the Maneaters will flee through Garek's Mob, and I will have taken them out. Lady Luck reminds me that she was out drinking late the night before and vomited into my teakettle (Nice! – Willmark) – the Maneaters got the insane courage I'd been looking for all game.

And my poor Bolt Thrower on the

No Gut, No Glory – Battle Report



TURN 4

right flank finally succumbs to the Trappers, and my army now consists of Hyksos Forgebreaker, Hashut's Children, Garek's Mob, a seriously depleted Sargon's Regiment, a single bolt thrower and the Immortals – who are engaged by Maneaters to the front, and have some Ironguts and a peckish Tyrant on their flank.

stay and die for the Masters, flee, but are unable to escape the Bulls and end up as dirty smears on the soles of their boots.

Oh, and the Leadbelchers and Scraplauncher rally while the first Bulls unit positions itself to charge the flank of Sargon's Regiment. Then the Butchers go to work, first the BangStick is used – I try to dispel it, but rolled a one. The resultant 4 casualties were enough to cause a panic test – and my roll of an 11 was not what I was looking for, nor was the realization that the unit were now under 25% starting strength and was not going to rally. The other Butcher successfully cast Trollguts onto the



TURN 4

Maneaters, and my black heart sank.

Let me summarize the combat – 10 brave Dawi Zharr die, but they are able to cause 2 wounds in return, but even that heroic effort means that they need insane courage to stand and fight. And of course, I roll a 3. Right now, my poor little Bolt Thrower is surrounded by large and irate ogres...*(this won't end well- Willmark).*

Finally, Hashut's Children are able to charge, the Leadbelcher's stand and shoot reaction involves a flurry of lead – 14 shots, 5 hits and 2 dead Bull Centaurs.

Hyksos manages to dispatch the Leadbelcher champion, while his cronies carve up the remaining Leadbelcher.



Lets get this over with, shall we?

The Ironguts charge the Immortals in the flank – this is going to hurt... And the second Bulls unit charges Garek's Mob. The hobgoblins, being less inclined to



No Gut, No Glory – Battle Report

Post Mortem

Aka What went wrong?

Although my Bolt Thrower had proved itself able to hit a target at nearly 36", they prove unable to hit the bulls 4" away...

And at the end of the turn we call the fight, as there was no way in Hashut that I was going to pull this one out of the fire in the two turns remaining, especially since my army consisted of Hyksos Forgebreaker, the command group of Hashut's Children, and a Bolt Thrower.

Where do I start?

Deployment seems a logical place. What I should have done is placed the Arrer Boyz in a position where they could charge units approaching the right flank of the army, instead of being to the left of the war machines and leaving the war machines open to the charge of the Trappers. Failure to do so resulted in the early loss of the Earthshaker. By not staggering my infantry blocks I left myself open to the pursuit into fresh combats that were such a strong feature of Turn 3.

Aggressiveness. I should have moved closer to the ogres when they got into charge range – this would have stopped the Gut Charge. Additionally I needed to be much more aggressive with the positioning of the Bull Centaurs, putting them in a position where they were closer to the main battle line. If I had done so, I may have been able to start rolling up a flank instead of only taking out one small flanking unit.

Concentration of Fire. I should have concentrated all my magic and shooting on one unit then moved onto the next – I stupidly spread the shooting around and ended up not reducing the combat effectiveness of any of the units that I was shooting at.

Know when discretion is the better part of valour. Lurgal's Mob and Sargon's Regiment should have fled their combats, this would have left two of Andrew's units out of combat for at least 1 other round while they repositioned themselves, allowed me to rally those regiments and to do something with Akkad's Raiders. And even though Sargon's Regiment carried out a stand and shoot reaction, accepting the challenge of the Tyrant with a champion was stupid, given that I had no other characters in that unit to protect. If I had not

accepted, then it is unlikely that the Tyrant would have contributed all the wounds he did to the combat and I may have been able to stick around a little longer.

We learn from our mistakes – if you're really smart you can learn from other people's.

(Well that went well there Border Reiver. I joked with Border Reiver via Private Messxage that he now has the dubious distinction of being the first Chaos Dwarf player to lose a Battle Report in the Word of Hashut. Someone had to be the first, I'm just glad that it wasn't me! Maybe he can commiserate with Gav. I didn't go too hard on Border Reiver however these things happen. And as it was I think it was deployment as he correctly noted that doomed him right from the very start.

Its also important to note that we learn more about the game when we lose, then when we win.

Thats it for this issue's Battle Report, next time there will be some grudges to settle... Willmark)



By No Remorse

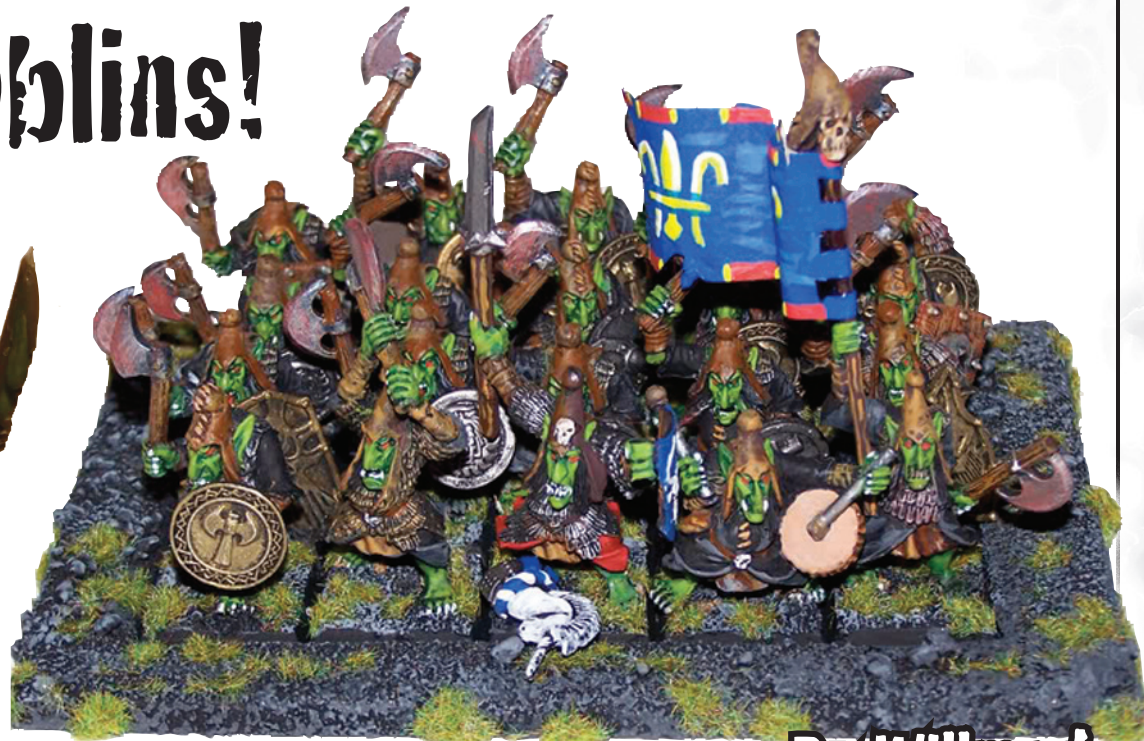
<http://www.ogrestronghold.com/hof/noremorse.htm>

