

INSIDE

Campaign Pack - Golden Hat XII - Shadow and Flame



CDO

THE WORD OF HASHUT

VOL.III—No.9 — SUMMER 2010



Warhammer



Man O' War



Bloodbowl

2 YEAR
ANNIVERSARY
ISSUE

THE E-ZINE FOR CHAOS DWARF GENERALS— WWW.CHAOS-DWARFS.COM



THE WORD OF HASHUT

VOL III No. 9— SUMMER 2010

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UPCOMING EVENTS

ARTISANS CONTEST VII
March 2010

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

GOLDEN HAT XII
April 2010

ARTISANS CONTEST VIII
July 2010

THE WORD OF HASHUT ISSUE 9
SPRING 2009
Saturday, June 26, 2010 (*Hah!- Willmark*)

GOLDEN HAT XIII
July 2010

ARTISANS CONTEST IX
August 2010

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

GOLDEN HAT XIV
October 2010

ARTISANS CONTEST X
November 2010

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

Note as always all dates are tentative subject to



Its only fitting that we should have Baggronor back for the cover of the 2nd anniversary issue. It was he that created our first cover back in June of 2008 for issue number one . This time around he shows just why you dont mess with the Dawi Zharr on the high seas- Willmark

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THE SLAVE PEN

LETTERS FROM THE FORUM

And answered by our intrepid hobgoblins...
send it to willmark@chaos-dwarfs.com.

Dear Worthless Gitz,
Wotz wrong with you lot? Whyz you learn to read and write like those 'umies, stunties, and elves? Did you not get a proper thumpin on the noggin as whelps? You pretending you ain't green! Oi! I'm talking to you! We had to get some 'umie scum to write this for us. We've already gone through three of 'em as theyz to busy crying to be writing that much. Make that four. Now wotz you think you iz?

Signed,
Banebreath the Fat

Yez well gez what you gitz. Why dontz you comz over here and da ladz and me will gives you lotz somthin' you'll neverz forget.

Oh Despicable ones,
Why is it that the Overlord of the Word of Hashut can never seem to get this rag out on time?

(unsigned)

You thinkz we gitz will question da big Boss? The last time one of da ladz who did that...

Slaves!

Mwwwwwwahhhhaaaa they have you answering letters? Why don't you do something useful. I command you in the name of the Father of Darkness to march to the lands of Brettonnia where its inhabitants do naught but drink wine, fart in

other people's general direction and get attacked by wild rabbits. I estimate that if you bring 10 hobgoblin warriors and a troop of Snotlings you should over-run the whole country within 1 week. Skip the heavy armor as hand weapons are all that should be needed. While you are at it recover the strange artifact called the Holy Hand Grenade of Antioch... and bring it back to the council.

Don't worry about the cavalry they use some sort of fruit called a coconut.

Lord Baggroz , commander of the 5th Gate

Da ladz is on it Boss we takes on them loony humes before and right smart they thinkz the arez. No sweatz.

O' incompetent ones,
When you are done with your "invasion" of these lands called Brettonia I have a task suitable for a "triumphant army" report to lower level seven for latrine duty of the Sneaky Gitz barracks. I think that is suitable reward for conquering this land called Brettonia.

Captain Vorzkul, Commander of the 17th Guards of the Tower

WHAT/??? We is conkerers or somthink? right?(Well, after all it is only Brettonia... Willmark)

O beloved cannon fodder,
There are some elves with spears over there in a horde like formation, we want to know its effectiveness, we will be needing 50 of you to charge them to see what happens.

His Imperial Majesty, the Swissdictator.

No problemz boss dem pointy earz are weedy and no match for da ladz... wait you said 50? How many' is dat?

THE WORDS OF THE DARK LORD

I promised myself that I wouldn't write anymore reflective editorials but a few weeks out from the release of Warhammer 8th edition (at the time of writing this) I figured I should pause and take a look as to where we are.

I don't know if the future holds a mention or even statistics for the Dawi Zharr in the next edition of Warhammer in truth it doesn't really matter. As a community we have proven that there is bar none no one more committed to an army then we are. Do you hear that GW? I know for a fact that Games Workshop is aware of the Word of Hashut and www.chaos-dwarfs.com. Being that I'm pretty familiar with advertising I can think of better free advertising then this ezine. Some feedback that I have received from longtime warhammer players is that the Word of Hashut is the way White Dwarf used to be.

This also speaks to those (and I have encountered this) to the mentality that Chaos Dwarfs haven't been official 6th edition. One comment I heard on a website was utterly absurd: *"I refuse to play against Chaos Dwarfs and encourage everyone to do the same"*. Wow, way to be less than useful there dude. Its attitudes like that and the slavish devotion to rules that usually accompany such attitudes that make me hardly if ever want to go play games in a shop. Lets be honest we all know of *"those people"* and by that I mean the quote I just mentioned above. Fine. Go worship the rulebooks all you want while I have fun with my friends actually playing Warhammer. In fact some of the best and most fun games I have ever played in my friends and I mixed up units from different armies, didn't even worry about points and just played and had a blast doing it. Shocking concept I know.

So what does this have to do with Chaos Dwarfs I can almost hear some of you say? Nothing and everything. Chaos Dwarfs until such time that Games Workshop decides to do something about them are apparently doomed to exist in a “Jupiter-like” state, you know the theory that it was a star that never got big enough to ignite? Sort of like Chaos Dwarfs: We had an army in the 90’s with a book to boot, but never reached critical mass.

For what our future holds I know not. I don't think anyone does. I do know this however: As the years go by I've become more hard line in my insistence that we will get our due. I might believe it will ever happen but I'm not giving up. And if it doesn't we still have each other. We have proven since the founding of this site and even prior that we hardly need GW to carry on. In fact as I once said we are succeeding in carrying on spite of GW not because of. We are the controllers of our own fate: we have plenty of artists, designers, writers and now sculptors that are capable of impressive miniature sculpting. In short we have all the tools to keep going and on we shall. As I write this I already have the next two covers of the Word of Hashut already in my possession and have issues planned out to #15... Unyielding? You can bet on it, its what a Dawi Zharr is all about.

Willmark
Editor-in-Chief of the Word of Hashut



Admins

The Council of Sorcerers



This issue we asked each of the Staff members to reflect on what CDO means to them and or tell a bit about themselves, or both.

Why Chaos Dwarfs?

When a friend of mine quit Warhammer, I bought up his old army. That army was Chaos Dwarfs. I got a small unit of plastic warriors with metal command models, a hero, a sorcerer, and 6 bull centaurs. Later on, when Games Workshop was selling off their old product for cheap, I got 4 hobgoblin bolt throwers for 4 dollars each. Years later, I joined Hand of Hashut and was thinking about selling off my models. Shortly after that, I decided to hang on to them, and instead I tried my hand at making Chaos Dwarfs from other bits to look like the Hellcannon crew. I was inspired by Grimstonefire's work at first. When the Battle for Skull Pass set appeared, Exquisite Evil had a stunning conversion. A small amount of green stuff, and a cheap dwarf made an excellent Chaos Dwarf! I tried it out, and after that I dedicated myself to turning the BFSP contents into Chaos Dwarfs.

When my interest ramped up, so did my expectations for the Chaos Dwarf army. Hand of Hashut, while a great place to meet like-minded Chaos Dwarf generals, was lacking in administrative aspects. We almost got a Wiki working there, and did manage a couple of contests, but I was dreaming even bigger! When some of my efforts to help improve HoH were ignored, I decided I had enough of the skills necessary to start my own Chaos Dwarf site. And so I did, and I outfitted it with great Wiki software, an adaptive Forum and a website portion to highlight the community's achievements.

Now we have even more great features: our contests, our quarterly magazine, our (admittedly infrequent) podcast, and just a great atmosphere in general. My thanks go out to all those members who helped to make Chaos Dwarfs Online what it is today: the best resource on the internet for Chaos Dwarf generals.

What Chaos Dwarfs means to me and why I like them

Psychotic axe wielding stunties with beards, fangs and whips, who worship a Bull God, quaff large quantities of ale and sacrifice slaves? What's not to love? It's not like those namby-pamby elves, chaos dwarfs are cool.

Chaos Dwarfs for me were always on the peripheral of my collecting much like they are in terms of status with GW. Interestingly enough before Chaos Dwarfs I almost invariably played the "good" armies and in particular High Elves. The funny thing is my avatar is a joke as actually my favorite Star Wars character is Obi-Wan rather than Anakin/Darth Vader, big suprise there huh, wait this is about Chaos Dwarfs right?

Why do I like Chaos Dwarfs?

For me CDO is my favorite spot on the web. Its cool because there is no where else on the web that is such an amazing community. For me personally there have been a few ups and downs, but I like the fact that I can directly help out so many here that it hardly feels like a "job".

Chaos Dwarfs Online is widely know as a great destination on the web and its because of the community that this is so. I know I can't talk to as many of you as I used to on daily basis. That's an unfortunate side effect of growing as a site, but every time I see a new member join and get involved, or an old face return it brings it all back as to why we do what we do. I'm always watching and reading and am quite proud of the fact that the site is self sustaining now. So even if I'm not commenting directly, I read what you are doing and that alone is worth it.



Hander



Willmark



Grimstonefire

Why Chaos Dwarfs?

The main reason I am so passionate about Chaos Dwarfs is because at the time I started taking a serious interest in them (back in 2005), they presented a huge opportunity to test my creativity and imagination.

From a design point of view I spent countless hours drawing dozens of images, and for a while I actually planned to redesign every single element of them as an army... Eventually I moved more to the background and rules development side, here the Chaos Dwarfs present a massive opportunity for imaginative people, something I know continues to attract people to them.

The reasons I got into collecting Chaos Dwarfs have not really changed much, I am still looking for new fluff angles to develop and new ideas for models. I particularly like seeing how other people interpret them conceptually, there are very few single army themed forums with such differing views. This is half the fun with the Chaos Dwarfs though, only your imagination is the limit.

At the moment I am working on a huge range of things; mostly Skaven, but also my Immortalz. My long term plan is to build enough Black Orcs to have an entire themed army. Chaos Dwarf wise I've been doing some sculpting (one model you will see this issue), and I've started rebasing my army. Time will tell if the new ones will look any better, I'll have to load some up on the forum for feedback.

My time on CDO and what does it mean to be a staff member?

I didn't join CDO right away, I was relatively happy with what was on Hand of Hashut - even instigating the first painting competition to try to stir up some cheer after a rough patch for the site - but it became obvious pretty quickly that CDO was taking everything to a new level. The wiki showed most promise, with so much unorganised data that people simply didn't have easy access to due to the lack of an army book, so I set to work on it. I was on the site for a few months before I was asked to become a staff member. For the most part, being a staff member is not all that different to being a regular member, except that I get to splat spammers as soon as I see them. It is nice being such a big part of running a site that sometimes has other people in awe: "You have one of the nicest and most active army forums on the net and you don't even have an army book!" is not uncommon.

Why do I like Chaos Dwarfs and favourite achievement

I chose Chaos Dwarfs in a split-second decision. I was put on the spot by someone and that was the army that stuck in my mind since it was when they were first released in White Dwarf. The war machines just looked so cool, and evil armies have so much more variety available to them. My army is mostly original big hats models (5K worth), but I have about 1K of conversions from GW Dwarf models, which is slowly growing. I was the first to convert the plastic Dwarf Thunderers into blunderbusses using the bucklers. I am still certain that they were designed specifically with that in mind since they are pretty rubbish as shields due to the concave shape.



Cornixt

Moderators The Council of Sorcerers



Wallace

What Chaos Dwarfs means to me and why I like them

Chaos Dwarfs, to me, represent Games Workshop of the 80's, where humour and grimdark meshed seamlessly. They are an army that is a genuine collectors army. Most of the miniatures are a part of GW history and are still sought after for that reason.

In terms of background fluff they represent the dark side of Dwarf nature, Dwarf pride and greed taken to their dark extreme. The Dawi Zharr concept is great, even if they have been neglected by GW over the years.

My time on Chaos Dwarfs Online

I have been here since Xander first planted the kernel of CDO on the web and watched it grow into the dark, twisted glorious thing it is today. CDO keeps the dream of the Chaos Dwarf army alive. It makes sure that Chaos Dwarfs are still in the public eye, end reminds GW that there are people willing to pay money for CDs if they'd only get off their asses and make some.

Ghrask is on a bit of a sabitcal right now and could not be reached...



Ghrask Dragh

FORMER STAFFERS

Staffer Members who are now retired and helped contribute to the Chaos Dwarfs Online Community:

LORD ZHARKOV
FLYING BEAVER
ELIMIST



Hashut's Blessing

My time on Chaos Dwarfs Online

I've been at CDO since the very beginning, minus a few days. To say the least, the forums have grown exponentially and the community has flourished outstandingly since those first tentative moments, where we didn't know if it would hit off or not. I remember when I could reply to all of the posts within a few minutes, as great as they were. Now, I am hard pressed to even read all of the posts in one day. It's certainly my favourite forum to date.

What does it mean to be a staff member?

It's certainly a huge responsibility to be a moderator, but it's one I've gladly taken aboard. I'm intrigued as to what non-staffers think of the website because I was a moderator from my first day, but I get the impression that most members are generally pleased with how things go. After all, I wouldn't have enjoyed my staff role as much as I have for the past couple of years. Thank you to all of the members for making my job easier by behaving well and being polite, courteous and accepting to everyone



AGPO

My time on Chaos Dwarfs Online

I stumbled across CDO just a week or so into its launch, but I became a staffer relatively recently. In those days we were just a tiny group of enthusiasts and the site quickly formed a close bond. I'd only ever lurked on forums before but I started logging on to CDO several times a day. It's been amazing to watch the site grow over the years, due mainly to the tireless work of many devoted members. It was a real pleasure to be asked to join the staff, and to help the site expand even further - although I can't be as active on the wider site as I'd like any more (two jobs and uni mean I often only have time for my staff duties and a quick browse). I'm proudest of the fact that CDO has managed to hold on to the family feel it had when we were just a few dozen members. It's also a real pleasure to see many of our projects such as Golden Hat and the Word of Hashut held up as 'best practice' examples in the wider gaming community.

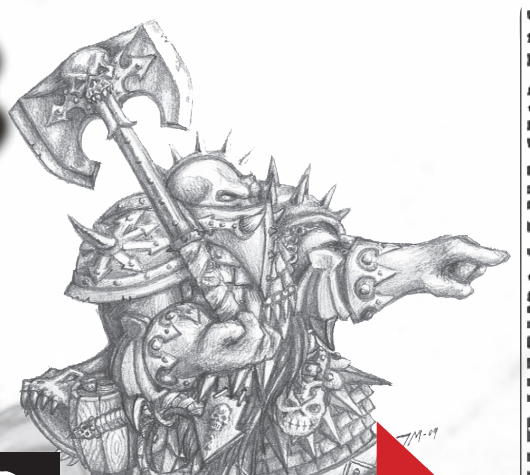
Why do I love Chaos Dwarfs:

For me Chaos Dwarfs are a throwback to my early days in the hobby - a very limited figure range, an emphasis on converting and generally a far more freeform hobby than we have in most places today. In those days if something sounded cool or seemed like it would be fun, you did it. When I stumbled across the site, and Xander's conversion video it breathed new life into a hobby that had gone a tad stale for me - with set tactics and identi-kit armies. The notion of converting an army from scratch and having complete control over their image really appealed.

TIMELINE OF CHAOS DWARFS ONLINE

A History of CDO

By Grimstonefire



2007

FEBRUARY 2007

Chaos Dwarfs Online was started by Xander under the address <http://chaos-dwarfs.xandor.ca/>.

The Wiki started at the same time. Our very first Golden Hat I opened with a Chaos Dwarf Warrior theme.

APRIL 2007

Chaos Dwarfs Online moved to its latest home, our current address. Xander rebuilt the site around the 3 core pillars: Forum, Site and Wiki. Some server issues occurred during April and May, and CDO was down for about a month. At this point the staff were; Xander, Cornixt, Grimstonefire, Ellimist, Hashut's Blessing, Lord Zharkov and The Flying Beaver. CDO crossed the 2,000 post mark.

MAY 2007

CDO was back in business and gearing up for the Nemesis campaign. Golden Hat II started, with Rykarth the Unbreakable as the theme.

JULY 2007

Hand of Hashut takes the lead on organising for the Nemesis Campaign, but here on CDO we produce a fair bit of stuff for it. Several sections are added to the forum and site, including the showcase galleries.

AUGUST 2007

CDO crosses over 10,000 posts. Golden Hat III is announced by The Flying Beaver, with the broad topic of a Hobgoblin Hero. **OCTOBER 2007** CDO crosses 20,000 posts.

NOVEMBER 2007

Wallacer joins the staff as a moderator. Golden Hat IV started, theme was a unit of 5 Slaves.

DECEMBER 2007

2008

CDO is added into the Chaos Star and we include their links on our website. CDO moves past the 25,000 posts mark. The Flying Beaver retires from staff.

JANUARY 2008

CDO completely dies due to a complex server upgrade issue. Bereft of Kera's rum our members start to sober up.

FEBRUARY 2008

Xander performs some arcane rituals of necromancy and brings CDO back from the dead, ALL PRAISE HASHUT! This is our busiest month for new members to date, with a record set on the 15th of 20 in one day. Truly incredible after our month in obscurity and a great way to mark our first anniversary. Golden Hat V is launched, with the theme of a Standard Bearer.

MARCH 2008

2007 CDO Community Awards are run, and the first Chaos Dwarf Radio podcast. CDO overtakes Hand of Hashut to be the number 1 site for the search terms 'Chaos Dwarf' and 'Chaos Dwarfs' on Google. Willmark is promoted to Staff. CDO crosses 30,000 posts and approaches 650 members.

APRIL 2008

Artisans 1 starts with the theme of a quake effect, animosity and wound markers. Second Chaos Dwarf Radio podcast. Ellimist retired.

MAY 2008

After the requests for models from the producers of the Mordheim Border Town Burning supplement, Golden Hat VI is themed around a Gaoler. This remains the lowest complete month for new members since CDO started. Artisans 2 is run; creating a Prison Wagon entry for the Mordheim supplement.

JUNE 2008

2009

Perhaps fortuitously after our lowest point, *Word of Hashut* issue 1 goes out.

AUGUST 2008

Third Chaos Dwarf Radio podcast. Lord Zharkov retired some time around here.

SEPTEMBER 2008

Golden Hat VII is themed around a duel.

OCTOBER 2008

Word of Hashut issue 2 goes out. CDO has 1000 members on the 4th.

NOVEMBER 2008

Artisans 3 has the theme of a shrine.

JANUARY 2009

Word of Hashut issue 3 is brought out, and the almighty Golden Hat VIII begins (with the theme of a war machine). Fourth Chaos Dwarf Radio podcast.

FEBRUARY 2009

CDO approaches 70,000 posts and 1,200 members. The 2008 CDO Community Awards are run. Ghrask Dragh and AGPO join the staff, bringing them to our present number that includes Xander, Cornixt, Willmark, Hashut's Blessing, Grimstonefire and Wallacer.

APRIL 2009

CDO has an amazing month for new members, our second highest to date. This is probably due to massive interest in rumours that the Chaos Dwarfs may be due to return soon. Artisans 4 is run slightly differently to previous ones, this one had a theme of writing rules for a war machine.

MAY 2009

Golden Hat IX was run, themed on a Bull Centaur hero.

2010

JULY 2009

CDO crosses 1,500 members, and surpasses the Chamber of the Everchosen to have the 3rd largest membership in the Chaos Star. In a change to previous ones yet again, story/ description writing was the theme for Artisans 5. *Word of Hashut* issue 5 goes out.

AUGUST 2009

CDO reaches 100,000 posts. Based on another study I've done we are also the 4th quickest growing race specific forum from a selection of 10 of the biggest. Not bad for an army with no support and no official army book!

SEPTEMBER 2009

Artisan's 5 closes, it was probably the most successful one so far in terms of entries. To celebrate it being the 10th, Golden Hat X is the most open competition to date, where virtually anything was allowed.

OCTOBER 2009

Word of Hashut issue 6 goes out.

DECEMBER 2009

Word of Hashut issue 7 goes out.

APRIL 2010

Word of Hashut issue 8 goes out.



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.



Sorcerers of Zharr Naggrund



By Kered



By Wizzbang



By Bassman

EARTHSHAKING CANON

Chaos Squats

By Ancient History

Earthshaking Canon: Chaos Squats

In 1987, Games Workshop released Warhammer 40,000: Rogue Trader. This was almost entirely a transition of the existing Warhammer 2nd Ed. game into a new milieu; the original previews for the game in White Dwarf advertised among the races Space Orks, Space Elves, and Space Dwarfs. Rogue Trader also included Chaos, the nascent mutating force that could tempt, turn, and twist the various races of the game. Really, from the very beginning the stage was set...for Chaos Dwarfs in Space.

Squats

As revealed in White Dwarf 111 (Bryan Ansell, Nigel Stillman and Graeme Davis, 1989), the Squat race are the abhuman descendants of human colonization. Settled on high-gravity mining worlds during the Dark Age of Technology, and were cut off from the Imperium of Man during the Age of Strife by devastating warp storms. During this time, the Squats evolved as a race, their mining planets became Homeworlds, their colonies became impregnable Strongholds, and the Guilds organized to preserve their technologies. Over time, the Strongholds formed bonds of commerce and defense with each other, creating Leagues that spanned many worlds. They traded with the Eldar and the Orks, but were betrayed and warred with the aliens for millennia. Several Strongholds fell to the Greenskin menace, while the Squats' Eldar allies abandoned them.

During the Great Crusade, the Squat Homeworld were rediscovered and incorporated as a semi-autonomous part of the Imperium of Man. The Squats' preserve of Dark Age technologies, honor, xenophobia, tenacity, and mineral wealth were well-received by the Imperium, and Squats provide bands of troops—called a Brotherhood—and war machines to the Imperial Guard. The Squats' Engineering Guild provides mighty Exo-Armour, combat bikes, and artillery pieces such as the Thudd Cannon. Squats that lived for 500 years would become Living Ancestors, and would develop psychic powers as their physical strength decreased; these Psykers would also accompany their Brotherhoods to battle.

Chaos Squats

During the Horus Heresy, Squat Brotherhoods fought on both sides of the conflict, and those that sided with the renegade Space Marines became

known as the Traitor Squats or Chaos Squats. When Horus fell, the Chaos Squats were forced into the Eye of Terror, where they settled some of the warp-ravaged worlds nearest the Squat Homeworlds, reforming their culture—save with unstinting dedication to the Chaos Powers, particularly Khorne.

As detailed in the two Realms of Chaos books, *Slaves to Darkness* (1989) and *The Lost and the Damned* (1990), the Chaos Squats were susceptible to the fickle rewards of the Ruinous Powers, which could mutate them—or make them champions, possibly ascending into daemonhood or degenerating into formless Chaos Spawn. The Chaos Squats were nearly identical to the Chaos Dwarf Renegades of the same edition, to the point that in several places they suggested using Chaos Dwarf models for Chaos Squats—and vice versa.