I was really pleased with how these hobgoblin warriors came out. The idea I had was to make them look scummy and dirty with rusty armor and weapons or perhaps blood stained in terms of the weapons. Another reason why I painted these guys was that there is a definite lack of painted hobgoblin models on the site, hint, hint - Willmark

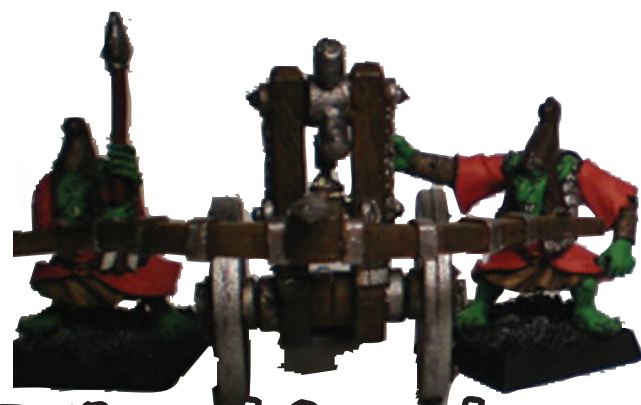
Hobgoblins!



By m3lvin



By Willmark



By Ammrik Gunrock



By tjub

Did I mention that if you want to get into the Word of Hashut that well painted hobgoblins is a great way to do it- Willmark

Hobgoblins!



By Ghost



By mattbird



By Ghost

TESTAMENT OF A DAWI-ZHARR

— MEMBER SPOTLIGHT
— BAGGRONOR —

Who are you?

My name is John Blake, I am 29 years old and I'm a freelance illustrator/translator/general office bloke. I work for Sony Computer Entertainment as an on-off Japanese translator and events co-ordination assistant, and also occasionally get illustration work (I have worked for the Ecologist magazine, done character design for computer games amongst other stuff, though most of it not very lucrative). I also write and illustrate comics, some of which will soon be viewable from my website, Caliban Comics, which I run with my writer/artist friend. And, of course I write and illustrate Shadow and Flame for this webzine. I have also just signed a deal which will allow lucky people with an iPhone to download my comics. I, of course, am too poor to own one. Sigh.

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

I started Warhammer around age 14, and I only play fantasy wargames. Historical just seems very dry whereas Warhammer is much more entertaining. My first army was Dark Elves, swiftly followed by Skaven and Chaos Warriors. When 6th edition hit, Slaanesh WoC were my main army, and I took them to 2 Grand Tournies. After that, I began playing VCs. It was around this time (2003-ish) that my interest in Samurai history became quite strong and I applied this theme to my VCs.

Why Chaos Dwarfs?

After 2 years of raising zombies and needing fives to hit everyone, I finally got fed up of troops that were rubbish in combat and decided I'd like another elite army. With the strong liking of ranked infantry that I gained from VCs, I reasoned I'd like to do an elite infantry army. But it was also around this point that my sculpting was becoming a major interest, and I wanted a vehicle for that too. I also love having obscure armies that no one else owns. These 3 points gave the inevitable answer: Fishmen. However, within 3 seconds of reaching that conclusion I decided that Chaos Dwarfs were way cooler, plus I liked the way my friend Will's Dwarfs played. They were just hard, and had guns. A

shooting phase! Something previously unknown in my armies! Suddenly I had 4 phases, it was awesome. The visual potential for Chaos Dwarfs was also appealing, as they were essentially untouched since 5th edition WHFB, and it meant I could do whatever I wanted.

I usually use the Dwarf army list, and fit the conversions I make into it. My Chaos Dwarfs have now been to the UK and Ireland GTs, getting Best Army nominations at both, and playing not too shabbily either (placed 18th at the UK heats).

What next?

Currently I'm doing up some new figures for my VCs, as the Grand Tournament is looming. After that, I intend to sculpt and cast an entire Slaanesh Dark Elf army (my megalomania just gets worse). But while all that is going on, I have been planning a mighty second wave for my Chaos Dwarfs, which will also be a test run for the Dark Elves (reason being that short, fat blokes are easier to cast than tall, skinny ones). I'm planning a small selection of Chaos Dwarf models, which may become available via my website, most likely a Lord, Sorcerer, Warriors, Blunderbusses and Centaurs.

What do you listen to while painting?

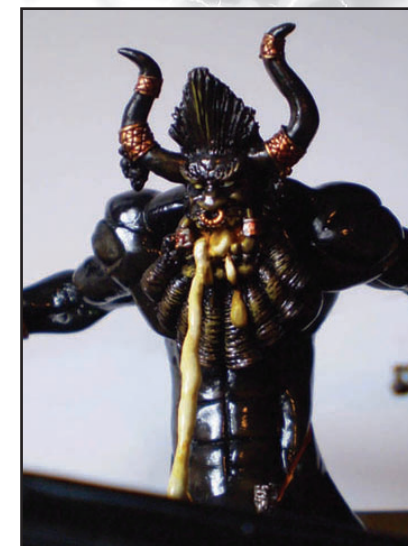
My taste in music is, erm, different. I listen to metal, from Metallica to Behemoth, as well as classical music, a bit of Drum n' Bass, electronic stuff, Japanese folk music, film soundtracks, and a really cool Mongolian folk rock band called Altan Urug.

What do you drink when playing?

Tea, water, juice. Alcohol clouds the mind (plus I get drunk very easily)...



Baggronor's Dawi-Zharr



ZARGOD

BLACK APOSTLE OF ASHUT



ZARGOD, THE DARK APOSTLE OF HASHUT

BY ANNO

Translated and Edited By Willmark and the Staff)

(It is important to not that Anno wrote this in his native language of Italian of which I understand but a few words. So it was off to Babblefish and other translation software. It is important to note that the translation was not perfect so we had to rework some passages in the text to make it clear what was meant in English- Willmark).

If you will live following the ways of Hashut you will not surrender your spirit and you will maintain your honor intact. Integrity is everything and it renders one invincible in battle. You do not know how strong you are, but in addition you will be cruel and pitiless towards your enemy and Hashut will smile upon you.

On the dark side, the shadow of the black Tower of Zharr Naggrund, hidden under the plain of Zharrduk, finds the dwelling of Zargod, one of the hated and feared Dawi Zharr Lords of the war, a true Son of Hashut. Although important and from one of the noblest lineages than Zharr Naggrund. Zargod however is far removed from any political role. He now lives alone, like a hermit within an old abandoned mine many miles to south of the Black Tower. The reasons for this are closely ties to his past, a dark past that is lost in legend. He still stands tall and is the most unyielding and faithful apostle of Hashut.

The events in question concerning Zargod is the period immediately following the last great uprising of Black Orcs in rebellion against their Dawi Zharr masters and creators. This rebellion would have toppled the Dawi Zharr if not for the treachery of the hobgoblins. This time left even the mighty Empire of Dawi Zharr weakened and was recovering from the deep wounds left by that terrible internal conflict for many years.

At that time Zargod was a respected warrior and served, along with his four brothers in the honored role of bodyguard of the Supreme Magus Harzac, one of the eldest Sorcerers of the Dawi Zharr. Wherever Harzac went, the five dwarf warriors known as the Apostles of Hashut followed him like a shadow, killing without mercy anyone who dared get closer to their master. Compared to other dwarfs Zargod was a giant, incredibly

tall and developed, so much so he was called The Giant of Hashut; seeing eye to eye with humans as equals, without ever looking up, this was a boon and a source of pride to the dwarf. Of all the brothers, he was not only the most powerful but even the most devout in battle, showing a ferocity on the battlefield that was unmatched. His wars left behind a trail of blood and mutilation. But when Harzac went into battle, the five were never more than fifteen steps behind the Supreme Magus.

During a violent offensive against the Skaven, the fortress of Ghorak, strategic outpost north of the great plain of Zharrduk, was besieged; creating a stalemate that in the long run would very advantageous to the besieging force.

Harzac, thought he had the duty to remain to defend the Black Tower and was aware of the precarious moment of his people. After careful deliberation he decided to abandon his position. As the leader of an elite group of dwarfs and escorted by his faithful apostles he attacked the Skaven army through an old mine with the intent to surprise the Skaven from behind. But the treacherous rat men are burrowing experts by nature and had already discovered this way in and took the necessary precautions to halt such an assault. In fact, when Harzac and his entourage emerged from the tunnel they were attacked by a multitude of enemies from all sides and quickly decimated the small contingent. On the battlefield only the powerful sorcerer and his faithful apostles remained alive, surrounded by the chattering hordes of Horned Rat. Among the ranks of those scum came forward a the Skaven commander;

he halted the final attack that would have crushed the survivors in order to interrogate then and parley, although no parley need take place. Speaking to the Apostles the Skaven warlord gave them the opportunity to escape, but in exchange for the life of the sorcerer.

After a few seconds of hesitation and under the incredulous eyes of Zargod, one after another of his four brothers laid down their arms and slowly moved away through the tunnel from where they came.

(Continued on page 78).



DIABOLIC FURNANCES

HOBBY SECTION

CHAOS DWARF LORD —FROM CONCEPT TO REALITY

BY M3LVIN



This was pretty darn awesome so I knew we needed to add it to this issue of the Word of Hashut- Willmark

Parts list:

- 1 Battle for Skull Pass Dwarf Thane.
- 5th edition chaos warrior shield
- 5th edition chaos warrior hand weapon (axe) x2 (optional)
- chaos warrior head
- green stuff

- 1 At the beginning of this project I made this sketch, and this is how I wanted the model to look like in the end:



- 2 To start with I gave the Battle for Skull Pass Thane his deserved treatment, and hacked him apart.



- 3 Next I started to roughly sketch the model's pose with blu-tac to decide upon the positioning. *(I have to admit at this stage I thought this wasn't going to turn out all that good, was I ever wrong! - Willmark).*



- 4 The next thing I did was I made new boots out of green stuff, and placed him on a styrofoam rock. I had a hard time making him stick, so the boots got messed up, but I fixed it once the green stuff began to harden.

From there I started to work on details.



Here are some other Battle for Skull Pass models for a size comparison:



- 5 From there I added the beard and the Chaos Dwarf's armor.

Next up I added shoulder pads, and banner poles.



COMPLEXITY RATINGS

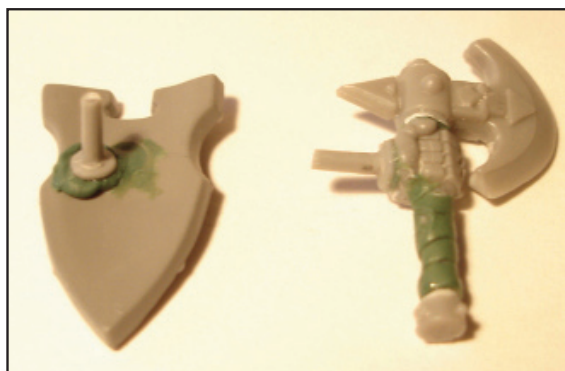
The Word of Hashut uses a system of Hats in the Hobby Section (Diabolic Furnaces) This shows off how difficult a given conversion is. 1 hat=easy, 4 hats=hard! 5 hats= you must be Markus working on the Chaos Dwarf Mining complex...

6 Once it was time to glue the shield, I felt bad having to hide 1/3 of all details with a huge shield. It was then I decided to make the arm removable; I then made an extra arm, carrying an additional hand weapon.

Here is the model without left arm.



This shows the left arm equipment options: shield, and additional hand weapon.



If you want to, here is the figure with two hand weapons.