Extermination and Discontinuation

The Squats as a model series declined—little new material was released about them, and that mostly relegated to Epic Warhammer 40,000 2nd Ed. in the expansion *Ork and Squat Warlords* (1992) and various White Dwarf and Citadel Journal articles. In the third edition of Warhammer 40K (1998), the Squats were dropped entirely. The in-game explanation, as revealed in Citadel Journal 33, is that hundreds of years ago the Tyranid Hive-fleet Behemoth ravaged the Squat Homeworlds; the Imperium came in behind them and absorbed the last few Homeworlds leaving only a few embittered remnants of the Squat race left. As revealed in a forum post by Jervis Johnson, the removal of the Squats wasn't do to their lack of popularity, but because the designers felt that they had not done the "Space Dwarf" concept justice. A possible resurrection of the concept existed briefly as the Demiurg race in *Battlefleet Gothic: Armada* (2006), but remains deep background material.

Uncanonical—but Interesting!

Technically, this entire article is uncanonical. While Squats and Chaos Squats used to be canonical, after '98 they weren't mentioned directly at all. A few oblique references were made, such as the *Dawn of War: Tempest* computer game and the *Ravenor* novels, but as far as the main game is concerned, the Squats are extinct... if they ever existed at all. Of course, there continues to be a small but dedicated fanbase to utilizing Squats (and Chaos Squats), using the old models and new fan rules to adapt them to the latest edition rules.

Chaos Squats never received the edition makeover that Chaos Dwarfs received in the 90s, and fell almost entirely under the radar. They were also completely overlooked when the Tyranid hive-fleet destroyed the Squats Homeworlds. The Chaos Squats of the Eye of Terror may still be out there...now that's really uncanonical!



Chaos Dwarfs



By Warh



By Matbirdoff

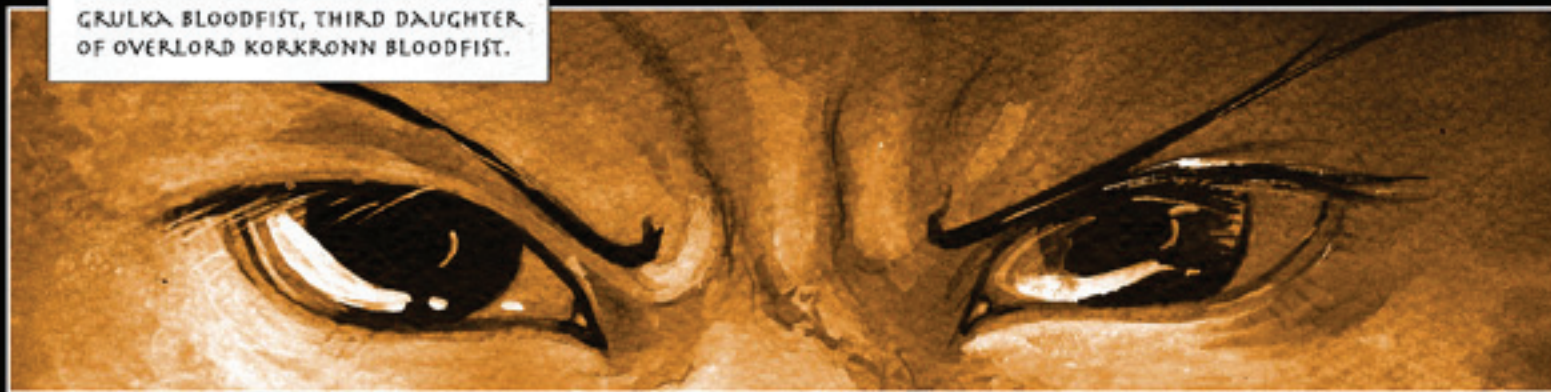


By Snotling

The Doompa Loopas!



GRULKA BLOODFIST, THIRD DAUGHTER
OF OVERLORD KORKRONN BLOODFIST.



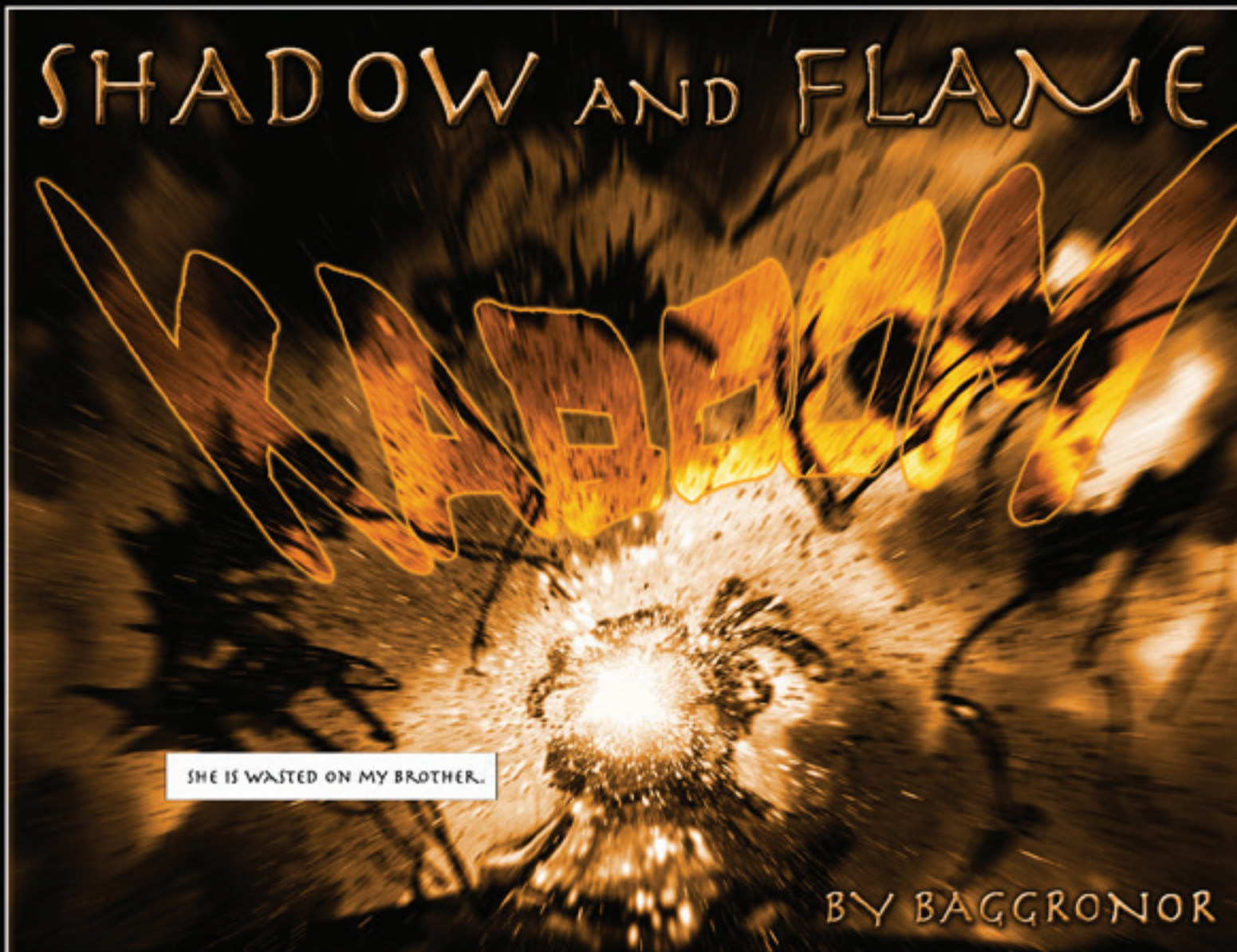
STRONG OF ARM,

SHARP OF MIND,

A FINE WOMAN.



SHADOW AND FLAME



SHE IS WASTED ON MY BROTHER.

BY BAGGRONOR



BAKKROSH

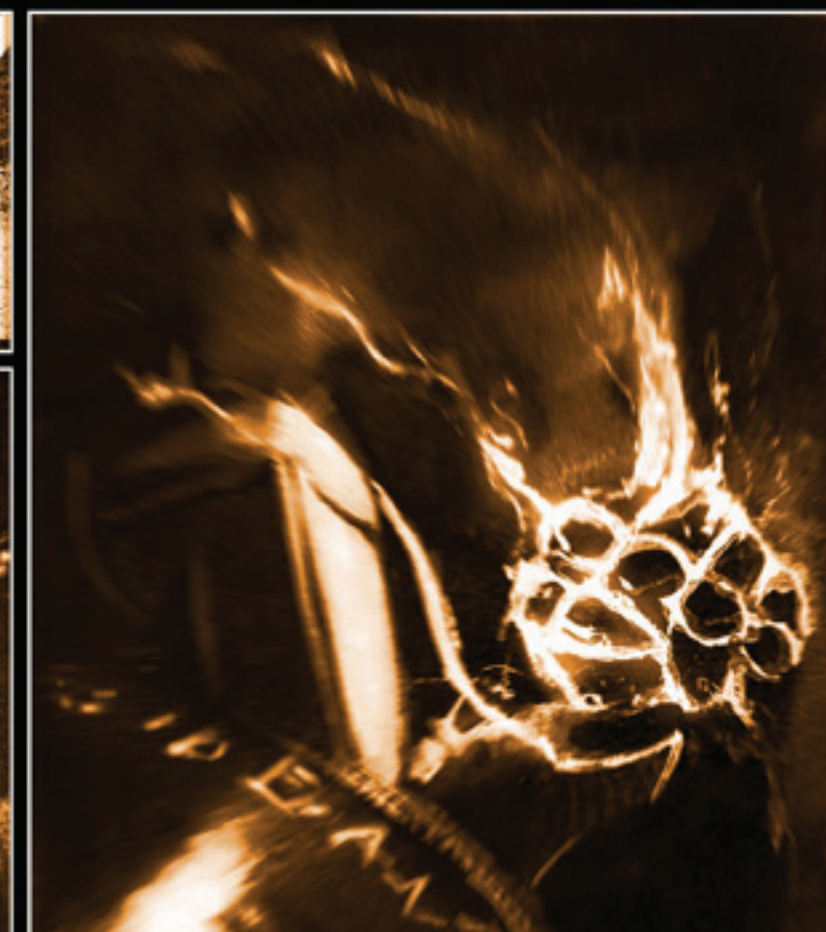
THERE'S TOO MANY
OF THEM...!!

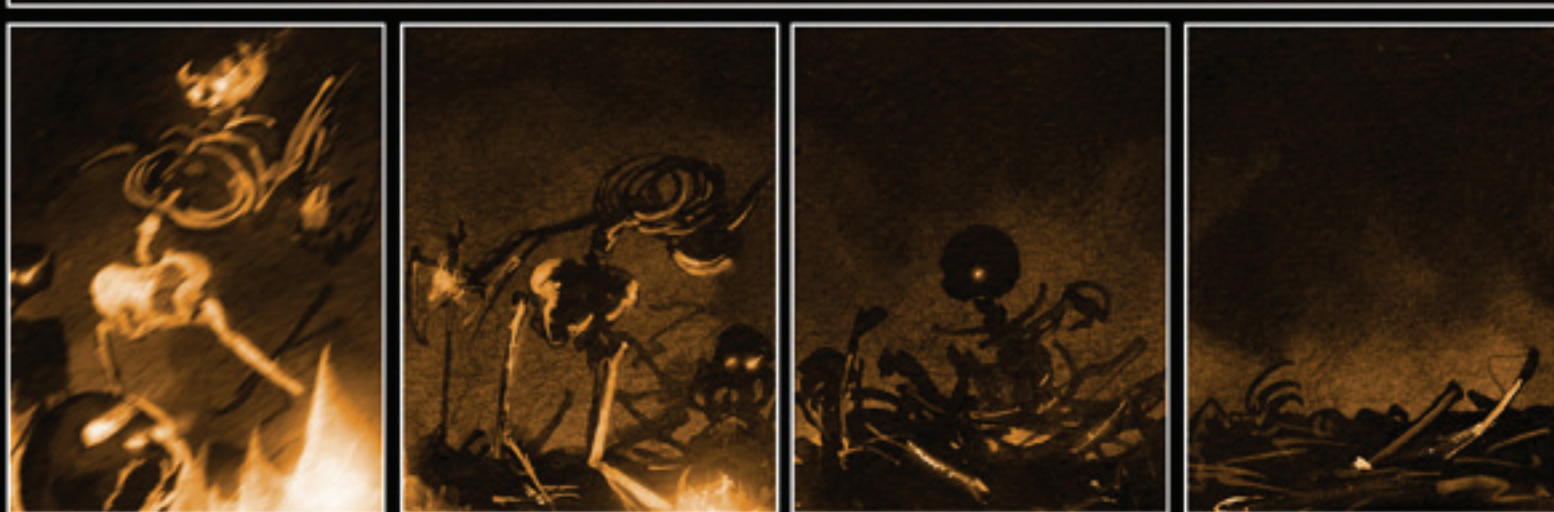
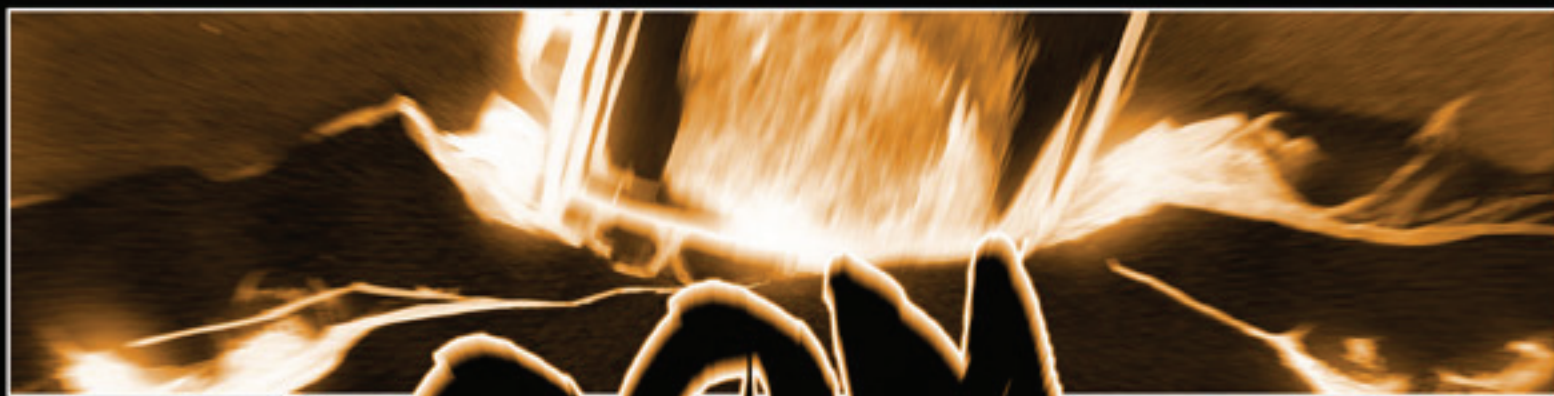


MARROG, WHATEVER
YOU'RE CONJURING,
GET ON WITH IT...!!!



PATIENCE, BROTHER.





WHAT WERE THEY?

THE RESTLESS DEAD
OF THE LONG WAR. THE
MAGIC IS THICK HERE, IT
POOLS IN THE DEEP
PLACES.



YOUR WRETCHED, THIEVING
MONGREL ALMOST GOT US KILLED.
BRING HIM HERE, I SHALL CARVE
HIM MYSELF!!

HE BELONGS TO ME,
KROMLEK. HE IS NOT
YOURS TO PUNISH



YOU DARE DEFY ME,
LITTLE BROTHER!!? DO NOT FORGET THAT
YOU ARE, IN TURN, MY POSSESSION;
HE IS MINE BY EXTENSION!!

STOP IT, BOTH OF YOU!!



SILENCE, WOMAN!!
YOU ARE THE HEAVIEST
BAGGAGE OF ALL!!!

OH GAWD,
'ERE WE GO. NICE ONE,
SKAGG, THEY'LL BE AT
IT FER HOURS NOW.

WOT?! HOW WOZ
I S'POSED TA KNOW DEM
SKELLIES WOULD TAKE IT ALL
PERSONAL, LIKE?!



IS HE ASLEEP?

SNORING LIKE A
BOAR. HOW IS YOUR
EYE?



IT'S HARDLY THE
WORST HE HAS GIVEN ME.
AT LEAST HE DIDN'T SLASH MY
FACE OR BREAK MY RIBS.

HE WILL KILL ME
ONE DAY. HE MIGHT EVEN
REGRET IT AFTERWARDS,
BUT HE'LL DO IT.



RIDICULOUS.
HE STANDS TO LOSE TOO
MUCH FROM SUCH FOLLY;
YOUR FATHER'S ALLEGIANCE
FOR A START.



MY FATHER
CARES LITTLE FOR ME,
MARROG.

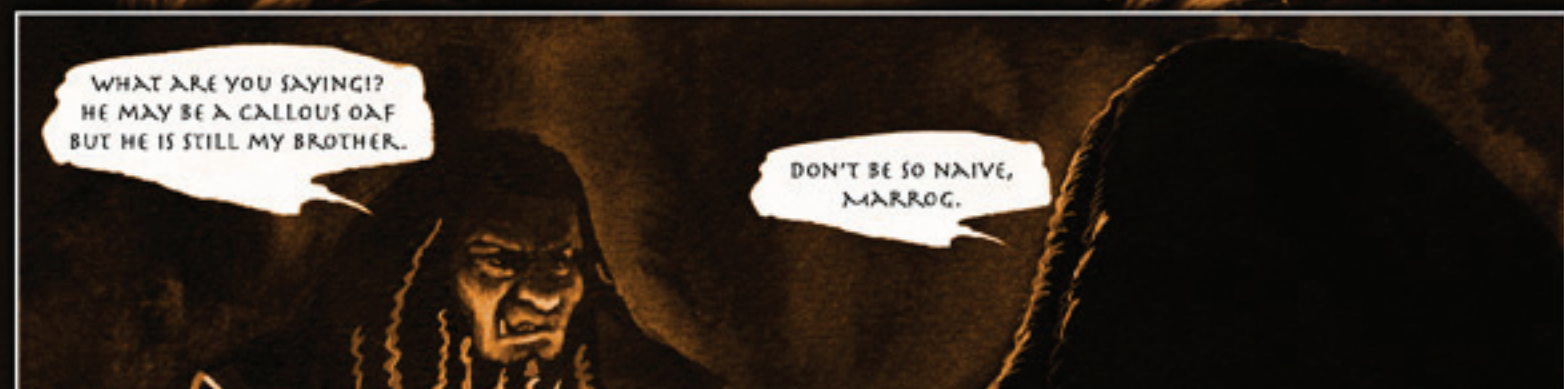
HOUSE BLACKHAND
IS WEAK. HE REGRETS GIVING ME TO
KROM. I'D BE OF MORE USE WED
TO A WEALTHIER LORD.

AND I AM NOT THE ONLY
ONE WHO SHOULD BE WARV OF
YOUR BROTHER. NOTHING IS MORE
DANGEROUS IN THE MIND OF AN
OVERLORD THAN A TALENTED
SIBLING.

WHEN THE NAME OF
BLACKHAND'S DAEMONHUNTERS
IS SPOKEN IN ZHARR NAGGRUND,
IT IS YOU THEY ARE IN AWE OF,
NOT KROM. DO NOT THINK
HE DOES NOT KNOW THIS.



IF WE FIND
THACC-A-DURZ, HE WILL HAVE
RICHES ENOUGH TO HIRE OTHER
DAEMONSMITHS.



WHAT ARE YOU SAYING?
HE MAY BE A CALLOUS OAF
BUT HE IS STILL MY BROTHER.

DON'T BE SO NAIVE,
MARROG.

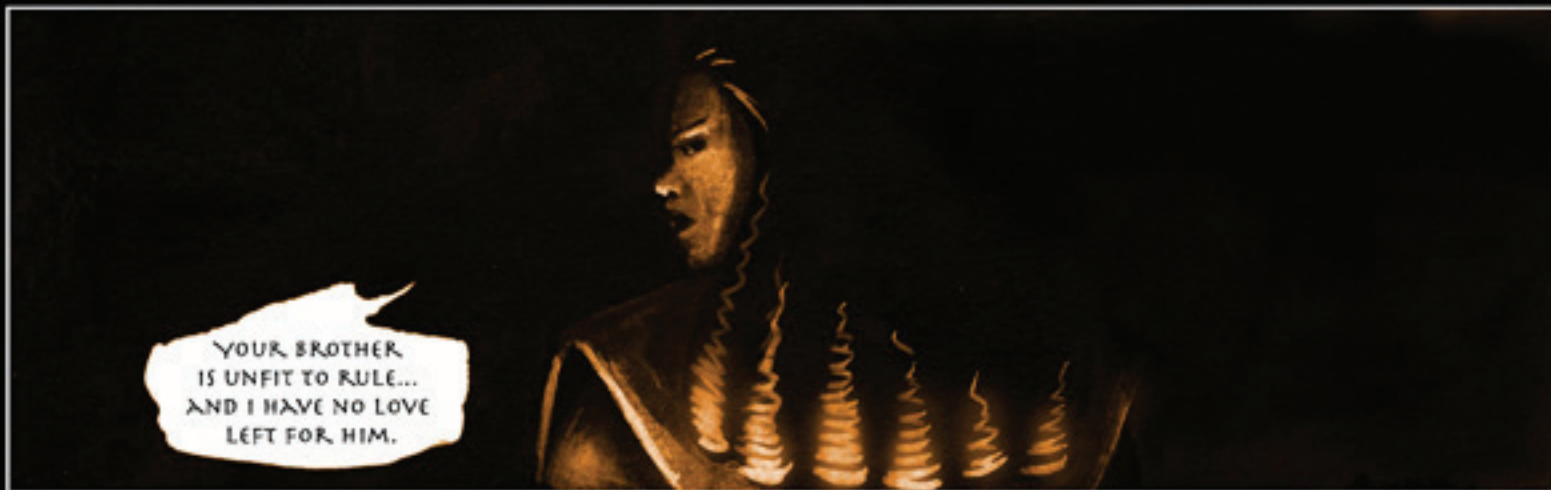


IT IS TRUE THAT THE
LAWS OF OUR PEOPLE
FORBID THE KILLING OF
ANOTHER DAWI-ZHARR
ABOVE ALL ELSE.

BUT YOU KNOW AS
WELL AS I THAT THE RANKS
OF THE OVERLORDS ARE BLOATED
WITH LIARS AND KINSLAYERS.



HE KNOWS
HE CANNOT CONTROL
YOU FOREVER. PROMISE ME
YOU WILL WATCH
YOUR BACK.



YOUR BROTHER
IS UNFIT TO RULE...
AND I HAVE NO LOVE
LEFT FOR HIM.



THINK UPON IT, MARROC.