Finally here are the before and after of the same model! (*All I want to know is when can I order mine?* - Willmark)



THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

LORD VA'DURR

BY THOMMY

Once, Va'Durr was an ordinary Chaos Dwarf Lord. He was one of the highest ranking servants of High Priest Astragoth and took many slaves for him. As a mighty warrior and great leader, he was feared throughout the Dark Lands until the fateful day when he battled the Ogres of the Firemaw tribe on the slopes of Azgorh. As lava rained down from above and ash choked the skies, Va'Durr and his soldiers fought a desperate battle against the Ogres, who outnumbered them three-to-one. It was inevitable that they would be defeated as they were fought back to the fiery pits and lava flows and Va'Durr's undoing came when the mighty Tyrant Grathnor Hellfist smashed his body with his club and sent him spinning into a river of burning magma. The Chaos Dwarf army fell apart soon after, scattered by the marauding Ogres.

Va'Durr's will was unbreakable though. Even as the fire consumed his body, he tried to pull himself to safety. He was somehow able to drag what remained of his mangled form from the lava and onto the rocks. There he lay, calling out for salvation as his breath was choked from his lungs by the fumes of Azgorh. It is said that Hashut Himself watched over Va'Durr at that moment, answering his prayer and sustaining him with a portion of His infinite power. Whatever the truth, when Astragoth eventually travelled to Azgorh to see what had become of his army, he found Va'Durr still on the rocks, clinging to life.

Astragoth recognised the strength that flowed through Va'Durr and knew that he would be a fool to allow this mighty servant of Hashut to perish. He took him back to Zharr-Naggrund and there crafted for him a mechanical body, akin to his own. His scorched limbs he replaced with piston-powered iron replicas and body was sustained by a Daemonic engine built into his chest. So ruined were Va'Durr's lungs by breathing in the toxic volcanic fumes that he was forced to wear a mechanical helm to regulate his breathing. Va'Durr had been sealed off from the outside world forever, able to communicate only in a deep rasping voice interspersed with deep hisses as the machinery that sustained him worked to keep him alive. Now, he was more machine than Dwarf, but he could continue to serve Hashut and Astragoth for many more years. He took up the ancient Daemonic artefact known as the Inferno Saber and resumed his



Mini By: gi6ers
<http://img.photobucket.com/albums/v655/Gi6ers/Vadurr.jpg>

place at the head of Astragoth's armies.

SPECIAL RULES

More Machine than Dwarf

Much of Va'Durr's body has been replaced by machinery, robbing him of any semblance of true life. He is Immune to Psychology, however his mechanical limbs are very cumbersome – he always strikes last in close combat.

Hand of Hashut

Va'Durr is imbued with some of Hashut's awesome

	M	WS	BS	S	T	W	I	A	LD
Va'durr	3	7	4	4	6	3	1	4	10

power. He has a special magical ability that allows him to reach out and choke the life from his foes, as if Hashut's own mighty hand had descended from above to crush them. Va'Durr may use this ability on a model in base contact in the close combat phase instead of making normal attacks. The victim must roll equal to or under their Strength on a D6 or be choked to death by the Hand of Hashut and removed as a casualty regardless of Wounds, saves or anything else. A roll of '1' always fails.

MAGIC ITEMS

Inferno Saber

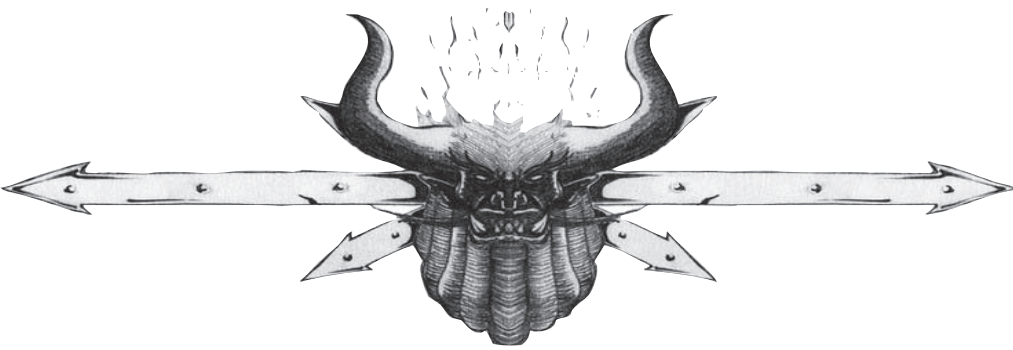
The Inferno Saber is an unusual weapon: a long, straight-edged sword that is bound with Daemonic sentience. It constantly burns with infernal fury, glowing red as it carves enemies apart. So hot does the blade

burn that it can cut through almost anything.

The Inferno Saber has flaming attacks and ignores armour saves.

(This Lord Va'durr guy looks sort of familiar, I can't quite put my finger on it.... - Willmark).

"Ratgob left the tent with his dagger drawn. There were too many other Hobgoblins out there who would want a piece of him before sun-up. The camp was reassuring empty as he hurried to find somewhere to hide his winnings. It wouldn't be long before word spread. He could hear the sore losers in the distance, already leaving the tent, but they were out of luck to see where he went. No revenge would be forthcoming the following day, as long as he could get to the Orc encampment and hire some protection. At least you could trust some of them a bit and they let you know before they hit you, rather than a knife in the back. With his stash of gold and gems safely concealed under a tree root, he snuck back through the camp, hoping his wolf hadn't been stolen in the meantime. It had been".



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Mawster Blaster!

BY RANDROID AT WWW.OGRESTRONGHOLD.COM

	M	WS	BS	S	T	W	I	A	LD
CD Sorc Lord	3	4	3	4	5	3	1	1	9
Mutant Ogre	6	4	1	5	5	5	2	5	3

SPECIAL RULES

Immune to Psychology, Terror (Ogre only), Large Target (Ogre only), Stubborn (Sorc Lord only), Maw Addled, Runic Armor, Mutant Behemoth (Ogre only), Master and Slave, Petrified, US5

Maw Addled

Sorc Lord's Mutant Ogre has been to the Great Maw deep within the Chaos Wastes. The changing powers of the Maw have left their mark on the Mutant Ogres body and mind – he follows only the basest instincts to kill and eat anything he sees. At the start of each turn roll a D6 to determine if the Mutant Ogre has succumbed to the influence of the Great Maw.