The Daemonic Legion

WWW.THEDAEMONICLEGION.COM

Chaos Dwarfs Online

WWW.CHAOS-DWARFS.COM

THE CHAOS STAR

Your Warhammer Fantasy
Chaos Army Forums

Chamber of the Everchosen

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

The Herdstone

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



The Hallowed Halls of Golden Hat

Golden Hat I Winner
—Grom



Golden Hat II Winner
—Angryboy2k



Golden Hat III Winner
—Ishkur Cinderhat



Golden Hat IV Winner—
Al-Hashut



Golden Hat V Winner
—Grimstonefire



Golden Hat VI Winner
—Snotling



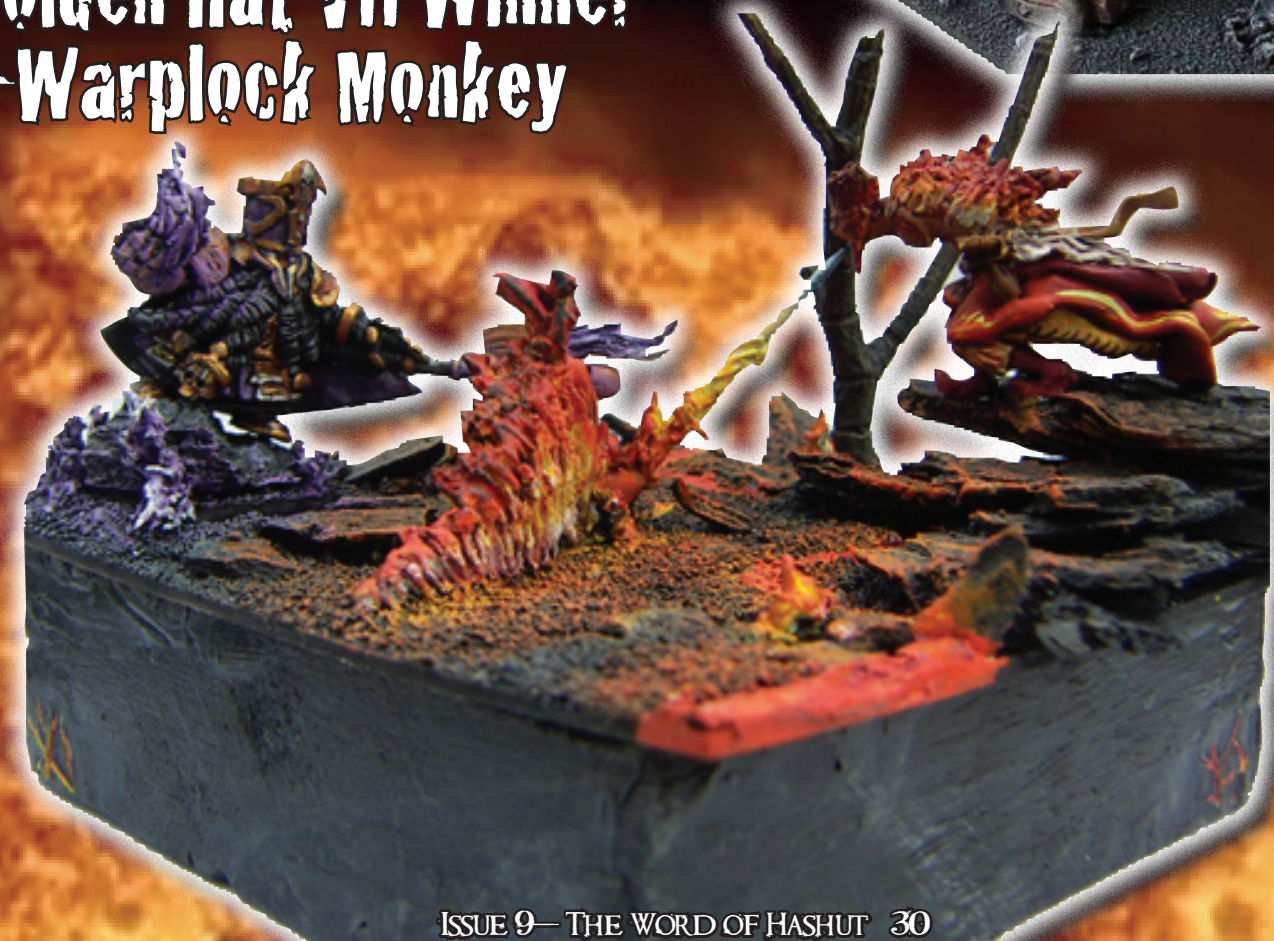
Golden Hat VIII Winner
—Ishkur Cinderhat



Golden Hat X Winner
—M3lvin



Golden Hat VII Winner
—Warplock Monkey



Golden Hat IX Winner
—Bassman



Golden Hat XI Winner
—M3lvin



ARTISAN'S CONTEST VII

www.chaos-dwarfs.com



Winning entry by Baggronor! 

Khemnri

We have arisen from the sands, awoken from our deep slumber of the dead, tomb-kings.net is ready to serve the needs of the Tomb Kings community. It is the same forum, just with a new administration and a fresh new URL.

Our tomes are open to you the weary traveler, and ye shall know our hidden might and our glorious works. Ye shall tremble when we march upon the battlefield again.

<http://www.tomb-kings.net>

Cool Mini
OR Not



MAN O WAR

Doom Rollers

Hull Destroyers



Minis By Loki

Fer all
fings green!



DA WARPATH QUARTERLY

WWW.DA-WARPATH.COM



Warriors of the Dawii Zharr



By Dorktaku



By Blackhammer



By Ngrob



THE WIDE WORLD OF WARHAMMER

HIGHLIGHTING ARMY FORUMS AROUND THE WEB

BY WILLMARK

VAMPIRE COUNTS



Hello everyone. This is the last in this series as I cover the last three major army specific websites, its been fun and I hope that everyone was able to at least discover something about a website they did not of before. So without further delay here there are.

Vampire counts or Carpe Noctum (or “seize the night” in Latin for those not in the know) is probably one of the biggest vampire counts specific websites out there.

Some of my favorite things is that they rotate their banners as we do at Dogs of War Online. The site while being reversed type is somehow not that straining. Speaking of which the site itself is well laid out and easy to nav around on.

I’m also a fan of the fact that they also have a we-bzine! If you have not read them before you should take a look into issues #1-4 of the Invocation. A very excellent fanzine headed by the Disciple of Nagash. I was proud to be able to provide some organization pointers to help them get off the ground.

Much like with the Ogre Stronghold the Admins here have a good working dialogue with us and we bounce ideas off of each other. Additionally they have been very keen on supporting each other’s sites as well as ezines for which I am grateful.

In short if you are looking for a vamps websites you could do worse, just kidding this place is great. This is one of those sites I would spend more time on if I could. In fact every time I go there it has a very CDO feel to it in terms of community.

NOTE: For those so inclined there is also the Bloodkeep at http://z4.invisionfree.com/The_Blood_Keep/index.php? Which is an invasion board that is fairly active as well.



By Baggronor

WOOD ELFS



Wood Elfs can be found at the site www.asrai.org. The interesting thing is that I cannot really think of another Wood Elf site, so it is good that this one is that good.

One criticism is that the navigation of the site is a bit hard to follow. Even if one is familiar with it still is a bit unsettling.

While hard to find there are however a number of great projects on the website sand some particualrly interesting conversations. I wont spoil it by calling them out but I invite you to search aroudnd and find them for yourselves.

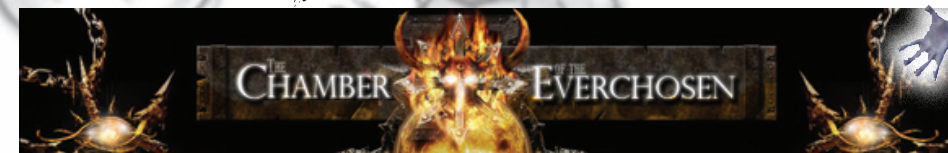
I particularly like the great interaction I’ve had with the admins and the rest of the Staff. The place is well run and they are always there to help out. I particularly would like to thank Beithir Seun who has always been helpful particularly with the ezines that Chaod Dwarfs Online creates in terms of hosting. Its great to see other admins who have the same mentality that we do: Warhammer should transcend websites.



By Anardakil

<http://asrai.org/viewtopic.php?f=2&t=5097&start=150>

WARRIORS OF CHAOS



Last website to round out this series is one of our partners of the Chaos Star: The Chamber of Everchosen. As the name suggests it deals with the Warriors of Chaos.

One of the things that I really like about the website is the theme much like the Daemonic Legion the site and its feel are well done. The icons and the use of gray breaks up the black based theme and makes it flow well. It should be pointed out that the Chamber of the Everchosen is another site based on invasion.

One thing that is disturbing is the fact that the site had an ezine in production “The End Times” and then in ended. As I have remarked any site that had an ezine always gets a thumbs up from me. Any site that has an ezine in production currently gets and even bigger thumbs up.

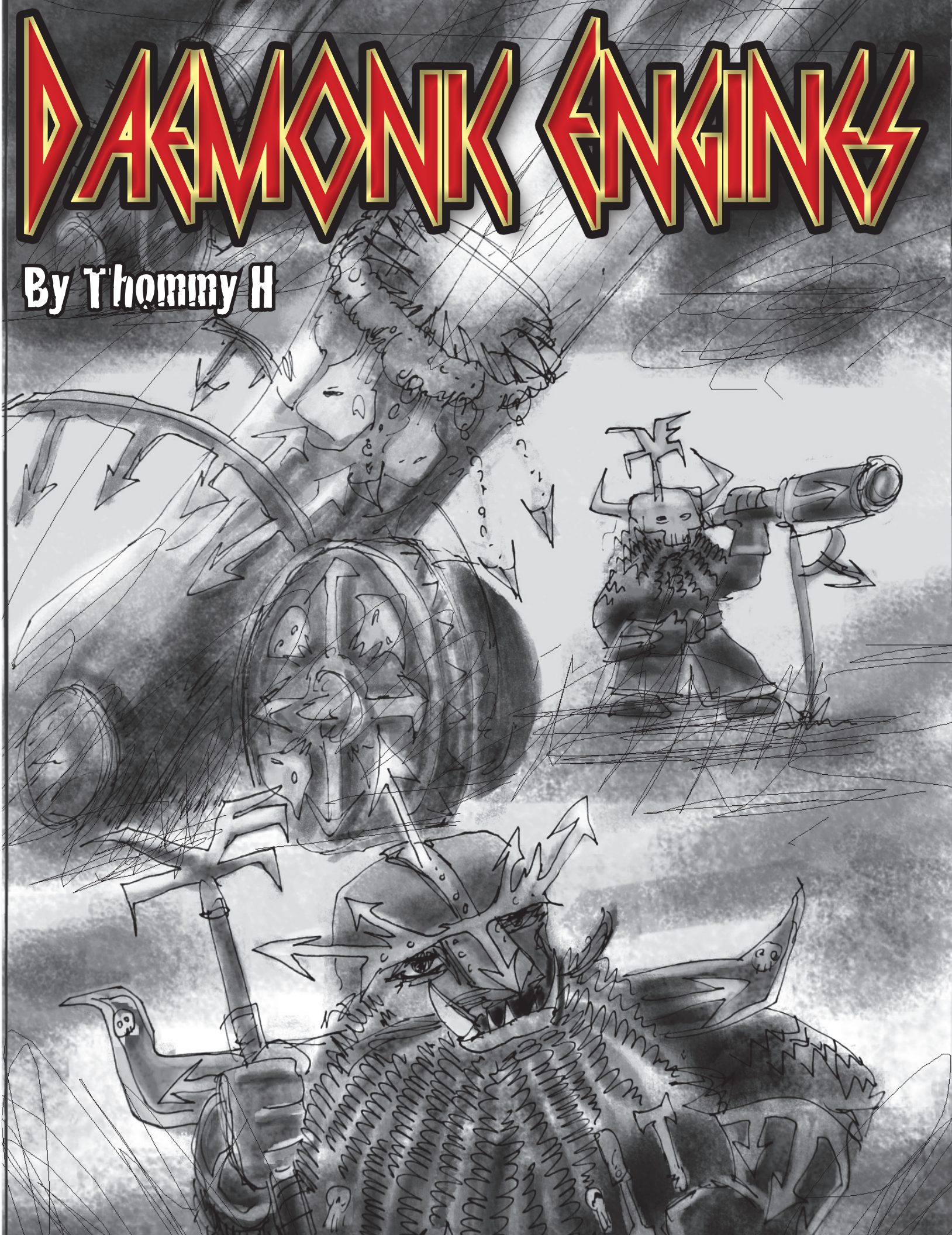
And that about closes it up everyone, sorry this is a bit shorter this time around as I had to condense it a bit to fit this in: Thanks for journeying with me over the past year covering these Warhammer sites and perhaps I’ll find another topic to opine about in the future. You can look over the last year’s worth of ezines to find the reviews for other sites and I hope this has been beneficial for those looking for a particular faction’s site.

Who knows perhaps this space will be for some enterprising individual in the future. Till then, Willmark signing out, and hopefully somone out there on the site got that hint...



By Ishkur Cinderhat

By Ishkur Cinderhat



DAEMONIC ENGINES

These rules for Daemonic Engines allow Chaos Dwarf players to field customised war machines in their armies. They are designed to be used with the Ravening Hordes list and replace the army list entries for the Death Rocket and Earthshaker Cannon, although players can still use the current war machines as "mundane" engines that have not had Daemons bound to them if they choose. Players will find these rules do not fit quite as well into the Indy GT Dwarfs of Chaos army list, but they are still theoretically usable as more bespoke versions of the Daemon-engines in that book.

It is not known when or how the Chaos Dwarfs learnt the technique of Daemon-binding. Their most ancient lore has it that the skill was taught to them by Hashut Himself, and that He granted them mastery over the denizens of the Realm of Chaos when he taught them magic. It is certainly true that the ability to work magic is linked to their predilection to enslave Daemons: like all Dwarfs, they make use of any tool or material they believe will benefit them and, for Chaos Dwarfs, magic and Daemons are no different from iron or coal. It is also true that Chaos Dwarfs are supremely arrogant and have many thousands of slaves that toil for them in their mines and forges. Why should a Daemon be any different from a Goblin? To the Dawi'Zharr, the servants of the Chaos Gods are not objects of fear or veneration, but another resource to exploit for their own vile ends.

Chaos Dwarfs bind Daemons into many artefacts, such as weapons and armour, which they use themselves or sell to Ogres, Greenskins and the Warriors of Chaos in exchange for more slaves, gold and other more esoteric goods. The most horrific application they have discovered for bound Daemons though is imprisoning them inside great engines of destruction. In this manner, the Daemon's infernal energy acts as a power source for machines that would be impossible to build with normal technology.

Daemonic Engines are extremely dangerous. The Daemon is kept in a state of torment and agitation, so that its rage can power the cannon. They must be chained into position so that they do not rampage out of control. Like all Daemons, they must be fed souls to survive, and the Chaos Dwarfs shovel living captives into the Engine's flesh furnace. As this horrifying fuel burns, it feeds the Daemon inside, placating it for a short while. The Chaos Dwarf crew, made up of members of the Labourer and Artisan Castes, can control the Engine by measuring the amount of

corpses they feed it, ensuring it does not rage out of control. However, sometimes it may be advantageous to allow the Engine to break free of its bonds and hurl itself towards the enemy, snarling and snapping, to slake its thirst for flesh and blood.

Daemonic Engines are built by a specialist group of Sorcerers known as Daemonsmiths. These individuals are skilled in the magical arts, but do not use their abilities to cast spells. Instead, they summon and enslave Daemons. Sometimes the Daemonsmiths take to the field in order to join the crews of the Daemonic Engines. Their mastery over their creations enables them to better control them and ensure they fire more reliably – or, occasionally, goad them into rampaging if it serves their ends.

No two Daemon Engines are the same, as each is individually designed and built. They have many different traits, such as obsidian hulls, noxious emissions or razor-sharp barbs to make them more deadly. They fire different kinds of ammunition, such as erratic rockets, huge shells which cause the earth to tremble when they land and bolts of pure hellfire. Daemonic Engines are often divided based on their size and power, and upon what manner of Daemon is bound inside their iron shell. Smaller cannon that contain the lesser servants of the Chaos Gods, such as Bloodletters or Daemonettes, are known as Lesser Daemonic Engines, while the huge siege guns that are powered by awesome Daemon Princes or Greater Daemons are known as Greater Daemonic Engines. The most infamous of these horrific devices are the monstrous Hellcannons, which are often seen in the employ of the mortal warbands of Chaos worshippers.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Daemonsmith	3	4	3	3	4	1	2	2	9
Lesser Engine	6	4	3	4	5	3	1	2	6
Greater Engine	6	4	3	5	6	3	1	3	5

SPECIAL RULES
Fear, Unbreakable

Daemonic Engine: Daemonic Engines follow the rules for monsters and handlers with the crew acting as the handlers. A Daemonic Engine may fire in the same manner as a stone thrower if it does not move that turn. Like all monsters, their Unit Strength is equal to their starting number of wounds. If all members of the crew are destroyed for any reason, the Daemonic Engine will need to take a Monster Reaction test.

Rampage: Daemonic Engines constantly strive to break from their bonds. At the beginning of the turn, if a Daemonic Engine is not in combat, take a Leadership test for the unit as normal. If it passes the test, the unit may behave as normal. If it fails the test, the unit will not fire and instead becomes subject to the Random Movement (1D6) rule (for Lesser Engines) or the Random Movement (2D6) rule (for Greater Engines). When it moves it must pivot to face the closest enemy unit before it makes its move.

Daemonsmith: Daemonic Engines are often accompanied by Daemonsmiths, arcane engineers who are adept at controlling bound Daemons with their magical arts. A Daemon Engine with a Daemonsmith in its crew may re-roll the Leadership test to determine if it Rampages or not (note that it can re-roll a passed test too). In addition, the Daemonsmith allows the artillery dice to be re-rolled in the case of a Misfire. A Daemonsmith counts as part of the Engine's crew in all respects.

Bound Daemon: Whenever a Daemonic Engine misfires, roll on the following chart:

D6	Result
1	<i>Freedom!</i> The Daemon inside the Engine violently breaks its bonds. Every unit within 3D6" takes D6 Strength 5 hits. Then remove the Engine and its crew from play.
2	<i>Nom Nom Nom:</i> The Engine sucks its own crew into the furnace and spits them out in a shower of gore and bone. Remove the crew from play.
3	<i>Zap!</i> The Engine fires great pulses of raw magic. All Wizards must roll on the Miscast table. Ignore instructions on the table to lose dice from the dice pool. On a roll of 10-12 the Wizard loses D3 random spells.
4	<i>Grrr:</i> The enraged Daemon inside the Engine goes berserk. Remove one random member of the crew.
5	<i>Aaargh!</i> The Engine breaks its chains and rushes forwards. The Engine rampages as described in the Rampage rule.
6	<i>Ka-Boom!</i> The Engine fires a spectacularly devastating blast. Resolve the shot as if every model under the template were under the hole (i.e. at full Strength). The Engine cannot fire for the rest of the game.

Daemonic Upgrades: Each Daemonic Engine is unique – some do not take the form of cannon at all, but are more esoteric creations, such as Dwarf-shaped golems or iron engines covered in whirring blades that head straight for the ranks of the enemy. A Daemonic Engine may be given Daemonic Upgrades as specified in its army list entry, in a similar way to characters with magic items. In accordance with the spirit of experimentation, no two Daemonic Engines may take the exact same combination of Daemonic Upgrades.



Minis By Chambo

DAEMONIC UPGRADES

ARMOURED
The Engine is bound with mighty iron plates. The Engine has a 4+ armour save.

BREATH WEAPON
The Engine is able to expel a wall of deadly fumes, flames or ichor which engulfs its foes. The Engine has a Strength 3 breath weapon.

COLOSSAL
The Engine is a towering monstrosity that looms over the battlefield. The Engine has +2 wounds and changes its unit type to Monstrous Beast. It also gains the Large Target and Terror special rules.

DAEMONIC BARRAGE
The Engine has multiple barrels, enabling it to hurl masses of ammunition at the enemy, drastically increasing the chances of destroying them through sheer weight of fire. The Engine may re-roll failed rolls to wound when it uses its stone thrower attack.

DEATH ROCKETS
The Engine fires rockets which are controlled by chittering Daemons, causing them to spiral unpredictably through the air and land in unexpected places. If the Engine rolls a hit and a misfire while firing, do not roll on the misfire chart, instead the shot scatters 4D6" in the direction indicated by the arrow on the hit symbol and is resolved there instead. No damage is done at the original target point.

DOOMFIRE
The Engine fires not solid ammunition but pulses of raw daemonfire that rend apart targets with their infernal energy. Hits from the Engine's stone thrower shots are resolved at Strength 5, or Strength 10 for the model directly under the template's hole.

FEROCIOUS
The Engine is a barely-restrained enraged monster that constantly fights against its bonds. The Engine has +2 Attacks, -1 Leadership and when it Rampages it has the Random Movement (3D6) rule.

FLAMING HIDE
The Engine's hull burns with terrific intensity, immolating foes on contact and rendering it proof against fire. The Engine's attacks (including any breath weapon it may have) are flaming and it is itself immune to all flaming attacks.

FOUL EXCRETION
As part of the Engine's function, it exudes a vlie acidic ichor that melts armour and burns flesh. The Engine has the Poisoned Attacks ability in close combat.

GREAT HORNS
The Engine has the likeness of a bull, the chosen form of Hashut Himself, complete with a mighty set of fearsome horns. The Engine has +1 Strength.

INFERNAL SHELLS
The Engine fires huge shells that cause tremors where they land, shaking victims off their feet. Any unit hit by the Engine's template when it fires (not including a breath weapon) may only move at half rate in their next turn and may not fire ranged weapons. War machines hit may only fire on a D6 roll of 4+ on their next turn.

OBSIDIAN HULL
The Engine has obsidian built into its hull that wards away enemy spells. The Engine has Magic Resistance (1). This gift may be taken a second time, giving it Magic Resistance (2).

RAZOR CLAWS
The Engine is festooned with wickedly sharp blades and spikes that can cleave a living creature in two with ruthless efficiency. The Engine has the Killing Blow ability.

SMOG
The Engine belches forth great clouds of foul-smelling fumes that enshroud it, partially obscuring it and also choking any foes who try to attack. Missile weapons targeted at the Construct suffer a -1 to hit penalty. Models that target it in close combat are at WS -1.

SENTIENT AMMUNITION
The Engine's ammunition is imbued with animalistic Daemonic sentience and is able to guide itself as it plummets towards its targets.

When the Engine fires, it may re-roll the Scatter dice.

TALISMAN OF HASHUT

The Engine is etched with runes of the Father of Darkness, invoking His divine protection. The Engine has a 5+ Ward save

THUNDEROUS CHARGE

The Engine hurls itself into combat with terrifying force, scattering foes before it with sheer weight. When it charges, the Engine causes D6+1 impact hits like a chariot.

WARPFIRE

The Engine's ammunition is imbued with the mutating power of Chaos, warping its victim's bodies and minds as it lands. Any unit hit by the Engine's shooting attacks (including a breath weapon) must take a Panic test with a -1 Leadership penalty.