On a roll of a 1 the Mutant Ogre is Stupid until the start of the next turn as described under Stupidity in the WHFB BRB page 52. A roll of 2-5 has no effect as the Sorc Lord master is firmly in control of his Mutant Ogre slave. On a roll of a 6 the Mutant Ogre is Frenzied until the start of the next turn as described under Frenzy in the WHFB BRB page 52. The Mutant Ogre is subject to Frenzy even if it has previously been beaten in a round of combat.

Chaotic Master Runes

The Magic Chaos Armor forged by the Sorc Lord holds the Mutant Ogre's body together. It grants the Mutant Ogre a 4+ Ward Save against ranged attacks of any kind (including war machines, templates, magic missiles, etc).

Mutant Behemoth

Wandering the Chaos Wastes and finding the Great Maw have irrevocably changed the Mutant Ogre. The Mutant Ogre is noticeably larger and tougher than the majority of his race. Any turn in which the Mutant

Ogre charges it deals D3 impact hits on the enemy unit. These are resolved at the Mutant Ogre's basic strength of 5.

Master and Slave

When not succumbing to the Great Maw's will the Mutant Ogre is surprisingly loyal to his Sorc Lord master. He will go out of his way to ensure his safety. Treat the Mutant Ogre as a Monstrous Mount for the purposes of combat. The strong bond between Master and Slave prevents the Sorc Lord and Mutant Ogre from ever joining another unit.

*"He's the ball cracker.
Death on foot.
You know him, you love him!
He's Mawster Blaster!"*

Petrified

The Chaos Dwarf Sorc Lord is an especially corrupt and powerful spellcaster. He counts as a level 4 Wizard and knows all spells from one of the four lores of Death, Shadow, or Fire. This mastery of the dark arts comes at as price and the Sorc Lord's lower body has long since turned to stone. Unless

mounted on his Mutant Ogre slave the Sorc Lord may not move as normal during the movement phase and must stand in place where ever he may be.

EQUIPMENT

Sorc Lord – Hand Weapon, Heavy Armor
Mutant Ogre – Runic Spiked Gauntlets (Magic Attacks, AHW, -1 AP), Runic Chaos Armor (4+ AS, MR 1)

** Mawster Blaster may be used in a Chaos Dwarf, Ogre Kingdoms, or Warriors of Chaos army. The unit uses up one Lord and one Rare choice and must be the Army General.*

(With apologies to Mad Max: Beyond Thunderdome-Willmark)

(Continued from page 67).

To me, the life of one of the children of Hashut is worth a thousand slaves. But when a Dawi Zharr betrays his people in an act of cowardice he deserves to be killed outright with nary a second thought for he is as worthless as a single slave...

With the betrayal of his brethren Zargod was so enraged that he could not utter a word in the face of the unprecedented act of the cowards. Instinctively he poured out all his frustrations by throwing himself lightning quick at the enemy. Before any of the Skaven could even react Zargod was amongst them with an axe in hand. In the blink of an eye he had cut cleanly through the Skaven Warlord and in turn went berserk. He slew the first row of Skaven and soon many more. But all too quickly he was surrounded by a large number of opponents and withdrew to near his master. Harzac meanwhile kept at bay the rest of the Skaven with devastating spells. It was not enough; despite the heroic defense by Zargod, the Skaven were closing in. Harzac in turn detonated a final spell that consumed him and the numerous Skaven pressing the attack. The force of the explosion hurled Zargod clear, but knocked him unconscious.

It was not long before Zargod regained consciousness. It was night and he no longer heard any noise from above. Although he was wounded in several parts of his body, the Apostle was able to climb the cliff and return to the surface. Under the spectral glow of a full moon Zargod found the remains of his master, torn apart by a powerful explosion and all around him the remnants of the Skaven. The mighty sorcerer had sacrificed himself in a terrific explosion in order to bring about the destruction of the largest number of enemies possible.

Upset with rage beyond all imaging as to what happened Zargod fell into a state of confusion which was so great as to lose all reason bidden by the pressure of the raw emotion of revenge he set form for Zharr Naggrund. Zargod made his way back into the city without being recognized and entered the great Temple of Hashut. Once there he learned that a new offensive led by his brothers had finally swept away the Skaven army.

The news did not lessen his hatred and rage and it became even more uncontrollable when he discovered that the four Apostles had spread the false news of his death.

Zargod hid himself behind the great statue of Hashut, the largest in the temple and waited the return of traitors. Once they crossed the threshold of the cloister, Zargod stepped forward ignoring their half-sentences of

apology and surprise. He launched himself at them with all his strength.

The clash was terrible and none of the guards of the temple, not even the Bull Centaurs dared to intervene to separate the whirlwind of blades and blood. Driven by anger that was devouring him from within and despite the loss of his left arm Zargod succeeded in his aim: slaughtering all four brothers, traitors to their slain master.

I had brothers, and when we were united and faithful to Hashut I considered them my family. They lost that faith, I only saw the opponents that day, opponents I wanted to slay. I have no remorse for the fallen ones, no more than what one feels after killing a hated enemy. My brothers were long gone, only enemies stood before me that day...

Officially it was spread that the Apostles, after a new offensive against the Skaven, had given their lives to defend the city and that story quickly became accepted fact. But the truth of Zargod and his dedication to the cause of Hashut was not sufficient to justify his behavior: the elder Sorcerers decided to banish him, taking away all of his power.

Despite the name, the Apostles of Hashut are now a distant memory. The shadow of Zargod continues its battle in favor of the Chaos Dwarfs, silently eliminating anyone who dares to cross the southern borders of the black tower Zharr-Naggrund.