ARMY LIST ENTRIES

SPECIAL

LESSER DAEMONIC ENGINE

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Daemonsmith	3	4	3	3	4	1	2	2	9
Lesser Engine	6	4	3	4	5	3	1	2	6

Unit Type: Monster and Handlers

Equipment: (Chaos Dwarfs)
• Hand weapon
• Heavy armour

Special Rules: (Chaos Dwarfs)
• Unbreakable (as long as the Engine is alive)

Special Rules: (Engine)
• Daemonic Engine
• Fear
• Unbreakable
• Rampage
• Bound Daemon
• Unit Strength 3

Unit Size:
1 Lesser Daemonic Engine and 2 Chaos Dwarfs

Options:
Upgrade one Chaos Dwarf to a Daemonsmith.....35pts
May take any of the following Daemonic Upgrades, up to a total value of 50 points:

- Doomfire*.....30 pts
- Smog.....30 pts
- Talisman of Hashut.....30 pts
- Daemonic Barrage.....25 pts
- Foul Excretion.....25 pts
- Razor Claws.....25 pts
- Sentient Ammunition.....25 pts
- Breath Weapon.....20 pts
- Obsidian Hull.....20 pts
- Death Rockets*.....20 pts
- Flaming Hide.....20 pts
- Infernal Shells*.....20 pts
- Warpfire.....20 pts
- Great Horns.....20 pts
- Armoured.....10 pts

*May choose one only.



Minis By Borka

RARE

GREATER DAEMONIC ENGINE

	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Daemonsmith	3	4	3	3	4	1	2	2	9
Greater Engine	6	4	3	5	6	3	1	3	5

Unit Type: Monster and Handlers

Equipment: (Chaos Dwarfs)
• Hand weapon
• Heavy armour

Special Rules: (Chaos Dwarfs)
• Unbreakable (as long as the Engine is alive)

Special Rules: (Engine)
• Daemonic Engine
• Fear
• Unbreakable
• Rampage
• Bound Daemon
• Unit Strength 3

The Kolossus
The largest and most terrifying Daemonic Engine ever built by the Chaos Dwarfs was the Kolossus, a mighty bull-shaped monstrosity. One Greater Daemonic Engine in the army may be given up to 150 points of Daemonic Upgrades to represent this awesome creation, but only if a Sorcerer Lord is also present in the army.

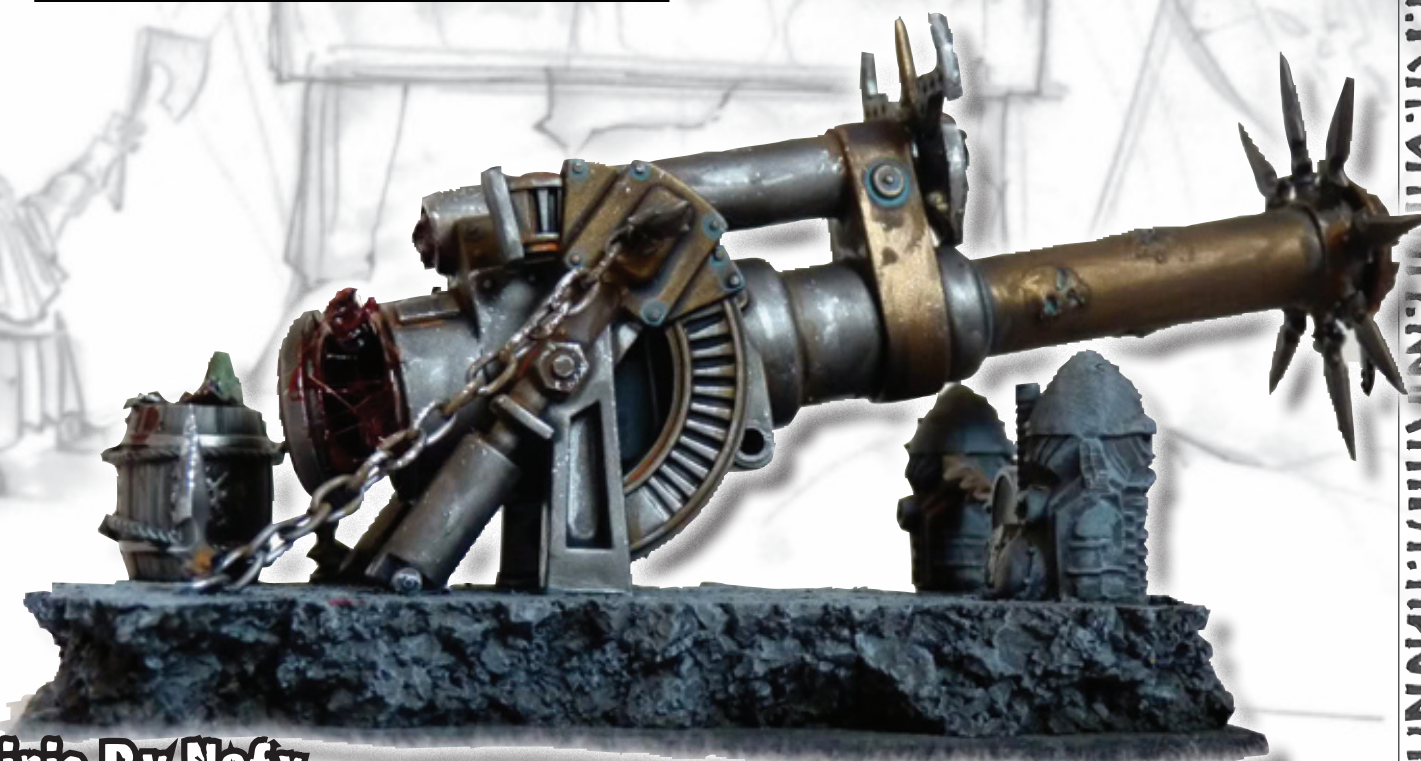
105 Points

Unit Size:
1 Greater Daemonic Engine and 3 Chaos Dwarfs

Options:
Upgrade one Chaos Dwarf to a Daemonsmith.....35pts
May take any of the following Daemonic Upgrades, up to a total value of 100 points:

- Doomfire*.....30 pts
- Smog.....30 pts
- Talisman of Hashut.....30 pts
- Daemonic Barrage.....25 pts
- Foul Excretion.....25 pts
- Razor Claws.....25 pts
- Sentient Ammunition.....25 pts
- Thunderous Charge.....25 pts
- Breath Weapon.....20 pts
- Colossal.....20 pts
- Death Rockets*.....20 pts
- Ferocious.....20 pts
- Flaming Hide.....20 pts
- Infernal Shells*.....20 pts
- Obsidian Hull.....20 pts
- Warpfire.....20 pts
- Great Horns.....20 pts
- Armoured.....10 pts

*May choose one only.



Minis By Nofx

DAEMONIK ENGINES



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TESTAMENT OF A DAWI—ZHARR

— MEMBER SPOTLIGHT
—TARRAKK BLACKHAND—



Who are you?

Come, children, and gather around the fire as I tell you the legend of Tarrakk Blackhand. ...but seriously folks....

My name is Trevor Ursulescu. I was born in North Vancouver, British Columbia, Canada in 1974. As I grew up in the 1980's, my father and I built a lot of model kits together which included Star Trek, Star Wars, wooden cars for the Cub Car Rally, plastic model cars, Balsa wood and plastic airplane models and model trains. As I went through school, I took courses which included photography, acting, drafting, mechanics, art, metal shop, and woodwork. After graduation, I attended a community college where I was trained in Auto Body Collision Repair. This line of work wasn't turning out for me, so in 2000, I decided to move to Alberta, Canada and try my luck doing something else. This is where I met my wife Julie. We opened up a hobby shop in High River, Alberta, Canada in 2004 called "Monster Hobbies". Ever since then, I have been playing all types of games with the kids around town. Julie and I now have 2 daughters, Rozina and Daciana.

How long have you been war gaming?

I wish I could tell you that my war gaming days started in the 1970's and I have this really cool collection of rare and vintage figures piled up, floor to ceiling, in my basement from every type of game imaginable.....but I can't tell you that. When I grew up, the group of kids I hung out with were playing games like Advanced Dungeons and Dragons and James Bond, the role-playing game. My neighbour, Steven, was really great at being the Game Master for James Bond. Some days I wish I could go back to his basement and be 007 again.

As far as early war games, I did purchase a small collection of Star Trek Fasa gaming pieces and some of the D&D pewter figures from the 1980's. I had a collection of Airfix (MPC) World War One German and American figures for the model railroad as well as some airplanes and wooden tanks my Dad and I built. If I had some rules, I bet that would be a great game! I still have all those pieces which included 150 1/72nd scale Germans. I even have a Star Wars Land Speeder and a Spiderman figure from some long lost Marvel Mini game. However, most of us kids were playing with action figures, board games, Hotwheel cars, or the early computer and arcade games. I grew up with the Odyssey 2 gaming system from Magnavox at home and Pac-Man at the corner store. It wasn't until I opened my hobby shop in 2004 that I was reintroduced to the gaming world.

Why Chaos Dwarfs?

I always liked Fantasy, especially growing up watching movies like Clash of the Titans, the cartoon version of Lord of the Rings, Lou Feringno as The Incredible Hulk and just living in the forests of British Columbia where you are only 3 minutes away from the mountains. Those things were great for the imagination!

When I started playing games again at Monster Hobbies with the local kids, we started with Hero Clix by Wizkids. Eventually, we played Magic, The Gathering, Wings of War, Archam Horror, Zombies, Flames of War and Warhammer 40K and Fantasy. For Warhammer, I started with the Dwarf Army from Battle of Skull Pass and gave the Goblins to Julie. From there, I built and collected the Dwarf army and bought rare figures like Queen Helga and Joseph Bugman. I was always looking in the 7th edition rule book and wondering what the Chaos Dwarfs were as there was no army book or figures available for them, but their stats were still included in the rules. At this time, I did a internet search and discovered Chaos Dwarfs Online.

There was two things that appealed to me primarily about the Chaos Dwarfs. First of all, they were the "Good Dwarfs Gone Bad". They reminded me of a combination of the former Soviet Union and those World War One German figures I bought so long ago. They are a superpower that is limited in resources, but still has the strength to defend it's borders and potentially take over the world, yet smart enough to refrain. The Hobgoblin Hordes remind me of the Romanian people, a strong army that is a great ally to the superpower in the sense of their reliability and cunning to win with even less resources than their allies. In fact, I try and build my figures to resemble this philosophy as opposed to the Assyrian bull worshiping army of the 5th edition Chaos Dwarfs.

The second thing that appealed to me was the fact that the Chaos Dwarf army had better mobility, something that was always the stumbling block with the Dwarf army. Chaos Dwarf weaponry is superior too. What's not appealing about firing a Death Rocket into a crowd of enemies and then stopping them by carpet bombing the battlefield with the Earthshaker while your Blunderbusses open fire into their numbers? Top it off with a charge of half crazed Hobgoblins on wolf back from their rear and you have the ultimate army from hell!

Why did you chose to build your army like you did?

The look of the original Tall Hat Chaos Dwarf figures appealed to me but I wanted to combine some of that philosophy with the 1890's to 1916 Austro-Hungarian WW1 uniform. Therefore, my foot soldiers wear a grey uniform with a spiked helmet, my artillery and blunderbuss crew wear olive green uniforms with tall hats and my heroes and sorcerers wear black and tall hats. This look distinguishes the ranks of each dwarf in the army. As for the Hobgoblins, I imagine them to have yellow skin like The Hobgoblin character from the old Spiderman comic books. This skin tone sets them apart from the other Greenskins and this saves me from having to extend 150 of them and change their look with Greensstuff. Therefore, yellow Hobgoblins can be built from Night Goblins without any modifications. They're just shorter.

What do you listen to while painting?

I have a huge collection of records, 8-tracks, tape cassettes and CD's going back through time that cover all styles and regions of the world. Right now I'm buying records from the local Salvation Army. They're inexpensive and the money helps out in a good cause. Some of my records came from my late Grandfather who managed to get a large collection of Romanian folk song records from Romania in the height of the Cold War. I don't know how he got them out of the country at the time, but I'm glad he did!

When I paint, I revert to my high school acting classes. As an actor, I try and project my mind and soul into the part I'm playing. The same can be said when I paint and

build a model. For example, if I'm building a 1970's Chevy Van model, I try and play Disco, Heavy Metal, and Funk to get in the mood of the 1970's. If it's a WW2 subject, I'll listen to my Grandfather's Victory Discs. If it's a monster model like Frankenstein or The Wolf Man, I'll listen to traditional music from Germany, Hungary and Romania as well as "Finlandia". Movie soundtracks from the 1950's, like Ben-Hur and Cleopatra are also wonderful mood records.

Since the Chaos Dwarfs never produced a Top 40 record, I try and think of what their world would look like and be like and what type of music would interest Chaos Dwarfs. Since my vision of the army is that of strong discipline and militaristic training, I think the Chaos Dwarfs would be interested in regimental music as opposed to love ballads and Techno. Therefore, when I paint them, I listen to marches from around the world. Primarily though, I listen to a record from The Red Army Choir that was put out in the 1960's. It's sung in Russian and the music structure sounds so different and powerful from something in English. I don't speak Russian, so the sound of the language is unrecognizable to my ears and it's easy to imagine that it could be the music of the Chaos Dwarfs. Any of the epic classical music pieces are also good for the Chaos Dwarfs. I also use some of this music in my Chaos Dwarf You-Tube videos.

What about the future?

For the future, I will try and have more build days, contests and events for my store, Monster Hobbies. I also want to enter as many Golden Hat contests as I can and try and wish everyone a Happy Birthday too. I am also looking to get my computer sound card fixed and then I'll make a few more You-Tube videos on building Chaos Dwarfs and Stop Motion movies about their battles. I am hoping to try and film something that looks like the battle scenes from the 1930's version of "All's Quiet On the Western Front", especially where they first fight in the trenches and that overhead crane camera moves along the trench line and you see all the guys fighting. It's ambitious, but I think I can do it. I would also love to draw up some propaganda style posters for Chaos Dwarfs that would look like the old 1930's-1970's Modern Art Soviet posters that said things like "Work hard for the Motherland!" and "The Chaos Dwarf Army is the strongest of them all!". Of course, they would be written in the language of the Chaos Dwarfs from previous issues of Word Of Hashut. Look forward to all the fun in the future!



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THE REDEMPTION OF AN ARYLL

- Campaign Pack



Presented by Chaos Dorks Online

The Redemption of Anaryll

A Campaign for Chaos Dwarfs and High Elves

By Thommy H

Lord Zakhuun's heavy brow furrowed as he looked out across the Desolation of Azgorh from his vantage point high in one of Gorgoth's baroque black towers. His most loyal captain, the Warlord H'zukh, was at his side, maintaining his usual stoic silence. Far in the distance, the great ragged cone of Azgorh itself belched its hellish fury into the sky, staining it red as blood and casting a pall of shadow across the barren wasteland that stretched as far as the eye could see in all directions. "I'm sure you are wondering why we came so far, H'zukh." Zakhuun turned to his retainer, but he showed no signs of having heard his master. "Hm?"

H'zukh shifted uncomfortably in his heavy armour. "I wonder nothing, my Lord. It is not mine to question the orders of my Sorcerer, only to obey without question."

Zakhuun chuckled drily. His breathing was always laboured these past few years: a sign of the Sorcerer's Curse that was working its way up his body, gradually petrifying him. He was stone up to the waist now, but tendrils of fossilisation worked their way through his internal organs too, magically transforming flesh into lifeless black rock. "That is right, loyal H'zukh, but I will enlighten you nonetheless. Have you heard tell of the Battle of Anurell's Tomb?"

It was H'zukh's turn to frown. "No, Lord..."

"Fifteen years ago," Zakhuun began as he stared out at the ash-choked sky, "a brigade of Elves from the uttermost west came to our southern shores seeking some lost trinket of their race, buried beneath a pitiful monolith with the corpse of one of their ancient leaders. They secured the site, but were accosted by Hobgoblins, who reported back to their master, the Sorcerer Lord Zharzak. He was with an expeditionary force in the region, exploring the Plain of Bone in the hope of finding some lost treasures that once belonged to the Dragon Kings of old. He had found nothing, but now he sensed a new opportunity. He led his host out of the north and attacked the High Elves, driving them from their monument before they could recover their prize. Zharzak dug up the grave of the dead Elf – who was named Anurell – and took his talisman for himself. Unfortunately, he found it quite useless."

"A stark warning of foolhardy enterprise," H'zukh said, nodding sagely.

"Quite. By sheer chance, however, I was given the opportunity to acquire the bauble – a jewel known as the Navigation Stone that Anurell used to chart his course across the oceans – and Zharzak parted with the apparently useless item for the paltry sum of three hundred slaves. He felt himself the victor in the bargain, but he was wrong. For though the sorcery of the Dawi Zharr could coax only a thin thread of magic from the Navigation Stone, ancient texts acquired from the west made it clear that it was actually a device of great power. But only if used by an Elf!"

At that moment, Zhakuun drew out from beneath his robes a dull grey orb and held it up to the weakling light. H'zukh took a step back. Even dormant, the Navigation Stone radiated an aura of fell power.

"Yes indeed! And they are looking for their lost artefact, H'Zukh. White sails have been seen cruising up the River Ruin. Each day, they move deeper into my trap for, when they come for it, I will be ready, and I will capture one of their mages and make them my slave. I will force them to use the power of the Navigation Stone to make me the most powerful Sorcerer since the days of Zhargon the Great! Even Ghorth will tremble at my might!"

H'zukh finally pulled his eyes away from the Navigation Stone. "But how, Lord? What will mastery of the seas do for your influence in the Temple?"

"Ah, you have such limited imagination, just like the foolish Elves who crafted this gem. They placed it at the prow of a ship, but I will place it at the prow of something much more powerful." Zhakuun gestured with the Navigation Stone into the pits of Ghorgoth where, hundreds of feet below them, H'zukh made out the partially completed hull of some great cylindrical object.

"What is that, Lord?"

"You recall the Hammer of Hashut, of course?"

"The failed rocket experiment?"



"Yes. A rocket as tall as a tower that went awry and destroyed an entire slave camp. I have crafted a new Hammer of Hashut based on the original designs, again acquired for some trifling wealth, and I intend to mount the Navigation Stone, guided by Elf magic, at its nose so that it can be aimed wherever I will."

H'zukh's mouth dropped open. "Lord...with such a weapon...you could destroy anything...or anyone...on the merest whim!"

"Yes," Zhakuun chuckled, "I could guide this missile across continents."

"You could destroy every city in the Empire of Men. You could level the very Worlds Edge Mountains. The explosive force alone..."

"Ah, again you betray your lack of imagination, my loyal servant. I do not intend to use this machine as a warhead. I intend to use it as a vehicle. Imagine an entire phalanx of Warriors in the belly of that rocket, launched into the heavens to land wherever we wish and emerge, axes bared, to take the enemy as slaves before they even know they are under attack. Imagine a fleet of such ships of the sky, arcing through the clouds, raining fire and bombs on the cowering foe. Imagine a Chaos Dwarf city on the very surface of Morslieb, inhabited by a garrison loyal to me, ready to swoop down on any nation in the world on wings of flame at a moment's notice. Yes, with this weapon and with this stone...I shall be INVINCIBLE!"

At that moment, Azgorh let forth a great rumble, accompanied by a spurt of white-hot lava. The whole of Gorgoth shook, but the noise did not drown out the laughter of Lord Zhakuun.

THE CAMPAIGN

This Campaign is a series of three linked scenarios, allowing you to fight a rematch between the Chaos Dwarfs and High Elves after the events of The Battle of Anurell's Tomb, which you can read about in White Dwarf presents: Chaos Dwarfs, or White Dwarf 163 in which it originally appeared. The Navigation Stone that was buried with the ancient mariner Lord Anurell has been taken by the Chaos Dwarfs and now the vengeful High Elves have tracked it down and intend to take it back – using whatever means necessary.

Anaryll's Revenge uses three different game systems: skirmish game Border Town Burning (Mordheim), classic ship combat game Man o' War and, of course, Warhammer. In order to play this campaign, you will need sufficient forces to play all three of these game systems. Anyone with a good sized Chaos Dwarf or High Elf army will be able to field the forces required for the first and final scenarios, but Man o' War may be a little more difficult. Since it is hard to acquire classic Man o' War models, players should feel free to use proxies (perhaps from Spartan Games' "Uncharted Seas" range) or even just counters to represent the ships. Obviously a copy of the Man o' War game rules and the Plague Fleet expansion will also be required. These come up on eBay from time to time and are not so rare that they will break the bank! Alternatively, enterprising players may want to devise their own ship-based rules to play the second scenario, as its rules are not necessarily specific to Man o' War and could in fact be adapted to any generic ship-combat system (such as the aforementioned Uncharted Seas...). *(Or for another interesting Twist explore the General's Compendium for further ideas of Ship based advetntures- Willmark).*

You can find the rules for using the Black Dwarf warband required in the first scenario in the first issue of the Word of Hashut, and the basic game rules for Mordheim are available as a PDF on the Games Workshop website. The Shadow Warriors warband was printed in Town Cryer and was once available through Games Workshop's website, but are no longer hosted there, so Google is your friend if you do not already have these! GW made all of the Specialist Games rules available for free some years ago, so don't feel guilty about finding them hosted online somewhere: it's perfectly legal!

The result of the first two scenarios affect the way the final scenario plays, so make sure you remember who wins. Obviously you can play any of the scenarios on their own, but they work best as a narrative campaign.

SCENARIO 1 SHADOWS IN THE MARSH

Anaryll still bore the scars from that fateful day fifteen years ago, when she had been torn from her mount by the monstrous beast that the foul Dwarf wizard had ridden and dashed into the dirt. Thankfully, the Chaos Dwarfs had left her for dead, and her warriors had been able to recover her unconscious body. Nonetheless, she had never forgotten that red day, and the memories still haunted her dreams. It had taken her fifteen years to navigate the politics of Ulthuan's courts and drum up enough support for this expedition of redemption. Coming back here had been hard for her, but she wouldn't show that weakness in front of her soldiers. Even as the deck bucked and heaved below her feet, she remained absolutely still, one pale hand lightly resting on the railing her only concession to the unstable footing. She had learned to hide her feelings below an immaculate mask these past years: to trust no one, perhaps not even herself.

"I never thought I'd see these cursed shores again."

The familiar voice, still carrying the traces of its Nagarythe accent, made her turn and, for just a second, the ghost of a smile crossed her face, only to be immediately absorbed into her implacable stoicism. It was Imrallion who had spoken, the Noble who, before that battle fifteen years ago, had been a fresh-faced young warrior, barely three-hundred summers old. It was but the blink of an eye later to the long life of an



Elf, but they both looked as if they had lived through an age. The days since had been dark, but now they both had the chance to see the dawn again.

"You always knew we had to come back," Anaryll said softly, "after what happened."

"We have to take back the Navigation Stone," the Noble replied, saying aloud what they had both known down to the marrow of their bones for fifteen years, "we must allow Anurell's spirit to rest. What they did..."

"I know," Anaryll interrupted, "I was there too. They will pay for what they did to my honoured ancestor. We will get the Stone back, and we can both go back to our lives again."