By warh




By grupax



By grupax

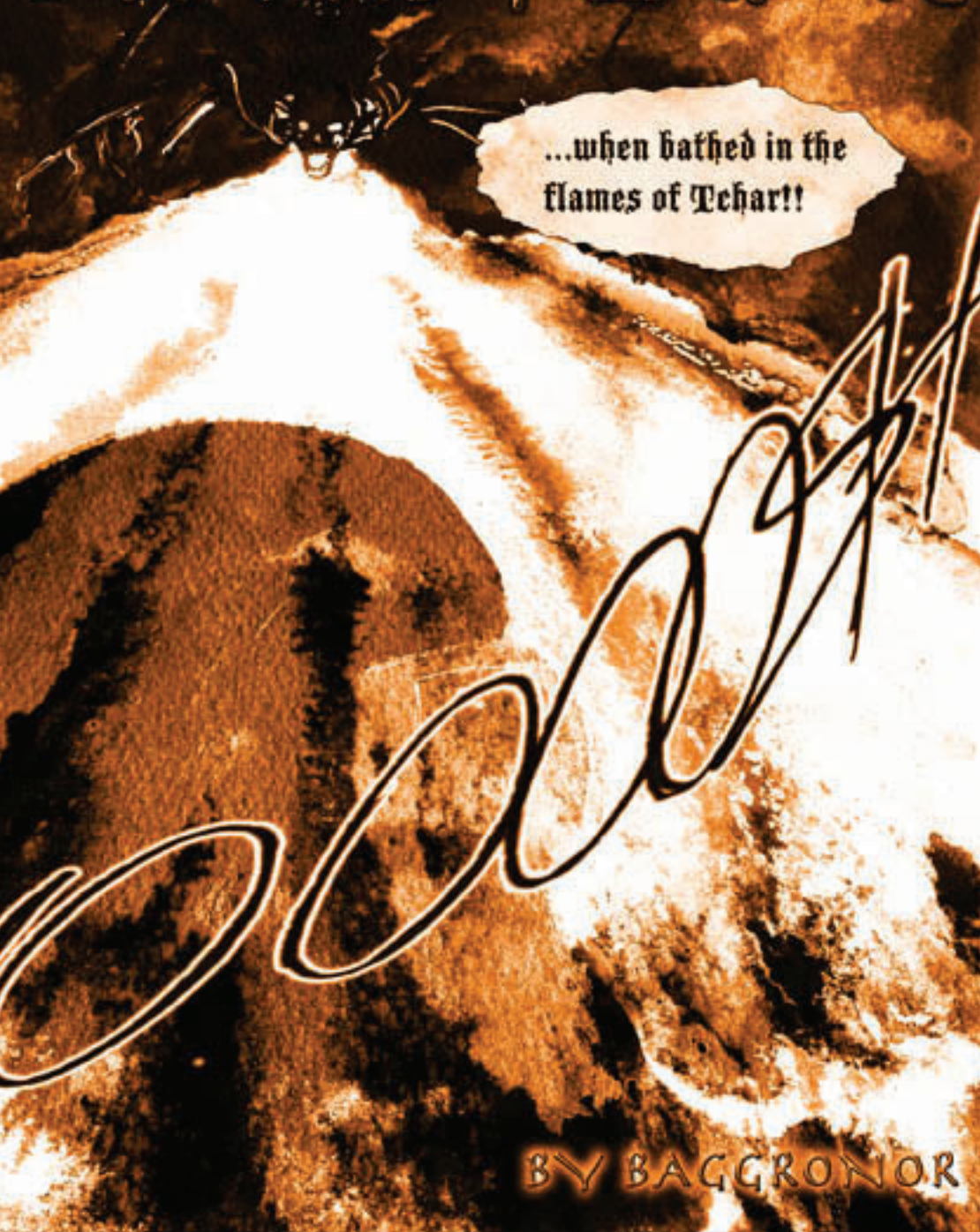


By Grinstonefire



Let us see how
bold you are...

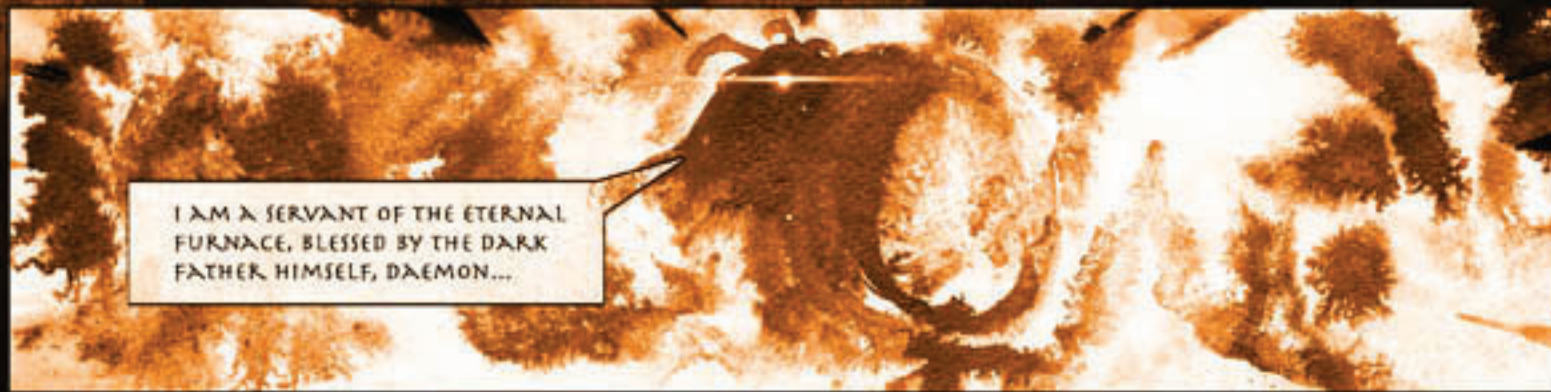
SHADOW AND FLAME




...when bathed in the
flames of Tchar!!

FX


BY BAGGRONOR



I AM A SERVANT OF THE ETERNAL
FURNACE, BLESSED BY THE DARK
FATHER HIMSELF, DAEMON...



THERE IS NO FLAME I CANNOT ENDURE.



Curse your
traitor God!!!



GAHH!!



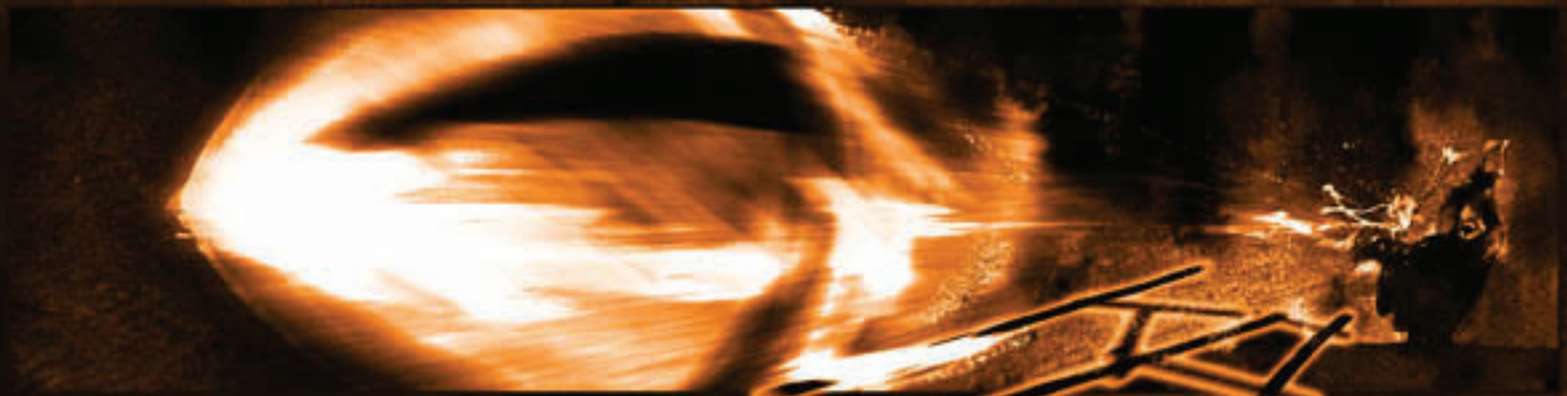
A HEAVY BLOW, MY SHIELD
ARM IS USELESS...




CONFIDENT, IT WADES IN
FOR THE KILL...




A COSTLY MISTAKE.




THE BEAST IS UNDONE...




THE CORPSE RETURNS TO THE WINDS, AS MY ASSAILANT FINDS ITSELF IN A NEW SHELL OF BINDING RUNE AND UNYIELDING METAL.





WITHOUT THEIR LORD, THE NORTHMEN SOON PROVE ALL TOO HUMAN; WEAK, FRAGILE, UNDISCIPLINED.




EVEN GRULKA'S PETS WILL HAVE THEIR FILL.




THE DAY BELONGS TO THE DAWI-ZHARR.



WOTCHA RECKON LADZ?




...MURK, YOU'RE A MUPPET. JOO KNOW DAT?




SAY WOT YOU WILL, SKAGG. WHEN DA SHIT HITS DA FAN, MY EAD'S GONNA BE COVERED.

OH I DON'T DOUBT DAT.



ANYWAYZ, YOUS LOT BETTER BE UP AT DAWN. WE'S GOIN LOOKIN FER DIS ENTRANCE TO DA UNDERWAY. LAY OFF DA FUNGUS BEER.



FINGS IS GONNA GET INTRESTIN'...



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F in Forum needs to be a capital

Artistic Credits

Alex: Chaos Dwarf Warrior

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MORDHEIM

SPECIAL BORDER TOWN
BURNING SECTION

Shortly after the release of the Border Town Burning supplement for Mordheim, avid hobbyist Dirk Oppen (aka D.O.O.M on Chaos Dwarfs Online) started sculpting his own Chaos Dwarf miniatures. He was inspired by the Black Dwarfs warband list in the Mordheim supplement. Dirk immediately set about making his own figures for it; a Sorcerer to lead the warband, Gaolers equipped with steel whips and the dreaded man-catcher, complimented with Chaos Dwarf and Hobgoblin henchmen. He was so kind as to send me some of his early casts so I had a golden opportunity to paint them up.

My personal favourite is probably the Gaoler with the sinister mask but I also love Dirk's design of the man-catcher. I went with what I envision a typical Chaos Dwarf colour scheme of red & black with an off-colour white.

What I really need now is an Engine of Chaos, and then I'm all set to lead my warband in a campaign of terror! I was really impressed with Astranagant's version of the daemonic Engine, which he entered for Golden Hat competition #8 (see Word of Hashut #4, pages 56-57). I would love to add something to represent the dire machinations of the Chaos Engineers to this awesome warband in the future.

cianty



On the Border Town Burning website there was recently a competition announced. Under the theme "Show Us Your Border Town Burning" players and hobbyists can submit photos of miniatures, scenery, fan-fiction, additional rules or whatever they have come up with, showing how they adopted or extended the contents of the supplement. Since Chaos Dwarfs are featured as a new warband in the supplement, Chaos Dwarf related content is, of course, suitable as well. In fact, you can even win 6x miniatures from the Chaos Dwarf warband shown on these pages. For more information check out the BTB website now!

www.bordertownburning.de.vu

Painted Chaos Dwarfs

Left and right: Chaos Dwarf henchmen wielding axes and hammers

Below left: Chaos Dwarf Sorcerer summoning the infernal powers of Hashut

Below: A Chaos Dwarf Gaoler armed with a steel whip



Left: A Chaos Dwarf Gaoler operating the man-catcher

Right: Chaos Dwarf with their signature weapon, the Blunderbuss

Below left: A Hobgoblin with a sling. A wide choice of models can be used as "Informers". Hobgoblins are flavourful and a popular choice! Browbeaten human spies and other less than fortunate captive minions are equally suitable.



For more Chaos Dwarf warbands check out the **Border Town Burning** supplement at www.bordertownburning.de.vu and **Tom's Boring Mordheim Forum** at <http://boringmordheimforum.forumieren.com/forum.htm>

Border Town Burning

Includes complete rules
for playing Chaos Dwarf
warbands in Mordheim!

www.bordertownburning.de.vu

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

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

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

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

Inside you will find:

PORTENTS OF DOOM

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

STRANGE TERRITORIES

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

EXOTIC TRADE

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

DOGS OF WAR

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

VISIONS OF VICTORY

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



THE WIDE WORLD OF WARHAMMER

HIGHLIGHTING ARMY FORUMS AROUND THE WEB

BY WILLMARK

Hello again and here we are with this quarter's review of army specific websites from around the glob. This time we will focus on Dogs of War, Empire and Ogre Kingdoms. All three are either armies I play (or at least have 2,000 points for) or are at least something I'm involved with in a warhammer-way, see below for Dogs of War.



By Sharkbelly

@ www.dogsofwaronline.com

Dogs of War

Forum/Site Name: Dogs of War Online
<http://www.dogsofwaronline.com>

This site is dedicated to bringing the Dogs of War army into the modern era of the game! Stop by and check it out and the first two issues of Gold and Glory the ezine of Dogs of War Online.

There is a great sense of community and a very friendly atmosphere akin to Chaos Dwarfs Online, I should know, I'm the site owner and an Admin of Dogs of War Online. You'll find many similarities (hats off to Xander) with Chaos Dwarfs Online and the look and feel is simi-

lar because of using MyBB for the forum software. Its also good because Xander and I cross-pollinate ideas for each. This also works as we view warhammer in the same way, it should transcend site turf wars.