They were standing close now, the rocking of the ship having brought them together apparently by chance. For just a second, Imrallion reached out his hand as if to place it on hers on the railing, but he stopped himself and drew it back to the pommel of his sword. Fifteen years. Fifteen years of denial. Fifteen years with the memory of how Anurell's Tomb had been desecrated. A blink of an eye for an Elf, but for two lovers whose future had been snatched away by the horror of what they had witnessed... much longer...

"These lands are unfamiliar," Imrallion said abruptly, "we will need to send out scouts."

"Yes," Anaryll replied, "just a small number. We do not wish to draw attention to ourselves... not yet..."

"I trust only my Shadow Warriors for this task."

She nodded, agreeing. "Then it shall be done."

Anaryll is a High Elf Archmage and distant descendent of Anurell who was with Prince Dramalliel when he attempted to recover the Navigation Stone fifteen years ago. Thought dead in the battle, she was actually dragged to safety by her warriors and made a full recovery – at least physically. But she was haunted

by what came afterwards: the cruel Chaos Dwarfs excavated Anurell's Tomb, desecrating his body and stealing the Navigation Stone. Anaryll has never been able to forgive herself for allowing this to happen to her noble forebear, and has lived with the guilt for the fifteen long years it has taken her to gather an army of her own to mount a quest of redemption. Her scrying has allowed her to locate the Navigation Stone and her fleet has drawn close to the mouth of the River Ruin. Now, her chief captain, Imrallion – also a veteran of the Battle of Anurell's Tomb – has dispatched a force of his deadly Shadow Warriors to scout out the terrain so the High Elves can make a landing and find the Navigation Stone.

However, the Elves do not realise that they are stumbling into a trap. Chaos Dwarfs loyal to the Sorcerer Lord Zhakuun, who now possesses the Navigation Stone, are in the area too and are lying in wait for them. Lord Zhakuun has been luring the High Elves to him so that he can capture a Mage and use them to activate the Navigation Stone's full potential. Destroying their scouts in the first step in his plan: if the Elves don't know the lie of the land, they can be easily encircled or drawn into an unfavourable position and defeated piecemeal.

THE SCENARIO

This scenario uses the rules for Border Town Burning (Mordheim). It is fought between a warband of High Elf Shadow Warriors and Black Dwarfs. The Shadow Warriors have finished scouting out the swampland around the River Ruin's delta and are now heading back to their ship, anchored on the other side of the marshes, when the Chaos Dwarfs come upon them. Realising they have been discovered, the Shadow Warriors must race to the shore and return to Anaryll's fleet so they can deliver their

information.



By balluska @

http://fc02.deviantart.net/fs71/f/2010/016/f/0/High_Elf_portrayal_2nd_by_ballukas.jpg



Forces

Both forces should be selected as if they are an ordinary starting waband (i.e. with 500 gold crowns). Alternatively, if players are experienced at playing Mordheim, they may want to use the advanced rules in the back of the Mordheim rulebook for playing one-off games using larger, more experienced warbands with a different starting cost. Either way, both warbands should be the same size.

Battlefield

Set up the terrain in any mutually agreeable manner. The side of the board opposite the Shadow Warrior deployment zone should represent the swamps that give way to the River Ruin and should be left relatively sparse.

Deployment

The Shadow Warriors set up first on the side opposite the swamp, within 8" of the table edge. The Black Dwarfs set up anywhere on the table, as long as they are not within 14" of an enemy model.

Starting the Game

The Shadow Warriors have the first turn.

Ending the Game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses. If the Shadow Warriors manage to move two or more standing warriors to within 2" of the opposite table edge and thence through the marshes, they have broken through and win the game.

SCENARIO 2 JAWS OF THE STAR DRAGON

Captain Ghuz let out a guttural roar of triumph as he

charged to the prow of his flagship and pointed at the delicate, white-sailed Elven ships moored on the banks of the delta.

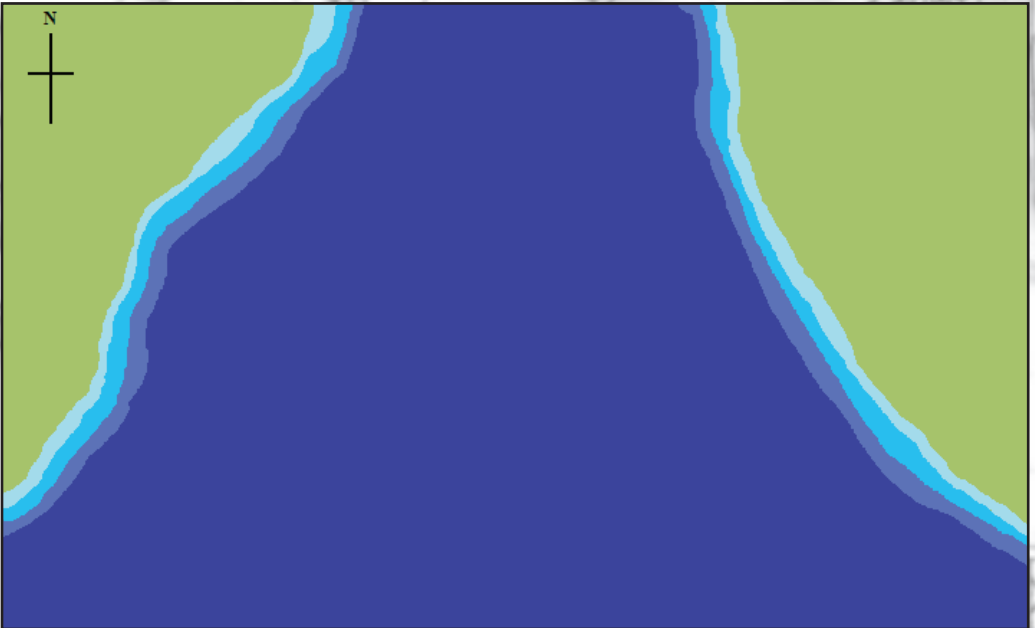
"There! We have them! With their robes down and their arses in the air! Pile on the coals! Load the batteries! Tonight, we dine on Elves!"

The Chaos Dwarf taskmasters immediately set to, cracking their whips across the backs of the snivelling Greenskins who laboured at the engines of the mighty barge. Ghuz let out a cackle and lumbered back to the foredeck. He ran a many-ringed hand over his exotically curled beard and grinned through the elaborate facial jewellery that leant him both a menacing and rakish air – at least in his own mind. He was the master of the finest mercenary fleet in the Chaos Dwarf empire, one of the few independent Warlords in all the bleak realm of the Dawi'Zharr, and able to command a high price for his dubious services. The life of a privateer was dangerous, but it would be considerably less so with more ships at his command, and his payment from this Lord Zakuun would make that a reality. He could feel the deck below his feet start to thrum as the barge's engines roared into life and the iron-bound beast started to lurch forward. The noise grew from a low murmur into a deafening roar as the whole fleet sprang to life too, belching out huge clouds of smog as they ploughed through the noxious waters of the River Ruin.

All around Ghuz, the Chaos Dwarf pirates let out a great bellow and shook their axes and swords in the air. Even the slaves joined in, swept up in the momentary frenzy of anticipation. These puny Elves wouldn't know what hit them!

Alas, Ghuz should have taken account of his surroundings: he was too used to attacking Goblin skiffs and fellow pirates. If he'd taken a moment to watch the horizon through his spyglass, he would have seen the telltale sign of more white sails...lots and lots more white sails...

When Lord Zhakuun's vanguard encountered the Shadow Warriors in the marshes, they immediately sent word to their master in Ghorgoth. Zhakuun wasted no time in dispatching a messenger to the mercenary fleet that was cruising the River Ruin. He had bought the loyalty of these pirates with much gold and many slaves and he intended for them to hold up the High Elf fleet while he travelled overland to capture his prize. Zhakuun is already on the way as Ghuz,



the Chaos Dwarf pirate lord, moves his fleet to intercept the High Elves who are currently making landfall on the banks of the River Ruin, their plans accelerated by knowledge of the Chaos Dwarfs upriver: they haven't even had time to wait for the Shadow Warrior scouts to return. Unfortunately for Ghuz, the Elves he has spotted are just Anaryll's own fleet, carrying her troops, but she is far from alone. The High Elves of the Fortress of Dawn have agreed to watch the seas as she carries out her dangerous mission and they are waiting for an attack. When Ghuz lit his engines, the resultant cloud of smoke alerted them and they changed course, rushing to the Archmage's aid. Ghuz doesn't know it yet, but he is caught in a trap...

The Scenario

This Scenario uses the rules for Man o' War. Anaryll's fleet are moored near the banks of the river as the Chaos Dwarfs attack, but a relief force from the Fortress of Dawn is on the way. The Chaos Dwarfs have one objective and one objective only: to prevent the High Elves from landing any more troops on the shore. The reinforcing fleet of High Elves are not carrying ground troops, so all they can do is defend Anaryll's ships once the trap is sprung.

Forces

Both fleets are selected as normal from the High Elf

and Chaos Dwarf fleet lists. The High Elf fleet is twice the size of the Chaos Dwarf fleet, so if the Chaos Dwarfs have 1,000 points, the High Elves would have 2,000. Neither fleet may have a Wizard (Anaryll has already landed, and Ghuz does not have any Sorcerers with him). Before the game begins, the High Elf player must divide his fleet into two parts, as equally as possible. One part (the smaller, if there is a difference in point value) represents Anaryll's ships, while the larger is the relief force from the Fortress of Dawn. The fleet's Admiral must be with the relief force, representing a High Elf Prince from the Fortress of Dawn.

Battlefield

Set up the battlefield as closely as your terrain collection allows to the below configuration:

This set up represents the mouth of the River Ruin in the south of the Dark Lands.

Deployment

The High Elves deploy the first half of their fleet (Anaryll's ships) anywhere within 6" of the western shoreline. Then the Chaos Dwarfs deploy their fleet anywhere within 9" of the northern edge of the table, but no closer than 12" to any High Elf ship. The remainder of the High Elf fleet is not deployed at the

start of the game. You should mark which High Elf ships belong to which half of the fleet for the purposes of determining victory (see Ending the Game, below).

Starting the Game

Start the game as normal. The Chaos Dwarfs automatically have the Initiative in the first turn.

Scenario Special Rules

Reinforcements: The High Elf relief force is just out of sight over the horizon. They are going as fast as they can, but they may not arrive in time to save Anaryll's ships. Roll a dice at the end of every turn, starting with the second: if you roll a 5+, the relief force arrives at the start of the next turn. Increase this to 4+ on turn 3, 3+ on turn 2, then 2+ on all subsequent turns. When the relief force becomes available, place the ships in contact with the southern edge of the table. They may immediately move and fight as normal.

Corrosive Waters: The River Ruin carries the effluence of the entire Chaos Dwarf empire, and its waters are highly polluted: no one survives long immersed in the foul ocean and wood and iron alike are eaten away by the acid. All wreckage markers are immediately converted to debris markers when a ship is sunk, and will be removed in the next End Phase. This means that characters clinging to debris only have this turn to be saved! In addition, the oil and tar that clogs the delta quickly coats the hulls of ships, making them particularly at risk of fire. When rolling to see if fires spread in the End Phase, re-roll any results of a '1'. The second result stands (even if it is another '1').

Ending the Game

The Chaos Dwarfs only have one objective, and that is to destroy the ships carrying Anaryll's troops. Anaryll and her vanguard have already landed and are making their way inland, but the rest of their army has yet to leave the ships. If the Chaos Dwarf fleet manages to destroy all of Anaryll's ships before they themselves are destroyed, they win, otherwise victory belongs to the High Elves. It is a simple fight to the death, but the Chaos Dwarfs have the advantage of only having to destroy half the enemy fleet to win.

SCENARIO 3 THE BATTLE FOR THE STONE

A smudge of grey on the horizon where there should have been mountains, forests, fields...anything at all...was the only sign of the vast desolation that lurked like a hungry beast to their north. Somewhere in the midst of the bleak swamps was the Human settlement of Pigbarter, a relative haven in this dangerous country, but the Elven army had no

business there. They had reached their final destination here, by the shores of the River Ruin. The wet heat was suffocating and the glittering host was surrounded by clouds of fat, black flies as they trudged despondently through the foul marshland. Anaryll strained to see through the grey heat haze to try and spot the Shadow Warriors they had dispatched the previous day to explore, hoping they would come stalking through the cloying fog to bring news about the lay of the land, allowing them to find a position of strength to make their stand. Would they come? Imrallion had said nothing, and she knew that he too feared that they had all been killed. They had been forced to land sooner than they had planned when their scout ships reported the Chaos Dwarf fleet further up the river, and even now the sky behind them was stained orange by the burning ships that littered the delta, the flames fed by the highly combustible pollution that slicked the foul waterway. How many of their ships had survived the Chaos Dwarfs' attack? Even with the relief force from the Fortress of Dawn to save them, there was little hope that she would be joined by her whole army...

Imrallion drew up his steed as they came to one of the sluggish tributaries of the River Ruin. His normally patient countenance was strained with worry, and the heat caused a trickle of sweat to snake its way slowly down one of his fine cheekbones. Absentmindedly, he snatched out a hand and plucked one of the stinging flies from the air, crushing it between two lithe fingers. A moment later he seemed to realise what he had done and regarded the multi-coloured mess on his hand with distaste. He wiped it on his robe, blemishing the immaculate white, then turned to face her. "Is it close?"

Anaryll looked around her, as if that would help, and then closed her eyes with a sigh. She spoke a few words under her breath and felt her spirit rise from her body. This was the magic that had brought them here: a simple scrying spell that, combined with her ancestral and personal link to the powerful Navigation Stone, was as accurate as a magnetic compass. She opened her eyes. "Very close. North and west. I believe it may even be moving."

"They're coming to us," Imrallion said grimly, "they know we're here. This is a trap."

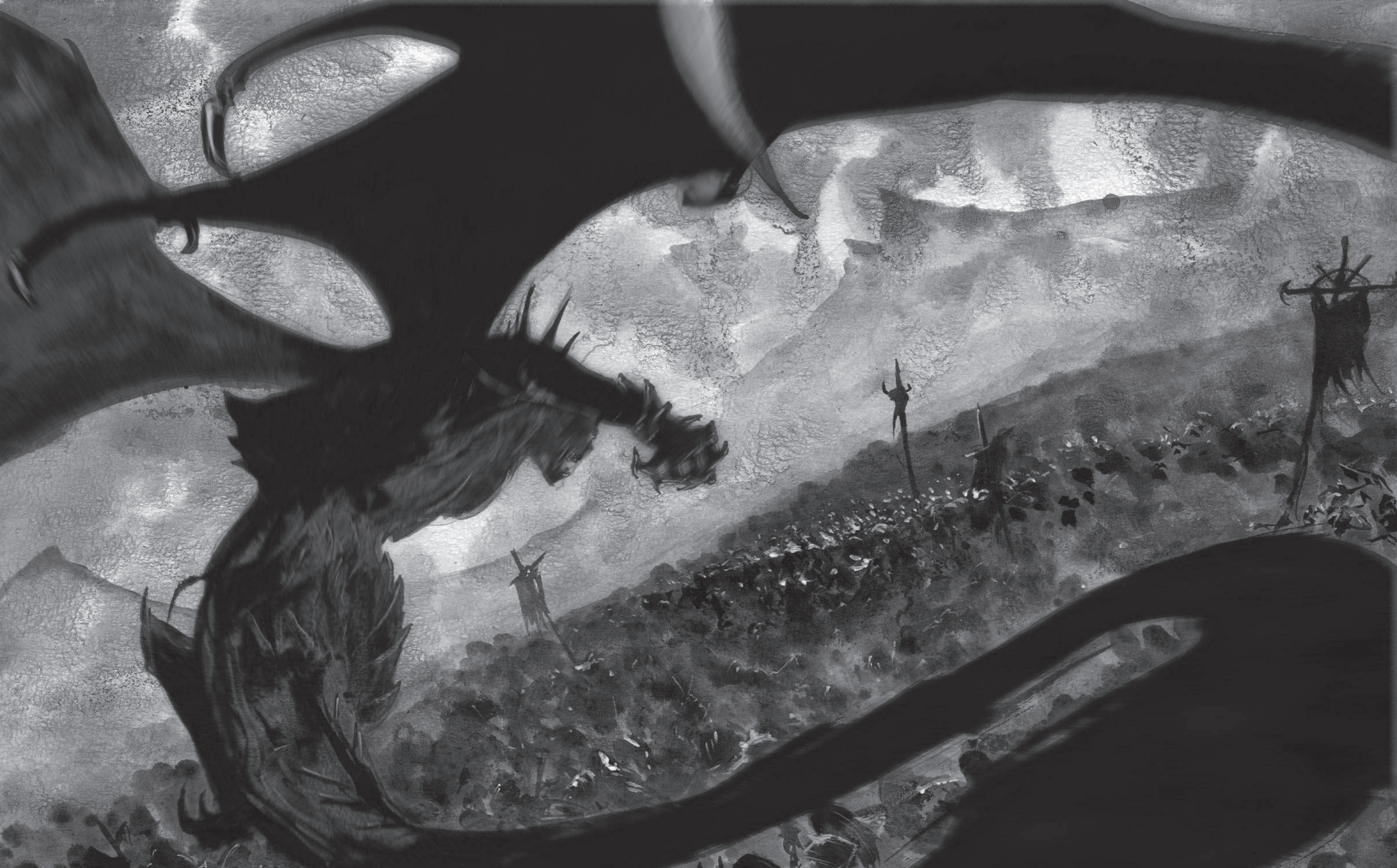
"Yes," Anaryll said simply, "they want us as much as we want them."

"Why?"

"I don't know," she shrugged, "but our fate has led us to this place, to this time. For better or worse, this is where we must make our stand."

Imrallion held her gaze for a long moment, and then nodded almost imperceptibly. He raised his hand and ordered the army to ford the stream and continue





through the marshes. Behind them, the glory of High Elf soldiery shouldered their weapons and prepared to meet their ends in this bleak land, just as their fellows had fifteen years before. Would they die for glory, or go to an unmarked grave in this vile swamp? Anaryll prayed for the former.

Anaryll has landed with her army on the shores of the River Ruin and is now making her way northwards through the swamps. At the same time, Lord Zakhuun's army has made its way from the Tower of Gorgoth and is moving to meet them in battle. Zakhuun has brought the Navigation Stone with him, knowing it will lead the Elves directly to him, making his plan to capture a mage possible – when he sees that the High Elves are led by an Archmage, he will settle for nothing less than making her his slave. For her part, Anaryll will stop at nothing to take back the Navigation Stone which she knows is in the Sorcerer Lord's possession. The High Elves hope that the Shadow Warriors have survived to reach them and deliver information about the geography of the region and that the remainder of their force has emerged relatively unscathed from the great sea battle in the mouth of the River Ruin: if not, they will be a severe disadvantage.

The Scenario
This battle uses the rules for Warhammer. The High Elves and the Chaos Dwarfs meet in open battle, in a rematch of The Battle of Anurrel's Tomb fifteen

years before. The High Elves are determined to recapture the Navigation Stone, no matter the cost, and Lord Zakhuun is equally intent on taking Anaryll as his slave so he can use her magical abilities to unlock the secrets of the Navigation Stone and use it to guide his infernal invention: the second Hammer of Hashut.

Forces
Lord Zakhuun's Chaos Dwarf force is a 3,000 point army chosen from whichever Chaos Dwarf army list you and your opponent agree to use. Ravening Hordes provides the default list, but you may prefer to use the Indy GT Dwarfs of Chaos book, or any other list that is acceptable to both players. The only limitation is that the army's General must be a Sorcerer Lord (or equivalent) that represents Zakhuun himself.

If the High Elves won Scenario 2: Jaws of the Star Dragon...
The High Elf fleet was able to survive the assault by the Chaos Dwarfs relatively intact and make a second landing on the shore. As Anaryll's army drew up for battle opposite the Chaos Dwarfs, they were joined by reinforcements. The army is chosen to a limit of 3,000 points using Warhammer Armies: High Elves. The General must be an Archmage to represent Anaryll and you therefore cannot chose a character with a higher Ld value (such as a Prince) and no wizard with a higher magic level than Anaryll's may be chosen either – her authority is unquestioned! The army must also contain a

Noble to represent Imrallion.

If the Chaos Dwarfs won Scenario 2: Jaws of the Star Dragon...
Anaryll's fleet was destroyed by the Chaos Dwarfs and only her vanguard made it to the shore. The army is chosen to a limit of 2,000 points using Warhammer Armies: High Elves. The above limitations on characters still apply.

You can play the battle with smaller (or larger!) armies as long as the relative sizes of the armies remain – the High Elf army should be either the same or two-thirds the size of the Chaos Dwarf army.

Battlefield
If the High Elves won Scenario 1: Shadows in the Marsh...
As Anaryll's army makes it ways through the marshland, they are joined by the remnants of the Shadow Warrior exploration party. Though battered, they are able to deliver information about the lay of the land to Imrallion so that the High Elves can find an advantageous spot to make their stand as the Chaos Dwarf army comes to meet them. Set up the terrain in any mutually agreeable manner and roll off to decide who gets to deploy on which side. The Chaos Dwarfs already know the geography of the region, so no side has any advantage. Furthermore, the High Elf army may contain a unit of Shadow Warriors at no additional points cost to represent the returning warband – this unit does not take up a Special choice. Using the same models that fought in Scenario 1 would be a very characterful touch!

If the Chaos Dwarfs won Scenario 1: Shadows in the Marsh...
The Shadow Warriors never arrive, leaving Anaryll's army to blunder blindly through the marshes. Lord Zakhuun is able to catch them at a disadvantage in unfamiliar terrain and, to represent this, the Chaos Dwarf player may set up the terrain and pick which deployment zone to set up in.

Deployment
Set up the armies using the rules for a normal Warhammer battle. The Chaos Dwarfs may pick their deployment zone if they won Scenario 1, but otherwise roll off as normal.

Starting the Game
Determine which side has the first turn in the normal manner.

Scenario Special Rules
The Navigation Stone: Lord Zakhuun is carrying the Navigation Stone, which is a special magic item that does not cost any points or otherwise affect his options in any way. The Navigation Stone is a potent artefact, but Chaos Dwarf magic cannot unlock its full potential.

Nonetheless, it does have its uses: one unit in the Chaos Dwarf army can deploy using the Scouts special rule. Furthermore, because the Navigation Stone is such a vital objective, you should keep track of its location, even if Lord Zakhuun dies. If Lord Zakhuun is killed, place a marker on the table where he fell to represent the Navigation Stone. Any Chaos Dwarf or Bull Centaur character can pick up the Stone if they move onto it in their movement phase (Hobgoblins will have nothing to do with Elven magic...) and you should record that they have it. If they die, place a marker down again. Any High Elf unit (not just characters) can also claim the Navigation Stone if they move onto it – see Ending the Game below.

Ending the Game
Both armies have a sudden death victory condition:

If the High Elves manage to kill the current holder of the Navigation Stone in close combat, run them down in a pursuit move, or pick up the Stone by moving onto the maker after it has been dropped, they automatically win the battle. Anaryll has reclaimed the Navigation Stone and with it her redemption!

If the Chaos Dwarfs kill Anaryll in close combat or run her down in a pursuit, they automatically win the battle. Zakhuun has captured Anaryll and can now turn his attentions to using her magic to satisfy his evil ambitions!

If neither of these victory conditions have been met within six turns, determine the winner using victory points as normal. Do not use the rules for claiming table quarters though, as neither side is interested in the worthless marshland.

Designer's Note:
While both sides can play a game of denial, keeping their respective objectives in cover or hidden in large units, neither side can really claim a moral victory unless they complete their sudden death victory condition. Players should try to get into the spirit of things and throw everything they have against their objective. Campaigns are all about having fun and playing out a narrative, not winning at all costs.

What Really Happened
Why don't you gather up some High Elf Opponents and give them the buisness!- Willmark

CREDITS

Design- Willmark
Writing- Thommy H
Art By: Balluska at Deviant Art, Baggronor, Grupax, Grimstonefire

BATTLE REPORT

BY SWISSDicator



The Opponents

SWISSDicator COMMANDING THE CHAOS DWARFS



VS

“NAMELESS” COMMANDING THE HIGH ELVES

Recently I was able to spend time with a college friend to do a game as Warhammer. He was in the area, but didn't have his army (Ogres) with him. So he borrowed my Dark Elves to use as High Elves. He wishes to remain mysterious or something, so he shall be known as “nameless”. (*Strange, he must be ashamed to play High Elves or something? Willmark.*)

THE CHAOS DWARFS

Lord on Taurus

- Black Hammer of Hashut, Armor of the Furnace & Shield

Chaos Dwarf Hero

BSB, Armor of Gazrakh, Sword of Might

Chaos Dwarf Sorcerer Level 2
2 Scrolls

Chaos Dwarf Sorcerer Level 2
Staff of Sorcery

24 Chaos Dwarf Warriors
Hw/Sh, FC

24 Chaos Dwarf Warriors
Hw/Sh, FC

17 Blunderbuss
Musician

20 Hobgoblins
Light Armor, Shield, Musician

20 Hobgoblins
Light Armor, Shield, Musician

10 Black Orcs

5 Bull Centaurs
Banner, Musician, Warbanner
Two hand weapons (we're using the Direwolf FAQ)

Death Rocket

Earth Shaker

THE HIGH ELVES

Prince

Sword of Might, Armor of Heroes, Vambraces of Defense, Shield

24 Spearmen
FC

Mage (Level 2)
Dispell Scroll, Jewell of the Dusk

24 Spearmen
FC

10 Archers

10 Archers

Noble (BSB)
Armor of Caledor, Guardian Pheonix

17 Phoenix Guard
FC, Warbanner

5 Ellyrian Reavers
Bow, Musician



Bolt Thrower

Bolt Thrower

Swiss's Spells

Both my mages roll both magic missiles in the lore of Death.

Nameless's Spells

One mage has Sheild of Saphery, and Curse of Arrow Attraction

The other has Courage of Aenarion, and Fury of Khaine.

Terrain

We agreed before hand to try a game without hills, which would change the typical placement of warmachines and shooters. Plus, it made making maps for this easier!

Nameless won the opportunity to deploy first, and although he finished deploying his units first I won the option to go first which I did.



CHAOS DWARF TURN 1

My Hobgoblins on my far left surged forward 6" on their animosity, apparently they really wanted to get into the thick of it. My Bull Centaurs moved forward, using the Obsidian Skull to protect their flank. Meanwhile my Taurus moved over to breathe fire, and possibly terror bomb the Shadow Warriors into oblivion. Worst case scenario, I hope to reduce their effectiveness considerably.

My magic phase is effectively shut down down, trying to get off magic missiles at the bolt thrower in the forest. However, my shooting phase proves far more deadly. My Earthshaker gets a direct hit on the bolt thrower on my left, killing crew and destroying the machine. My aim with the shot was to possibly kill crew, but more to try and shut down some shooting. Though the actual range of the Earth shaker is a pathetic 2" just short of effecting any archers. The Death rocket, drifts onto the Phoenix Guard hitting 8, and wounding 6, and only 2 save. My Taurus, breathes fire on the Shadow Warriors killing 4.

HIGH ELF TURN 1

Nameless's Shadow Warriors fail their terror check and run right into the giant rock they had deployed behind. The High Elves manage to get the Fury of Khaine off on the Bull Centaurs, however despite rolling four hits, none die. Meanwhile curse of arrow attraction is dispelled when cast on a block of Hobgoblins.

High Elf Turn 1



His shooting phase turns out to be a bit more effective. He kills six Hobgoblins in one unit, and three in the other. The remaining bolt thrower misses my Lord.



CHAOS DWARF TURN 2

I'm realizing he's hesitated in his advance, so I'm going to go very aggressive hoping to take advantage of this. Both my Hobgoblins don't have any animosity effects, and my only charge is from my Bull Centaurs who barrel towards the Bolt Thrower. Thankfully, I'm just within range and they can connect.

For other movement, I advance forward hoping to ensure my casters are in range, and that my Blunderbuss can get into the fight. My Hobgoblins get close to the enemy, hoping to draw fire before they charge down the Elves throats.

My magic phase started of as a disaster! One of my mages miscasts and rolls snake eyes, dying, and taking a couple warriors with him! Meanwhile, the other mage seems to

Chaos Dwarf Turn 1



have the exact opposite luck getting irresistible force on the bigger magic missile, causing a brutal 5 wounds, though he does save one.

My shooting proves... interesting. Shaker misfires, but simply can't fire this turn. The Rocket rolls a hit and msfire, and careens wildly... right into Hobgoblins! Thankfully it only grazed the poor green gits, dropping four. The Taurus, however, helps make up for this. I hit the entire unit, wounding three, killing all two. They barely pass their panic.

Combat phase sees the Bull Centaurs slaughter the crew, and they burst through denying the reavers a juicy flank charge.

HIGH ELF TURN 2

The High Elf line moves up, trying to force the issue, and he refuses his flank as well denying the Taurus a flank charge. He's relying on the wonderful High Elf Always Strikes First rule. He also moved his Reavers to where they could threaten the Black Orcs with a flank charge, next turn.

His magic is effective in getting Curse of Arrow Attraction off on a Hobgoblin block, meanwhile his magic missile is dispelled with a scroll.

Shooting sees him, after rerolls hit 10 Hobgoblins! He manged to drop 5 in the end, while the other acher unit drops 4.





CHAOS DWARF TURN 3

One of my Hobgoblin units fail animosity, but the other passes and charges the archer unit in front of them. The Black Orcs charge the Phoenix Guard, hoping I will have enough attacks back. I also shuffle forward my warriors a bit.

In my magic phase I draw out my magic a bit, getting him to use some a bunch of dice to stop the big magic missile, while my small magic missile fails on one die. My shooting phase, proves destructive. The Earthshaker and Rocket both hit the warriors and kill a total of 11 between the two of them. The Blunderbuss kill a single spear elf.

In the combat phase, the Phoenix Guard themselves drop one Black Orc. The BSB wounds one, but the Orc saves. The Black Orcs, apparently really despise High Elves as they get full hits (going with two choppas), though two fail to wound. No armor saves are made, but half the wards succeed. So three die. Meanwhile, while I lose combat, my BSB and general let the Black Orcs hold on the reroll.

The other combat sees the champion challenge, only to be slaughtered. Though with the wound and five overkill I do win by one. The unit fails the first roll, but makes it on the reroll. Meanwhile the Hobgoblins save both wounds, and kill four. The archers break and get away.

HIGH ELF TURN 3

The archers fail to rally, while the wrecked spear unit charges the Black Orcs in the flank. His magic phase proves ineffective, the only spell he got off (Curse) dispelled. His shooting kills a single Blunderbuss. In combat, the High Elves prove brutal to the Black Orcs, sparing only one. The Black Orcs flee, away from the Phoenix Guard. Both pursue, and catch. In the other combat the lord challenges my lord, and we get a glorious brutal combat. He goes for my Taurus, hoping to kill it off, causing a single wound. However, my Lord and Taurus decide that the Elf must die causing (between them) a total of 6 wounds, only 2 of which are saved by the wards. The Chaos Dwarf lord holds.



CHAOS DWARF TURN 4

Hobgoblin block fails animosity again! My warriors charge the Phoenix Guard, so I'm not also hit by the Reavers for the first turn of combat so I can have my



ranks. My magic phase, also fails to accomplish anything. In shooting, my rocket drops a round the archers killing 1. My shaker holds fire, not having any good targets. Meanwhile my Blunderbuss open up into the Spear Elves and drop three rank and file.

In combat, the Pheonix Guard can't get through the durability of the Chaos Dwarfs, but the BSB manages to kill one. The Chaos Dwarfs don't kill much either. The Phoenix Guard draw with the Chaos Dwarfs. Meanwhile the Taurus suffers a battering of Elven spears, none of which pierce his hide, but Lord and Mount kill 4 in turn and hold

HIGH ELF TURN 4

His spears charge my warriors, fearing being shot to death. In his magic phase, he gets an irresistible Shield of Saphery off on his spear unit that has charged. He also gets Curse of Arrow Attraction off on the Hobgoblin unit that has stalled in front of him. This makes his shooting brutal as he kill most of the unit and they panic into oblivion.

Combat sees the charging High Elves kill two warriors, while my BSB put a wound on the caster. That unit flees, and is caught. Meanwhile the other spears do get a wound on the Taurus, but six of them die! They hold on the reroll, amazingly.



CHAOS DWARF TURN 5

My Bull Centaurs charge into the flank of the spear elves fighting my Taurus, while my Chaos Dwarf warriors really don't have line of sight. So they reform in case the Pheonix Guard stay in. The Blunderbuss back off, opening up some line of sight to the archers for the shaker.

I fling the big magic missile off at the archers, and it goes off killing 6, the little magic missile also goes off finishing off the unit.

Shooting shifts priorities. The Death Rocket fires at the Reavers, killing 1. In the combat phase, the Elves kill none of the incoming Bull Centaurs, and although the Bull Centaurs cause 4 wounds, the Elves save three! The Taurus kills three. This time the elves flee, and both pursue catching them. In the combat with the Phoenix guard, all wounds end up being saved. Due to soft res, I win, but the Phoenix Guard continue to hold.

Nameless turn 5



The reavers charge the rocket, hoping a desperate gambit can swing some points their way. The riders kill one, the horses cause a wound which is saved. The crewman kills one of the fey elves and holds against their out number.

Against the Phoenix Guard, a wound actually makes it through. They hold however.



CHAOS DWARF TURN 6

Well, I charge everything into the Phoenix Guard, hoping to pop them with a lot of attacks. I didn't charge the second warrior unit it, knowing it would be to tight a fit, so I just charged the BSB out. The Bull Centaurs save the wound they suffer, while a warrior dies. This time, with all of my attacks I manage to brutalize the Elves. Killing six. With the kills, and even better soft res, the Phoenix Guard finally break and are destroyed. Meanwhile the reaver doesn't cause a wound, and is hit though not wounded.

HIGH ELF TURN 6

The reaver fights on, only to stay stuck in as the Chaos Dwarf army surrounds him.

Chaos Dwarfs massacre the High Elves.

Swiss' Post Battle Thoughts This was perhaps one of the offer fights I have had. My dice were decent too, especially on leadership checks. My lord staying combat until the Black Orcs could slam in was big. So I'm not sure which one gets the MVP award, but it would be one of them. Credit also goes to the general durability of the Chaos Dwarf warrior. They can take quite the punishment, as really only the BSB was doing damage. Losing my one caster early hurt, but I handled it.

Nameless' Post Battle Thoughts

Wow! His high leadership really saved him on his Taurus, to be honest. As that let him eventually destroy my warrior unit, which in turn led to the crushing of the Phoenix Guard. If it wasn't for that, it would have been very different. I was hoping the Taurus would fly off, or that I might get enough attacks to kill the mount (and render irrelevant) the Lord. My Phoenix Guard could just not kill today, though until Swiss attacked with everything they did endure a lot too. What really hurt was the Shadow Warriors dying on the first turn, as they would have been able to mess with Swiss's forces a lot.



GOLD clam



GOLDEN HAT—XII



SILVER—SKINK

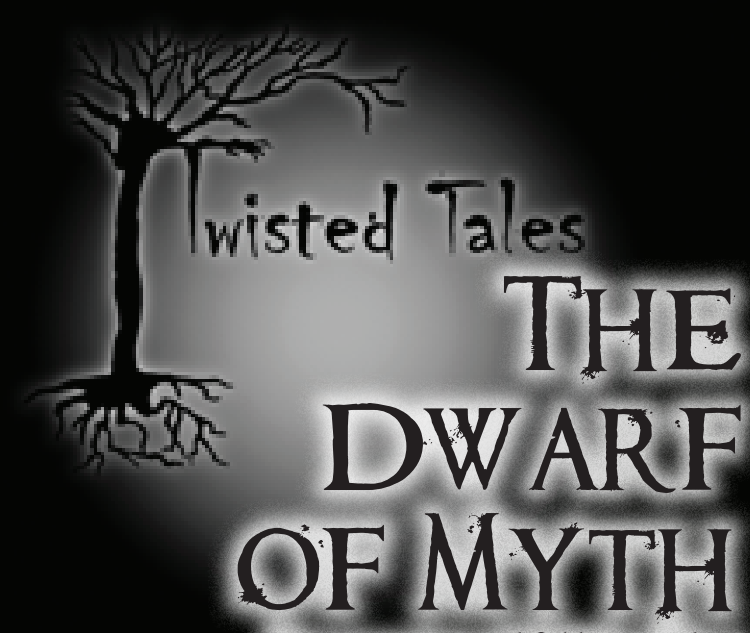


GOLDEN HAT—XII



SILVER—GRIMSTONE FIRE





We sent out intrepid field-Dawi Zharr reporter, Clam to get us an exclusive interview with Dutch miniature sculptor Sjoerd Trouwee, the man behind the Hasslefree Miniatures Twisted Tales range!



SJOERDO

That appears to be a very un-Dawi Zharr ride there! Where are the skulls and chains!
-Willmark



First, we would like to hear a bit about who ‘Sjoerdo’ is (your CDO forum alias). So, who are you?

My name is Sjoerd Trouwee, I’m a husband and a father, and besides my day job, I occasionally sculpt miniatures.

How did you get into the miniature world - What got you started?

Started just as a hobby back when I was a kid. But I haven’t played any games for at least 10 years now. My only connection now to the hobby is my affection for the 80’s miniature style (bit of nostalgia), both the miniatures as the artwork and books. So right now I’m just a collector of old miniatures and old books mostly related to chaos dwarfs.

You have been a forum member on both Chaos Dwarfs Online and the Hand of Hashut-site – what got you into Chaos Dwarfs?

It was my first army, but I only started with this army because the miniatures and the book were on sale in my local hobby shop! This was back in the mid nineties somewhere. Later on I bought an old citadel catalogue where I first saw the old chaos dwarf miniatures including the Juggernaut. That’s how I started collecting chaos dwarfs, back then all those 80’s

miniatures where still available by mail order, but unfortunately I didn’t know that then, so a few years later when the models went OOP I ended up spending heaps of money on eBay! Hehehehe oh the joy of collecting!

You then started sculpting your own miniatures, what got you started?

I only started sculpting miniatures because GW didn’t produce any proper CD miniatures anymore, all OOP (only the big hats back were still available). But I really wanted a nice sorcerer for my army, GW didn’t make one and the Aly Morrison one costs an arm and leg on eBay. So I had to make my own.

Do you have any education that makes it possible/ more easy for you to become a miniature sculptor – or are you a self-taught sculptor?

No, I have a master’s degree in social sciences which has nothing to do with sculpting at all I can assure you. So basically self taught out of necessity, but to become a decent sculptor one simply needs



imagination and patience, lots of patience... oh and perseverance, also lots of perseverance! Talent only becomes important when you want to reach the levels of a Tom Meier, Pedro Fernandez or Kev White.

What was the first mini you sculpted? What was the first chaos dwarf? Its the miniatures now called Azhback the Grey. It was my first ever attempt at sculpting, so I kept it simple, cloak, no visible hands and very little armour, but with a strong concept. I really kept it in feel with the old 80’s slightly more comical approach to the hobby. I was surprised at how easy it was to make a complete miniature from scratch, so I kept at it!

You then started the ‘famous’ Twisted Tales range and also started the Twisted Tales site – what was the idea behind this project?

After I sculpted that first miniature I showed it on the Hand of Hashut forum, and a lot of people there where impressed and wanted to buy it. I myself really started to like sculpting, and asked around what the possibilities where for having them cast. One thing led to another. I just wanted to try it out, gain a bit

of experience, seemed like a fun venture.

Where did you find the inspiration for the miniature designs?

All my work is a tribute to the 80’s style of chaos dwarves as designed by the Perry twins and Aly Morrison, inspired for a big part by all the old fluff and illustrations found in various White Dwarfs from the mid eighties and the 3rd edition rulebook.

The project also included other sculptors like John Pickford (O&Gs) and Emiel den Exter (doing a more 6th ed version Chaos Dwarf) - what were your ambitions back then?

I always sold my miniatures at cost, I never made a penny off it. From the start I was in it for the fun and to keep the old Skool chaos dwarf style alive. That’s why I teamed up Emiel and John, to fill the moulds and to create a platform for other sculptors, giving them the opportunity to hold casts of their design in their hands. John’s career really took off, you should see his work for Otherworld, especially his giant! If only he would do some chaos dwarfs (hint hint)...

And then you chose to close it down, again. Hasslefree Miniatures picked up your range – how did that happened?

Life got in the way. I couldn't be bothered with arranging the casting and everything anymore (work, family, other hobbies), back then I already sold some of my new sculpts to Hasslefree, seemed like the logical step to give them the rest of the range too. This way the minis would stay available and I would have a place where I could unload any new sculpts and keep adding to the range.

After the original Dwarves of Myth set - you have added another 5 dwarfs to the range. You seem to work in many different directions with you Chaos Dwarfs now (mutate, gnome, curly beard etc.). Why is that? – and how do you think the chaos dwarfs should look like in the year 2010?

I myself just do what I like most, since I started sculpting my skills have improvded making it possible for me to try out more difficult sculpts. Some of my sculpts are in some way basically updates of the previous sculpts. Volath is an update to Azhback the grey (look at the helmet), and my latest one is an Update to Loki Wraithaxe. As for the design future of chaos dwarfs, I just like the fact that so many people are taking up sculpting and producing their own chaos dwarfs, both amateur as professional company, the more different approaches the better! I really like the AoW version, but I also love the Confrontation dwarfs and now we also have another starter on the grid with Titan chaos dwarfs from Baggronor.

You've also started doing slightly bigger dwarfs – gone from 17-18mm (to the eye) up to 21-22mm – why is that?

Well bigger sculpts let you do more details and they fit in better with the miniatures available from other manufacturers. When I started I made dwarfs to complement my own collection of citadel and marauder dwarfs. So I made miniatures that fitted in size wise. But well my collection is all complete now, so I can now sculpt what I want in what size I want.

Your latest sculpt is a blunderbuss/warrior combo guy. From where, came the idea doing that guy?

It started with me wanting to sculpt another open helmeted chaos dwarf (update to Loki). The weapons combo's just came about. I added the additional set of weapons because I just felt like it needed something extra.



Which one of your chaos dwarfs is your personal favorite? And why?

I really don't know. On all my sculpts I can see weak points and strong points. I think if I really had to choose it would be between Volath and Crab Claw.



Volath is based on a design by my brother so it has a special feel to it for me, and Crab Claw I made specially upon request of a friend of mine known as Harvestmouse on the HoH forum. Harvest is the ultimate chaos dwarf collector, and he helped me out on many an occasion in my own collection quest.

Have you sculpted anything else besides chaos dwarfs?

Did an elf once, a blood bowl star player and a chaos warrior type bloke. Waste of time really since I could have been sculpting chaos dwarfs instead ;-)

Oh and I did a war machine once, looks a bit like a daemon shooting cannon balls from its rear end. It's my ultimate tribute to the 80's chaos dwarf style, this time by Nick Lund!

You also entered the Frother Unite Zombie Apocalypse sculpting contest in 2009 – didn't you?

Oh yeah, I had forgotten about the zombie... At



some point during the competition the organizers complained about how little zombies were entered compared to the amount of survivors... Since I really like the FU UK forum, I thought I'd help them out by entering a zombie. But I had little time so decided to enter half a zombie (half the zombie, half the time!)...

Any plans exploring that non-chaos dwarf side of you?

Nope, I have very little time for sculpting, between family, friends, work, restoring old Vespa scooters and playing guitar, so let's not waste that precious little sculpting time on anything other than chaos dwarfs!

Do you work from concepts/sketches when you start a new sculpt?

Sometimes, Volath is an examples of that, but most of the time I just go with the flow. I start with an idea and see where I end up.

Polymer clays, vax, epoxy putty – every sculptor has his favorite sculpting material – what's yours?

What ever is nearest on my desk, sometimes green



stuff sometimes grey stuff. I sculpt too little to really develop a preference for one or the other.

We see many attempts at sculpting new miniatures at CDO – and you seems willing to share your knowledge with them – any good advice to give out to the many new sculptors?

Depends on the ambitions of the sculptor. If you are serious about becoming a good sculptor; then don't fear to cut it off and start over again! Don't like the helmet you made? Chop it off and start again! Don't settle for 'good enough' if you really want to improve! If you are just in it for the fun than just have fun and doodle around.

And then we have to ask: 'what's next?' What are the plans for future Chaos Dwarf releases? Can you give us a Word of Hashut exclusive sneak peek of what will come?

I really don't know yet... Would like to do another sorcerer maybe or a war machine, well good ideas are always welcome of course!



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F in Forum needs to be a capital



By Nym

<http://coolminiornot.com/211709>



By Mudski

<http://coolminiornot.com/156579>

By TranquilityBase

<http://coolminiornot.com/48927>



By Arekarkadiusz

<http://coolminiornot.com/211858>



By skullhamma

<http://coolminiornot.com/211709>



By vikotnik

<http://coolminiornot.com/26887>

THE RUNES OF HASHUT

MEMBER FICTION

The Desecrated Forge

By Speedygo

Cold almost lifeless hands forced Filli Ironbrow deeper into the bowels of the mine. The Black Gromil shackles that bound the dwarven Ranger slowly sapped his strength, making each step he took progressively more difficult. His captors, the bastard son's of traitorous kin quickly took notice of Filli's plight.

"What's the matter son of Grungi, too hot in here for ya?" One of the chaos Dwarf guards tauntingly said before backhanding Filli with his gauntlet-covered hand.

The force of the blow sent Filli to the ground in a ruined heap. It hurt much more than it should have. Filli looked spitefully at his tormentor and was able to catch a glimpse of his gauntlet. The dark runes that ornamentally covered it glowed with a fiery power and crackled like freshly fried bacon but reeked of foul smelling sulfur.

"Few have witnessed the true power of Dawi Zharr. You are one of the privileged few but you will see more, so much more. The Daemonsmith has big plans for you son of Grungi."