The various incarnations leading up to this site seemed to be as cursed as version 1.0 of Dogs of War Online as we experienced a major site crash in late June. Prior to that the various Dogs of War sites either suffered from hacks, low membership or crashes or all three. However, things are mostly back in place and humming as even better then before, so it's onwards and upwards for the mercenary scum of the warhammer world.

As a side note is that Issue #2 of Gold and Glory the ezine of Dogs of War Online is out with another one slated for later this year. I did issue #1 and helped with #2, if you are looking to pitch in and help contact Baumann and I'm sure he will have assignments for you.

On a purely personal note I'm an Admin there and it's a bit embarrassing, but my Dogs of War force is very small with a general, 12 Halfling archers, 20 Halfling infantry and a few ogres... hmmm.

Dwarfs

Forum/Site Name: Bugman's Brewery
<http://www.bugmansbrewery.com/>

Misguided they may be, but their site is not. Our western "cousins" inhabit a very large hold on the Internet and there are a massive number of the stunties there! If I were more committed to my dwarf army (its around 4,000 points painted, but I rarely play them) I'd be here more often. In most cases I usually read more then post on the site, not because I don't like it, xbut simply time, it's massive!

Bugmans really has everything you could ever want in a website for dwarfs that are not of the chaos variety. The sheer size is comparable to druchii.net; as with that site it



By Dino

will take you a while to navigate through Bugman's.

The site recently went through an upgrade of which I'm still getting used to. I like the speed but still hasn't set right with me in terms of look, perhaps I'll get used to it in time.

Still, if you are going to play dwarfs, then this is your place.



Ogre Kingdoms

Forum/Site Name: Ogre Stronghold
<http://www.ogrestronghold.com>

Now I know that we were to review Empire in this spot as I mentioned in the last issue, but with a focus on talking about Ogres and their relation to Chaos Dwarfs it makes perfect sense to talk about them this issue, so luck for a discussion on Empire next time.

Ogre Stronghold is where the gut hangs out (sorry guys couldn't resist) and it is quite a sight to see... If you are an Ogre general, overlord, tyrant this place is made for you.

Ogre Stronghold is probably the most well known Ogre site out there on the web and is a great place for ogre lore. My favorite part of the site is the Hall of Fame gallery with some incredible painted minis, of which some of my favorite ones made it to this issue of the webzine.

By Mister Heavy

@ www.ogrestronghold.com

Its nice to see Ogre Stronghold carrying on the banner for the army as they have not had as much official support from GW as some of the other armies, kind of sounds like us to a degree. Randroid and Just-Josh get special credit for helping out with the Ogre tie-ins for this issue.

Another great feature of the site is that everything is very much in character with the naming of forums and sub forums as well as the use of the maw icon here and there.

If I have a criticism is the navigation of the site that can be a bit unclear at times, but in all it's a minor criticism for an otherwise excellent site.

BLOOD BOWL



Sculpting Chaos Dwarf Blockers

By AGPO



1

1-The basis of any sculpture is an armature. Many people use wire for this but it is just as effective to use left over milliput or green stuff from previous sculpts. Make sure the torso gets broader at the top and remember – you still have a lot of detail to add on top of this, so don't make it too bulky. We're not going to add arms until we've done the armour.



2

2- Next we'll add the boots to your model, as well as the 'skirt' of the armour. If you look at any BFSP model these are actually incredibly basic. Form a basic 'slipper' shape then make an indentation around the bottom of the foot.



3

3- The first stage of the scale mail is now added. Cover the skirt in a layer of green stuff, and divide this into quarters by making four indents. Next you want to form the trim by making further indents. Make sure you have a Dwarf model next to you as a reference point. The scales are then added using a method I stole from Xander's video tutorial. Start by dividing the green stuff into layers, then divide these up in a 'brick' pattern to form the individual scales

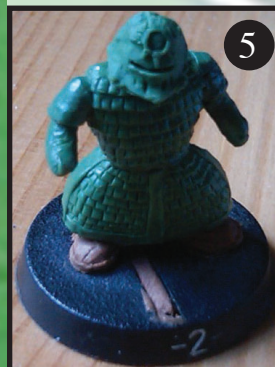
4- Next we're going to start on the torso. The armour is made using the same method as the chain mail



4

on the skirt – just make indents around the body, then divide the rows you've formed into scales. Leave a small line of green stuff showing to form the belt. Once this is dry add the armature for the arms.

Add the basis of the sleeves of the under tunic by bulking up the arms. You can make small indents at the elbows to form folds if the arm is bent. The armour on the upper arm is added first by adding the framework, then adding the scales with a thin layer of green stuff.



5

Once all this is dry you can add a trim to the shoulders. Take a thin roll of green stuff, place it around the shoulder, then flatten and trim it. At this point we're going to add the hands. These can be sculpted from scratch using the "Mitten method," but really, this is unnecessary. You should have lots of spare hands in your bitz box that can be used for your blocker. Simply remove any weapons then glue them to the arms.



6

The heads of the models are crafted using the Green Stuff casting method. I used the mask from the Hellcannon crewman as the basis for my blocker, but you can use anything you like. Green stuff casting has been covered in great detail elsewhere on the forum, see the Hobby section. <http://www.chaos-dwarfs.com/forum/forumdisplay.php?fid=10> Once your cast has cured you will have a hollow mask, which you need to fill out. Pack this with green stuff, flattening the bottom, where it will be attached to the model. Glue this onto the shoulders of the model. Round off the back of the mask, and then turn it into a helmet by adding two strips of green stuff to form the bindings around the back.

Last but not least, add a beard! I recommend Xander's method for this again, which can be found



in his video tutorial, again, this can be found in the <http://www.chaos-dwarfs.com/forum/forumdisplay.php?fid=10> As your team will include relatively few Chaos Dwarfs you can go to town on these, and they will be the focal point of the model. Beard rings are added by leaving a small strip of the beard without any detailing. You can make a platted beard by using a fatter roll of green stuff than normal then cutting diagonal lines in it and rounding off the sections you've created. Then add the detailing to each section as you normally would.

Paint your blocker in your team's colours and you're ready to hit the pitch!

If you have any questions or feedback on my article feel free to PM me at www.chaos-dwarfs.com

CARPE NOCTEM
WWW.VAMPIRECOUNTS.NET

NEXT ISSUE

GRUDGES...



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WORD OF HASHUT!"

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