Filli spat at the feet of the guard and received an iron boot to his chest for his trouble. This time it didn't hurt as much as the runic gauntlet. The other chaos Dwarf guard fretted impatiently taping his foot to the ground. He was bigger and older than his comrade. Filli deduced his age by the guard's longer beard.

Much like the tradition of the Dwarf clans from which Filli came, it seemed that the chaos Dwarf elders had the longest beard lengths. It was a sign of age and wisdom that commanded respect. The elder guard grabbed Filli with his ham sized hand and hoisted him effortlessly back to his feet.

"Enough rest Dawi! Back on your feet! You've got an appointment with Hashut and he doesn't like to be kept waiting." He mockingly said to Filli.

Filli felt a lump in his throat and struggled to clear it. The Dwarf Ranger did not want to discover what terrible

fate awaited him. Like a man being led to the gallows, Filli had no choice but to move onwards to his doom.

That thought caused Filli to think about the Slayer cult. It was not uncommon for a Dwarf to see out his death. In fact it was a perfectly honorable alternative to living a life of oathbroken shame. Had Filli known how his scouting mission would turn out, he would not have hesitated to take the slayer oath and dye his hair orange in the Slayer tradition. It was too late for that now but Filli resolved that he could face his doom with the same courage as his kin.

Filli reminisced over the events that led him to his current predicament. His predicament began with a day that was like any other one in the Dwarven hold of Karak Ok-Grund. Filli awoke to find his wife making a fine breakfast when a heavy-handed knock interrupted his meal. Filli arose and opened the door.

An old Dwarf stood before him. His beard was long and whitened signs of great age and status. The elder wore fine dark brown robes inlaid with gold heraldry. Right away Filli recognized him as a senior member of the prospecting guild.

"To what do I owe the pleasure of this visitation?" Filli asked cordially with a small bow of his head in respect.

The elder Dwarf didn't immediately answer back but instead squinted his eyes in concentration, as if he were studying Filli in the same way he might evaluate an unearthed ore.

"I am the Chief Guildmaster Norn Blackhammer of Karak Ok-Grund's Mining Guild. You may address me as Guildmaster Blackhammer. Filli Ironbrow, you are hereby ordered to search for the missing mining group in the black hills led by prospector Borik Goldring." The elder Dwarf finally said as he unrolled a scroll for Filli to see.

The scroll was heavily inlaid with intricate decorative runes and bore the seal of Lo-wi Foeslayer the King of Karak Ok-Grund. The matter had to be of the utmost importance and Filli invited the Guildmaster into his home that they may discuss the details of the summons.

"Your cooperation in this matter is much appreciated beardling and you will be rewarded handsomely for your efforts." The elder Dwarf stated matter of factly as he plopped down into a chair at Filli's breakfast table.

Like everything else in Dwarf society a summons was a binding contract to which both parties had limited power to negotiate the terms. Filli felt uneasy by the mandate, knowing that unquestioning agreement to the summons could doom him. Often in the initial drafts, summons had absolutely no forgiveness for failure. The mandates of these initial drafts were also nigh impossible to meet. Filli thought is best to wait for the best moment to petition for an acceptance of failure clause. It wasn't that Filli didn't have faith in his abilities but he had seen far too many of his kin force into the Slayer Cult because of failing to follow the royal summons.

“Young Miss, I'd like three eggs, but with the yolks unbroken and two slices of toast with jam and a glass of Bugman's, if you please.” Guildmaster Blackhammer dictated to Filli's wife.

Had the Dwarf been any one else, Filli would have taken great offense to his bluntness but to have a long beard of such stature in his home was a great honour to Filli. He could tell by the gleam in his wife's eye that she shared in his pride

“Now where were we, ah yes the King's mandate, Filli you have heard of Gromril haven't you?” The Guildmaster asked.
“With all respect sir, what sensible Dwarf hasn't heard of it? It is the finest of metals from which the best of armor and weapons are forged. It is quite rare and extremely valuable.” Filli answered.

“Quite right and well put young master Filli. Now what if I were to tell you that there exists an ore even more valuable. What would you say to that?”

“I'd say that it wasn't possible, with all respect sir.”

“Ah but it is Filli. Such an ore indeed exists. It is a type of Gromril called Gomri, only it is twice as strong and is capable of holding the power of several Master Runes upon it. Some of our miners discovered a small deposit of it just a few miles south east of here. For obvious reasons, the Gomri's excavation was kept secret. However, we have lost contact with Prospector Goldring's mining group. This is where you come in Filli. I am told that you and your group of Rangers can find a white boar's hair in a mountain range. We need you to find Goldring and recover any Gomri he may have excavated.” The Guildmaster said.

Now that he had heard what exactly he was being summoned to do Filli began to petition for a clause that would allow for failure. He wasn't sure he would need it but it was good to have just in case. Filli thought the best way to get the clause in was to be modest about his ability.

“Guildmaster, I 'm not that good of a Ranger. It's true; I'm the best woodsman in Karak Ok-Grund. But if this ore is as valuable as you say, I can nigh afford to fail in this task and facilitate the economic decline of our hold. Its too heft of a burden to place on my modest shoulders.”

The ploy was working. Filli could tell by the look in Guildmaster Blackhammer's eyes. The old grey bearded Dwarf stared at his with a haughty sense of respect. Blackhammer unfurled the scroll and began to scribble an amendment clause for acceptable and honorable failure. Filli's ploy had worked.

“Enough of that Lad! You will do this. You have no choice, besides you will be rewarded handsomely. Karak Ok-Grund has a lot to gain if you succeed. You're our best hope lad. We're not asking for miracles here. Just do your best. There now exists a clause in your summons that allows you an honorable failure in this matter. You need not worry about taking the Slayer take oath. However, Filli it is in your best interest to succeed with this errand. Success entitles you to some of the wealth King Foeslayer stands to gain.” The Guildmaster assertively stated.

Filli felt relieved by the Blackhammer's response. Many Dwarf's found themselves regretting their lack of prudence in such matters. Fortunately for Filli, he was keenly aware of the bartering nature Dwarfs instinctively brought into every element of their lives and was able to

Without further discussion Filli signed his oath of agreement to undertake the task. It wasn't like Filli had much of a choice in accepting the summons to begin with. Refusing the King's summons would instantly make him a social outcast. At least this way, Filli managed to not promise the impossible and only stood to gain from this venture, something any sensible Dwarf would do.

“You are wise beyond your years bearding and most hospitable also. I look forward to your report Master Filli. I am quite confident you will be successful.” The Guildmaster said as he left Filli's home. He left a small coin of blood gold, an extremely valuable metal on Filli's table.

Filli's eyes widened at the gesture and his jaw dropped. The coin was easily worth more than his entire house or neighborhood for that matter. Filli resolved to succeed in both recovering the Gomri and finding out what happened to Prospector Goldring.

He picked up the ruby coin and examined it. It was beautiful. The blood gold had a ruby metallic sheen that reflected light like a fine diamond.

“Why would Blackhammer leave something so valuable? No sensible Dwarf would do such a thing. The

contract!” Filli thought to himself.

Filli rushed over to his copy of the contract, looking for fine print and he found a clause.

‘Upon acceptance of payment for services, I Filli Ironbrow hereby pledge to not to return to Karak Ok-Grund until I have recovered exactly 2.7 ounces of Gomri. Refusal of said payment shall be considered a grave insult to which Filli Ironbrow shall be immediately stripped of his honour and considered an Oathbreaker.’

The Guildmaster had swindled him. It was respectfully done though. Filli's family now had enough wealth to be taken care of for the next several hundred years with or without his success. His group of Rangers were also relieved of his burden of commitment.

Filli explained the summons to his wife and she hugged him and cried. His son was too small to understand so Filli didn't bother telling him he might never see him again. Filli packed his things and sent out summons for his Rangers and remembered he had heard about Gomri before. His great grandfather had told him about it. Just before Filli left his home he looked up Gomri in his family library.

Filli met with his group of Rangers later that morning, all of whom were younger Dwarfs of two hundred years of age or less like Filli. The gathered in the central meeting halls before venturing out of the hold into the wilds. Filli explained their mission details there.

Grobil Hammerhand was the most excited of the group of eight Dwarfs and said: “This is incredible Filli! It like we won the lottery. We're going to be set for life.”

“But what if we fail? What then? What if the Gomri is just a rumor and a cave in killed 'ol Goldring? We're left chasing banshees and get to return home as oathbreakers. That'll be just great.” Olaf Svenson grumbled.

“There will be no such fate for us Olaf. I have a copy of the summons and spoke with the mining Guildmaster personally. We only stand to gain from this. Not only will we be considered heroes who honorably answered our King's call, we will be rich when we succeed in our task.” Filli said before falling into quiet introspection.

“I see a catch in your eyes Filli. I know there's got to be one, so let us know what it is.” Olaf petitioned.

“Well, my gut tells me there is something wrong about all of this. I don't think we've been told everything.”

“What more is there to tell Filli? All we got to do is find some lost miner and the Gomri.” Said Grobril.

“When the Guildmaster told me about Gomri I did not know what it was but then I remembered had I heard

about it before. My grandfather was a miner, you know. Gomri is a rare ore the Dawi Zharr prize,” Filli answered.

The group froze, shocked by Filli's words. It was like he had set off a blasting charge in the midst of them. A sense of dutiful grimness set over the group and any remnant of previous happiness disappeared. The Rangers set to the task at hand and marched in silence to Goldring's last know excavation site.

The Dawi Zharr or Chaos Dwarfs were an abomination to all of Dwarf kind. They forsook the Dwarven Ancestor Gods, Grungi, Valaya and Grimnir and worshiped the father of darkness, Hashut. The mere mention of Dawi Zharr was the gravest of insults to a Dwarf, a debased lot of self-serving heathens, who cared little for Dwarven virtue. To make matters worse these foul inbred relative kept part of the same name that the true Dwarfs indentified themselves with, Dawi.

Filli's Rangers were exceptionally skilled woodsmen even by Elf standards. Part of the success of Filli Ironbrow's Rangers lay in their use stealth and camouflage. Unlike other Dwarf Rangers Filli's troupe tried to become part of the woods and not just move through it. As a result, Filli's Rangers navigated the forests with the skill of Halfling woodsmen. Often they were able to infiltrate an area without nearby occupants being aware they were there, such was the case when the arrived at the excavation site.

In typically Dwarf fashion; the mine entrance had been disguised to look like a well of a house in the countryside. Filli and his Rangers crept up hidden in the nearby trees and waited. Not wanting to give themselves away the Rangers communicated in mimicked animal sounds and noises. When they spoke to each other it sounded like nothing more than the everyday noise of the forest.

“I don't see any one. Why don't we go take a closer look?” Grobril said in a language sounding like a scampering mouse.

“No, we wait. Something doesn't feel right.” Filli replied in rustling leaf sounds.

The country house's ominous doors and windows distressed Filli. The wood it was made of seemed unnatural, as if it had been somehow tainted. The wood was darker than any he had ever seen and had unnatural gnarled irregularities to it. So the Rangers waited and waited, until the entire day had passed and the sun began to set.

“Filli don't you think we have waited enough? Let's go in and get a closer look.” Grobril said once again in mouse scamper.

“Wait just a bit more.” Filli replied in leaf rustle.

Suddenly, in the distance a rumbling could be heard and it grew uncomfortably louder. Something was drawing closer to the house. Filli made a hand gesture. All communication in the Ranger group would now be in silent hands signals. The Rangers dug in and further camouflaged themselves so that they were now nearly invisible as they readied their crossbows.

Soon the distinctive footsteps of both beast and Dwarfs could be heard but there was also another even more uncomfortable noise amidst them, Goblins. Part of the training Filli put his Rangers through involved recognizing the sounds of different races footsteps. Although the Rangers tried to avoid open conflicts when possible, armed engagements were inevitable. Filli had learned long ago that precise ambush style attacks not only saved lives but were also more effective.

The mere thought of Dwarfs and Goblins marching together enraged Filli. He bit down hard on his bottom lip until a steady trickle of blood flowed into his mouth. Filli quickly surveyed his Rangers and could see that his fellows were just as upset as he was. Soon the Rangers eyes confirmed what their ears had already told them.

The road leading to the cottage was suddenly alive with chaotic activity, as several hobgoblins scuttled into view. Walking spastically but with some caution, two large groups comprised heavily of hobgoblins each approached. They took great care to damage as much of their surroundings as possible, cutting down trees and knocking things over whenever possible. One of them had a torch and casually lit a nearby field of grain ablaze.

Hobgoblins were a particularly nasty breed of goblin, renowned for their deceitfulness. It was rumored that they sold others of their kind into slavery. Yet, regardless of the breed of Goblin the Dwarfs maintained a deep hatred of them all.

“Glad we didn’t hide there.” Olaf snickered in sign language.

“Stay ready!” Filli signed back.

Filli appreciated Olaf but hoped that his friend wouldn’t let his emotions get the best of him. Ever since Olaf’s father had been killed by a Goblin, he had been far too trigger-happy when it came to dealing with them. Filli needed time to get an appraisal of their enemies’ strength before deciding if attacking would be a good course of action.

Almost undetected, a group of six Hobgoblins on

giant wolves came through the forest right where Filli and his Rangers were hiding. Had the Rangers been more like the average Dwarf kind they would have been discovered. Filli’s Rangers remained motionless, relying on their camouflage to conceal them.

The huge slaving wolves sniffed around the area but didn’t discover any of the Dwarfs hiding in the foliage. The scent masking techniques the unit used paid off. Unable to find anything the wolf riders dashed toward the cottage grounds and circled the property, as if searching for an expected ambush.

“Looks like someone told them we were coming.” Grobril signed.

“It certainly seems that way.” Filli agreed.

Once content that the area was secure the hobgoblins and their wolf rider kin ranked up in formation and one of the pulled a horn out and blew it. The sour note loudly echoed throughout the entire area cause nearby birds to take flight.

A savage looking beast lurched forward from the road whence the hobgoblins came. It looked like the stuff of nightmares, made of living molten metal and stood almost as large as the cottage next to the mine. Decorative brass etching in the fashion of the Dark Gods covered the monstrous behemoth’s red-hot hide and a pair of bull-like horns adorned its head. The ground hissed and burned where it placed its massive hooves. Molten spittle dripped from the beast’s mouth as it looked at the Hobgoblins with murderous intentions. Huge black chains tied the beast to some sort of equally large carriage. It too was covered with foul runic inscriptions. However, the carriage lacked the Daemonic life of the beast that pulled it. The carriage stopped just short of the Hobgoblins and by the mine’s entrance. The proximity of the beast almost induced a state of panic in the Hobgoblins who readied themselves for flight but held their formations for the moment.

The carriage door opened and a shackled Dwarf was forcibly expelled from it. An almost naked and severely bruised Dwarf hit the ground hard. The daemonic bull beast jerked hard in the fallen Dwarf’s direction but its yoke and chain kept it from getting to him. Black smoke flared from the beast’s red-hot nostrils. Then laughter resonated from the carriage as four heavily armored Dwarf sized creatures emerged from the carriage. From a distance they could be easily mistaken for common Dwarfs but now that they had come so close, their identity was unmistakable. They were Dawi Zharr.

“Goldbrick you have lied to us. Where are the Rangers you said that Blackhammer would send?” One of the

(Continued on Page 90)

SUBMISSION GUIDELINES

RULES TO LIVE BY, OR ELSE...

By Willmark

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

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

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

- A Point Size of 12 points is preferred.

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

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

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

- For graphics make sure your resolution/pixel count is high enough. Nothing’s worse than trying to zoom tiny pictures. EPS, PSD, TIFF, JPEG is preferred.

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

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

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

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

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

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

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

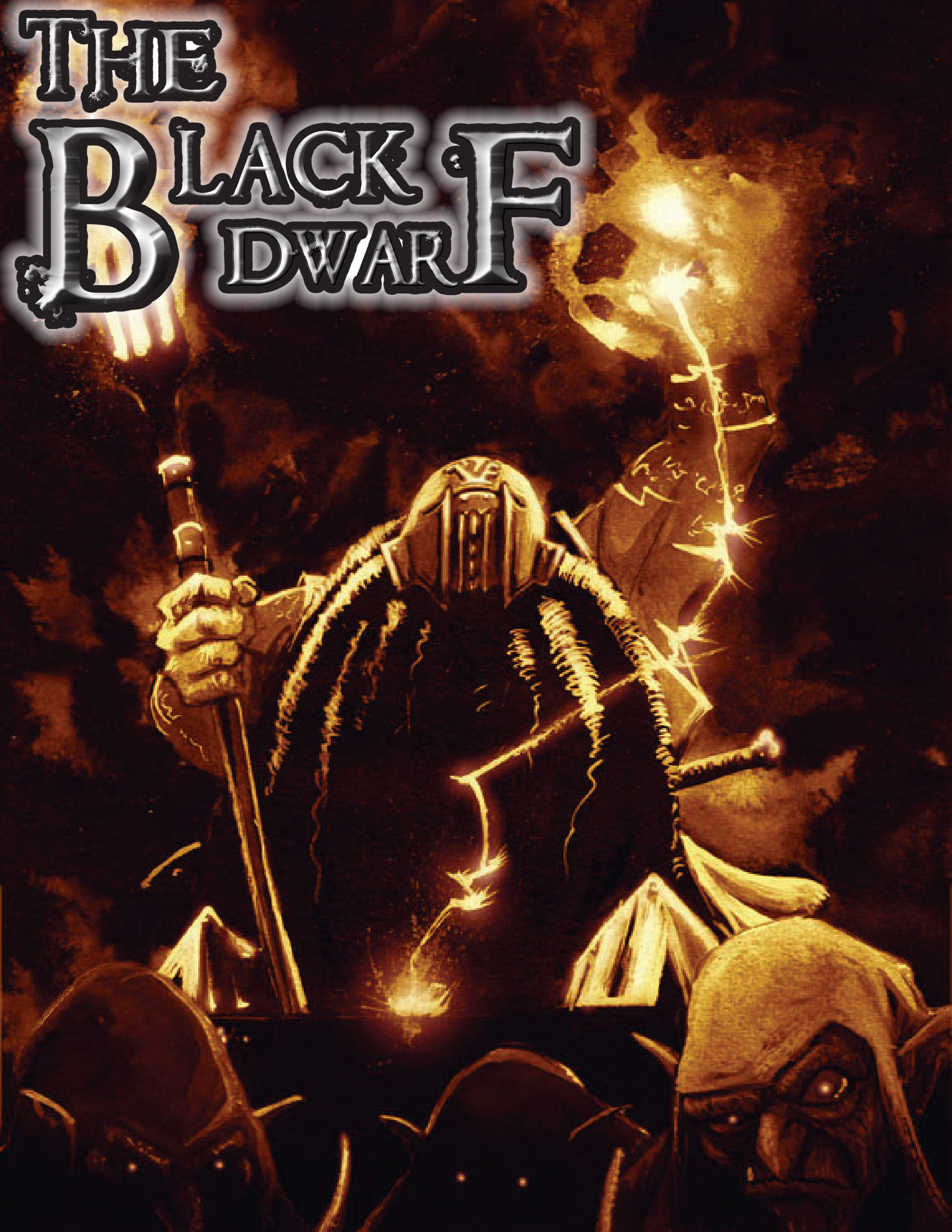
Next point: the best place to send submissions is via mine or Maul’s attention via PM. We can then work out the logistics of sending the required files.

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

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



THE BLACK DWARF



THE ARTIFICER'S ANVIL

RULES DEVELOPMENT

THE BLACK DWARF

By Grimstonefire

The Black Dwarf..... 415 pts

	M	WS	BS	S	T	W	I	A	LD
Black Dwarf	3	4	3	4	-	-	1	1	10
Adamantium Anvil	-	-	-	-	10	5	-	-	-

The Black Dwarf is a Sorcerer Lord, and may choose spells from the Lores of Fire, Shadow, Metal or Death from the Warhammer rulebook. He must be the army general if taken.

Equipment

Chaos Tomb Blade

For each unsaved wound he inflicts the Black Dwarf will generate one power dice for his own use.

Warpstone Charm

The Black Dwarf may re-roll any one dice throw in the battle and add/deduct 1 from the result.

Wand of Jet

+1 to all Casting rolls

Dispel Scroll

Adamantium Anvil

The Black Dwarf used powerful dark magic to transfer his soul into the Anvil. As long as it exists he cannot be killed.

The anvil has a 3+ ward save. Magic Resistance (3)

The Black Dwarf has a very special

profile, he cannot be wounded in close combat, from shooting, or by spells. The only way to kill him is to destroy the anvil...

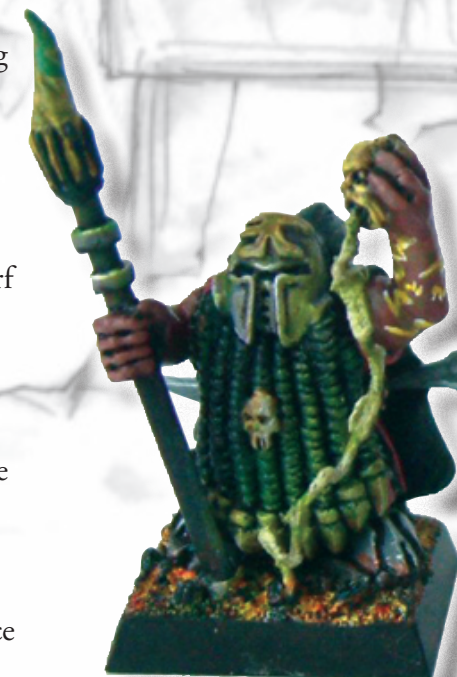
The Adamantium Anvil is forged from a metal unlike any other, it was built by the Black Dwarf himself. The Anvil is both a blessing and a curse for the Black Dwarf, it has to be brought into every battle, for he cannot travel too far away before the unholy spells he cast draw him back. It must be deployed during the placing of terrain, in open terrain no close than 3" to any feature. It cannot be moved during the battle. The Black Dwarf must be deployed as normal, he may join units.

During the battle the anvil will be automatically hit by spells, combat or shooting. When the final wound has been lost the Black Dwarf will be destroyed immediately.

Should the Black Dwarf be broken in combat and caught by a pursuing enemy, he is captured in the same way as a standard. While he is captured he cannot do anything, not even cast spells. He is freed if the unit that captured him subsequently flees for any reason.

(Thread containing Grimstonefire's rules can be found on the site here:

<http://www.chaos-dwarfs.com/forum/showthread.php?tid=6611>



DIABOLIC FURNANCES

HOBBY SECTION

Chaos Dwarf Slave Brutes

By Xander

Fielding Slaves for your Chaos Dwarf Army

Units of slaves are a lot of fun to create. As Hobgoblins tend to be cheaper for us than taking Goblin slaves, you can even use the Hobgoblin rules to create slaves on 20mm bases. If you want to have slightly stronger slaves, use the Orc rules, and model the slaves onto 25mm bases.

Scrounge your Bitz Box

I've decided to make some Orc-sized slaves for my force. I call them Slave Brutes to represent their Orc-sized stature. The next step is to rummage around in your bitz box. If you are making slaves for 20mm bases, grab any models that are man sized or smaller, including Goblins, Dwarfs, Skaven, Elves, Skinks, and Gnoblar. For slaves on 20mm bases, look for Marauders, Beastman, Saurus, Orcs, and in my case, Fimir!

Unifying your Look

While this step isn't always necessary, I decided I wanted to try and create a cohesive look among my Slave Brutes. To do this, I decided that all my troops would have loincloths and wield an axe. Also to help unify the unit, I plan on using beastman shields for lot of them. Doing the unit over again, I think I would have liked to equip them with Pick-Axes. You can get a bunch of these from either the Dwarf Miner kit or the Chaos Marauder kit. Another idea is to use chain to add shackles to their feet and arms.

Get Modeling

With your theme in mind, start assembling your slaves! I mixed and matched various kits to produce some unique looking slaves. The Empire Flagellants kit is an excellent source of bits for slaves. I also used some old mutation sprue heads for vari-

ety. Anything goes! Remember that Chaos Dwarfs are known to experiment on their slaves, after all, that's how the Black Orcs came to be! One of my favourite Slave Brutes that I made uses an Ogre head on an Orc torso and old Chaos Warrior legs. I think he kind of looks like the Sloth from the movie, *The Goonies*. "Hey you guys!"

Time to Paint

Another way to unify the unit is with an appropriate paint scheme! If you are using several different races, consider making their skin dirty and muted so that they all blend together a bit more. I haven't started painting my slaves, but if you want to see them painted, head to **Games Day Baltimore on August 21st** where Chaos Dwarfs Online will be hosting a Warhammer Fantasy game table! Be sure to stop by and check out our table!



COME SEE THESE COMPLETED MINIS AT
GAMES DAY BALTIMORE ON AUGUST 21ST

THE BARRACKS OF ZHARR—NAGGRUND

Chaos Dwarfs in 8th Edition Warhammer

By Swissdictator

Eighth edition brings many exciting changes for all armies, even before we consider any FAQ or errata. For those of us playing Chaos Dwarfs in the new edition, we must consider how does our army changes with the edition. A lot of things have changed, both for better and worse.

Let's first look at how things will be different in each phase of the game, in the order of a turn. First, the movement phase the first and foremost change is perhaps charging. Suddenly our units have a much longer threat area than ever before, this is particularly true for our warriors. You're almost always going to get a longer charge distance than we had in 6th and 7th editions. Bull Centaurs also have a decent chance at getting a longer charge distance too, while Hobgoblin Wolf Riders are more likely to have a shorter range. However, the first turn free move for the Hobgoblin Wolf Riders is a distinct advantage. Even though they can't charge at the top of the turn, this extra move really does add a lot of versatility.

Another interesting point is that you can march, with an enemy within 8", by passing a leadership check. With our core troops having leadership rivaling our armies characters, we are going to pass that very easily. With a BSB letting rerolls and/or a general boosting the leadership, we're almost always marching. With our greenskin cohorts keeping within the general's command radius, they too shall be likely to march.

The magic phase is quite different. While our magic defense doesn't automatically require half our characters to be dedicated to it like in the last edition, a level 4 may be very wise. Though a level 2 and 3 could work. The new lores, it is still hard to determine what is good or not. I've always been a fan of the Lore of Death, especially with Chaos Dwarfs. That lore is brutal, but you need to be close. Though a level 4 and a level 2 could be nasty. Depending on the size of the game and kits, you could

even go with two lord casters to add either versatility (different lores) or if you take 2 level 3's you have a good chance of knowing the whole lore! So, like everyone else, it is hard to say what to expect with magic. There is a lot more options overall. Now one sorcerer can do a lot for magic defense. Scroll caddies are also gone, they are not a 'free' extra arcane item and you can't take multiple. Lore of Shadows is a lot better now too. So all four lores we can choose are good.

In the shooting phase we find some interesting factors as well. A lot of people are debating if stone throwers are better or worse overall. I personally think better. While they lose a pip in strength, and allow armor saves, against infantry they will still be deadly. With partials simply being hits now, those larger blocks of infantry we will be seeing more of will be much more tempting targets. Plus with the ability to simply place the template center mass of these larger units usually equates to more hits overall. Lots of infantry are not heavily armored, Chaos Warriors and Dwarfs being the typical exception. Other than those, most infantry is soft enough to be killed fairly easily with S3 and armor piercing. Plus with our Death Rocket not eating up limited special slots, this unit is a very useful choice.

Hobgoblin archers, which I have felt were often underestimated before, are now even better. I say deploy them ten to twelve strong, and two deep. They can all fire, making such cheap archers a great buy. You could field them in larger units, albeit losing shots, but you'd know they would all have line of sight at least. Considering how dirt cheap they are with bows, they may prove to



be highly useful.

Blunderbuss, have some gains and losses now. Sadly, with longer charge ranges, we might only get one to two figures or a front rank when we get charged, as it isn't difficult to start outside our blunderbuss range anymore, or even with an average roll for most troops to be barely within it. So that hurts. However, with larger blocks of troops, a properly aligned shot can be much more brutal. Combat is also radically different. Fighting in two ranks, and not losing attacks until you are removing models that can hit, make great weapons a far more viable choice. With T4, we can weather some attacks. Plus, unlike before, losing a few extra doesn't dramatically reduce attacks back. So you'll have a lot of WS4 S5 attacks back, which is nothing to be shrugged off, as even Chaos Warriors will be feeling the pain! Hand weapon and shield is still viable. While the chances of saving are slightly less, you will have the parry ward against most attacks. Which is nice to know you will have something against high strength attacks, or attacks not allowing an armor save.

Bull Centaurs, assuming we treat them like Centaurs and all, now get to be S6 again. So they're dishing out quite the damage, plus if they're considered cavalry they will get that +1 to the save. While they're not heavy cav, and will have to take hits first, they will make a good shock cavalry. Especially against units with great weapons, or in the flank against less deadly foes. Plus they'll work quite nicely for mage or warmachine hunting.

Black Orcs are also brutal, whichever option you choose. Sure, they're no more durable than our warriors, but they're deadlier with a better strength and both weapon options. So having full attacks back really does add to their value. The same can be said with Orc big uns,

One item, in particular, that stands out as being something good for several of our units is the new generic item that gives armor piercing. Warriors, Black Orcs, or Bull Centaurs can take it. Even warriors with a hand weapon will be just a bit deadlier with it, let alone with great weapons. Though I think the unit that will shine the most with it, is Black Orcs. First round of combat be it with

two choppas or great weapons they will be hitting with high strength attacks, and have armor piercing. Chaos Warriors and Ironbreakers will have little to no save (depending on if they have a shield or not) aside from wards against such attacks, while other troops will have no save. Those Black Orcs will chew through the enemy in combination with that banner. So you would be wise to take a bulky unit to know you'll have full attacks back, and can endure some ranged attacks. Though be wary of Orc players doing the same thing.

Our Hobgoblins are also worth taking a look at too. While they may not be deadly, they might have other uses. Taking them in bulky units, with general and BSB in range, and you could have one tough unit to break. Stubborn 10 with rerolls is almost always going to hold. Give them light armor and shields, they're still dirt cheap... with a better statline than Goblins.

It is worth considering running Hobgoblins in a horde, as you're going to want the ranks, but they are viable for such a roll. I'm not sure if full armor or not is good in this case, as a horde Hobgoblin unit is likely a kamikaze unit. Run them horde, with no armor, say four deep (so they can take some punishment before losing attacks) and no command, except perhaps a musician. You're looking at up to 30 attacks for 80-90 points. Sure, they might not be overly deadly. However, the numbers do make up for it. Trust me, I learned that in a test 8th edition game. For as cheap as that unit is, it is worth risking their sacrifice to kill maybe 5 or 6 figures. Depending on what they are, they might even cost more, and if not it might still be worth it. Is 80-90 points worth killing a handful of Sword-



Minis by Tjub

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WOLF RIDERS IN RANKS, BIGGER UNITS OF BULL CENTAURS, OUR GREENSKIN SLAVES, OR EVEN SMALL UNITS OF CHAOS DWARF WARRIORS CAN FULFILL THIS ROLE QUITE NICELY. A STURDY CHAOS DWARF UNIT TO ABSORB THE CHARGE, WITH A MEDIUM SIZED UNIT (IN 7TH EDITION TERMS) OF 15 OR SO WARRIORS TO FLANK CHARGE. WHY 15? 15 GIVES THEM ENOUGH TO TAKE SOME SHORTS TO STILL MATTER IN SUCH A ROLL, PLUS THEY'RE NOT GOING TO ROLL OVER AND DIE SHOULD THEY BE CHARGED BY MORE UNIT EITHER. HOWEVER, AT 15, THEY'RE STILL SMALL ENOUGH TO BE SOMEWHAT EXPENDABLE SHOULD THEY BE COUNTERED. YOU ALMOST NEED TO THINK OF THEM AS A LESS SOPHISTICATED DETACHMENT, REALLY.

masters? I'd say yes, as you will kill quite a number of them. Plus, it isn't a lot of points either, even if you bump them up to 50 strong.

Some other things we need to consider is character slots being gone. Considering our heroes are 1d 10, this can make for some interesting options. A Chaos Dwarf hero with mundane items is not costly, nor is he excellent, but he is still effective. He adds some quality leadership if the unit will be away from the general. Alternately, Hobgoblin heroes might be worth taking with little to no magic items to add that little extra bit to your greenskin units. They're cheap enough to spam certainly. Plus Bull Centaur characters might be rather important for making your Bull Centaur units that much more effective. Depending on kits, you can probably squeeze one in without too much difficulty as well.

The new list of generic items are also a big benefit to us. We now have quite the selection, and honestly there are a lot of good ones in there. I've already mentioned the armor piercing banner, but we have access to a lot of ward saves now, some useful arcane items, and many others. This can really make our characters much more effective to be quite honest. The combinations they offer are still being thought up as I write this, so give them some serious looks. There are just some amazing options, like the potions in the enchanted item section.

We also have to consider rank bonuses, as it is a little harder to negate them. Wolf Riders in ranks, bigger units of Bull Centaurs, our Greenskin slaves, or even small units of Chaos Dwarf Warriors can fulfill this role quite nicely. A sturdy Chaos Dwarf unit to absorb the charge, with a medium sized unit (in 7th edition terms) of 15 or so warriors to flank charge. Why 15? 15 gives them enough to take some shorts to still matter in such a roll, plus they're not going to roll over and die should they be charged by more unit either. However, at 15, they're still small enough to be somewhat expendable should they be countered. You almost need to think of them as a less sophisticated detachment, really.

Running your Lord on Taurus might not be as brutal before, by not negating ranks and he can be march blocked, though he is still deadly. He can breathe into combat, so he might work very well in a supporting roll. Plus, by being on his Taurus he extends his command radius by 6" which is a significant increase in area! So you can't use him on his own as much as you did in 7th, but when supporting your warrior block he could add a lot of killing power. In addition, being mounted on a monstrous mount does add a pip to your armor save. So now will full armor, that lord will have a 3+ armor save, or 2+ with the Armour of the Furnace! You could also give him the armor of destiny, as opposed to Armour of the Furnace for a better

ward. However I see flaming attacks becoming more common, so Armour of the Furnace might still be quite worthwhile.

Though the percentages are an area which I see a lot of possibility. For one, we don't have to worry about special slots so much as points. This really makes the trade off bolt throwers vs Rockets a little less of an issue (indeed one is better for monsters or cav, the other for infantry blocks). Plus you can really make use of your greenskins (Orcs and Black Orcs) to have some killing power. Choppas, Dual Choppas, or Great Weapons can all be deadly on the Black Orcs, Big Uns, and even Orcs. Which is also nice for those who either don't want to convert a lot and/or use elements of their Orc and Goblin army.

Also, the venerable Earth Shaker is still useful. While its direct damage elements has already been discussed, slowing the enemy down on the march or even reducing that charge by that critical inch or two, can really matter. With shooting in two ranks, and archers en masse, we will see more shooting. So shutting that down is perhaps more critical than before. With the ability to fire indirectly, even with quite the drift, we can center it in the enemy army or shooters and quite possibly really hamper their efforts.

With that, I'm looking forward to running Chaos Dwarfs where I can, as I feel they're much more viable. Infantry matters a lot more, more items, less stressing massive points spent on magic defense, and some versatility to let us use our 'elites' really help. It should be interesting!



(Continued from Page 82)

Dawi Zharr asked the fallen Dwarf. Filli gripped his axe tightly as the wolves came into melee range. The foul minions of the Chaos Dwarfs move impossibly fast in a blur of fur and fangs, one of the wolves leapt a Filli, with its jaws aimed at his throat...

(To be continued? Willmark)



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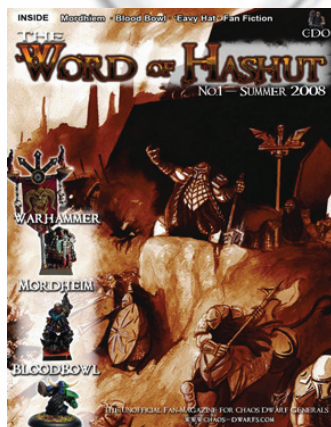
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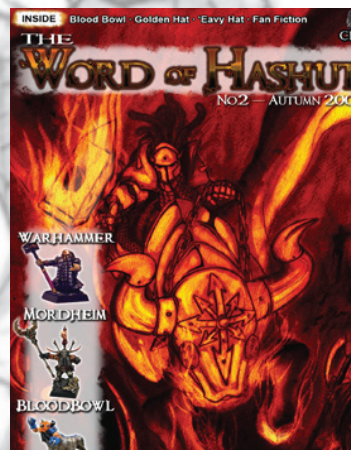
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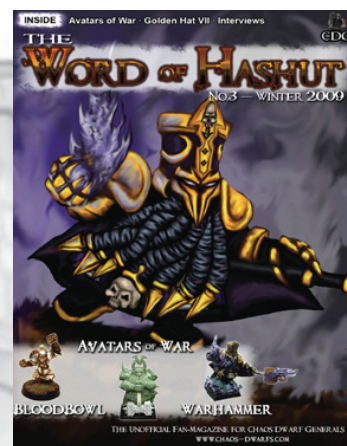
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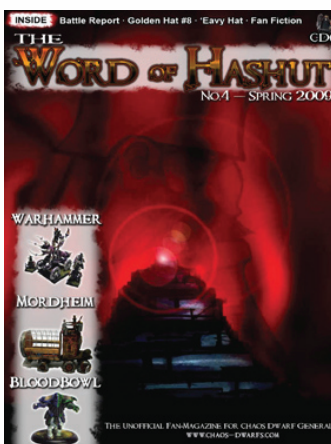
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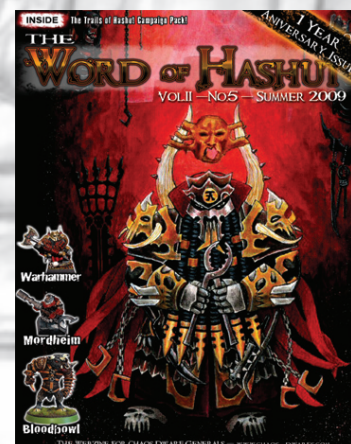
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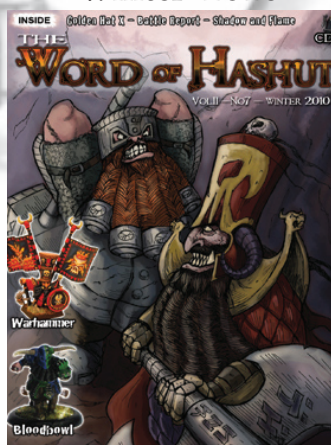
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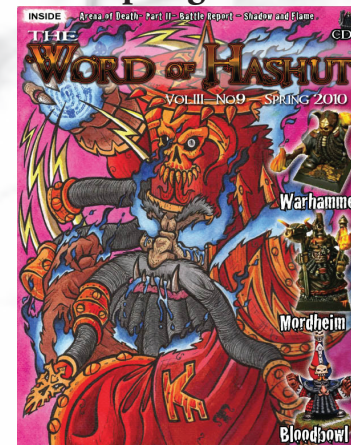
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THE BARRACKS OF ZHARR—NAGGRUND

Dealing with the Sons of Asuryan

By Border Reiver

High Elves. The words conjure images of tall somewhat androgynous humanoids, seemingly fragile, full of mystic energy, and more arrogant than a teenager that just managed to prove to Dad that he was right. With the advent of 8th ed they remain one of the most challenging armies to beat and that challenge makes the satisfaction of grinding the pointy-eared bastards into a fine paste to serve with crackers and ale so much better.

First thing we need to do as sound generals is look at our opponent to see what we can expect and to plan accordingly. The army wide rules are a good place to start before we examine the various soldier types present. The easily most relevant rule is the “Speed of Asuryan” rule, which means that everything with pointy ears and a strange predilection for wearing white into battle gets an opportunity to hit you first, regardless of magic weapons – even their great weapon armed troops will get to strike in initiative order (Remember Initiative? That stat that everyone used to opine was as useful as the old “Cool” and Intellect”? It’s back, and it’s ready to spank you.) The other part to note is that as a result of the ASF rule and the high Initiative value of the Elves, they will get to reroll misses. Get over it and remember that our infantry (easily the second best strength of our army after war machines) can step up and still deliver an attack, the counter to the blinding speed of the elves is to have large blocks of infantry that can absorb the initial attack and then hit back – hard.

The only other bit I’m going to comment on here is that which will bring a smile to our hearts, all elves are fortunately slight, delicate creatures that, once captured, are singularly unsuited for a life of hard labour in the mines. All elves, high, dark and tree-hugging, regardless of power are Toughness 3, making it even odds at worst for all our troops to wound theirs once we hit them – and the number of great weapons we can bring to bear should make the job even easier. I’ll look at this again later – I

promise.

The other rule that concerns us is the bonus for dispelling enemy magic. High elves get a slight bonus to dispel, and while not a huge bonus, it doesn’t go away like a Dispel Magic Scroll, and can only be stopped by killing the wizards. Fortunately, this is not that difficult a proposition for us.

Alrighty then, we should now start into our overview of the High Elf army, and, much like the army book, I’ll begin with characters. As might be expected, they come in two basic flavours – combat and wizards. Combat characters have a wide variety of options available to them with respect to both mundane and magical equip-

ment, and are fighters on a level with our characters, they aren’t exceptionally strong, so we have better than even odds of riding out their attacks and then smashing them back. While combat characters themselves are not that hard (although certain magic items will make your life more difficult) it is the monstrous mounts that’ll pose the problems for us.

As I said, monstrous mounts will pose an issue for us – all of them fly, they’re decent fighters (at worst) with high strength and toughness to prevent us from consistently being quickly able to deal with them up close and personal and in the case of dragons, they can breathe fire all over us. Monsters are best dealt with at range, preferably by shooting. These guys can get in your face quickly so you really need to prioritize in your shooting phase, and you need to ensure that they are targeted by multiple units, and/or war machines capable of doing multiple wounds to the wee beasties.

Heroes aren’t so bad, but since they can carry the Army Standard and a shield, pay attention, as they will be better protected than our own BSB. However skilled, it’s still a model with only 2 wounds and T3, so unleash multiple attacks on the skirt wearing feral slave and beat him into submission.

Elven wizards are delicate creatures that are still capable of ripping reality apart and putting it back together in a more aesthetically pleasing form. Able to use all the lores and High magic they have a wide variety of options open to them so they will be able to try and harm us, note that if they decide to use the Lore of Metal – shut those wizards down ASAP! Our heavily armoured troops really don’t like spells that damage us based on our armour save. What we can do is bring that item that saw only sporadic use in 7th ed. the Chalice of Darkness. Taking D3 dice away from both parties is potentially quite beneficial to us – especially if we are the casting party – our opponent

will have at best 5 dice to deal with our 11 (again, this is best casing the rolls for the winds of magic, and minimizing the effect of the Chalice).

Fire Wizards are a special case, they are low level wizards always using the Lore of Fire, and riding dragons (fortunately the weakest of the three types available to the High Elves). Our biggest advantage is that they are “reckless” meaning that they have to throw lots of dice to cast spells. Miscasts should be more common for these wizards then, so hope for a good result on the miscast table. Otherwise, the basic guidelines for dealing with characters on flying critters apply – target with shooting early and often with either large numbers of archers, or war machines.

The core troops of the High Elves are not particularly threatening individually, but taken as a unit are something to be wary of. First off, let’s look at archers. Archers have a decent ballistic skill and with the advent of shooting in two ranks and volley fire we will see more of these units in the game. All that being said, they are only armed with a long bow and long nails to scratch you with so the hard boys of our army will have a fighting chance of getting in and stomping their formations.

Spearman have had a real buff with the rules, especially if deployed in a horde (10 models wide). A horde will fight with 4 ranks of spears that will always strike first – now take a moment to do the math, as to how effective they’d be against a similarly sized unit of CD warriors with GW (roughly the same points value). That’s right - 30 hits (factoring in the reroll for high initiative), 10 wounds, 3.33 failed armour saves (less if you used the shield), while we would get 20 hits, 16.66 wounds, 11.1 wounds caused in return – all based on average rolls and my average math skills. You should now know what my suggestion for dealing with HE basic infantry is. The other option involves using the blunderbuss to turn their formations into death traps.

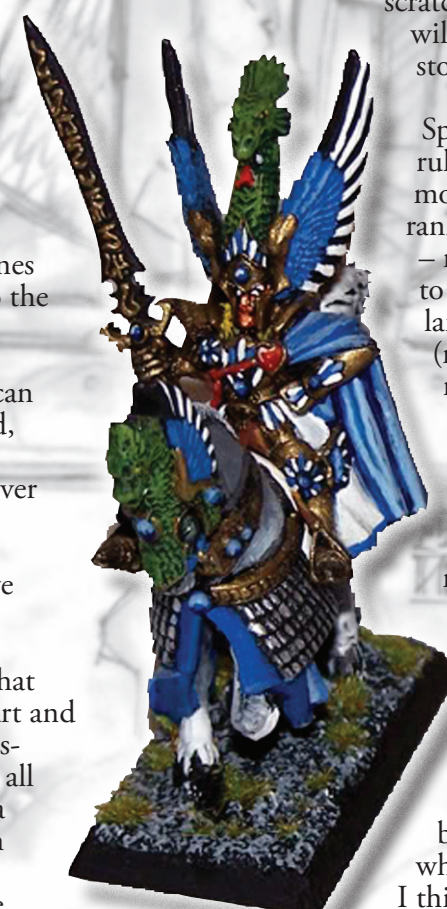
Lothorn Seaguard are essentially a combination troop with both spears and bows, while not common in previous editions, I think these will be very common now.

While more expensive than either run of the mill archers or spearmen – the step up rule for hand to hand fighting and the shoot in multiple ranks rules now make combination troop types viable.

The strength of the high elf list is generally found in the special and rare troops – cavalry, chariotry, artillery



Mini By Willmark



Mini By Willmark

and specialist infantry are all here. Right now I'm quite glad that there is a cap on the maximum points value for these troops, as they are generally quite expensive and this will limit the number of such troops that we will face. Of course being an Elite Army there is no upper limit on the number of special or rare choices they can have, but at least we're not looking at more than half the army right?

The chariots available to a high elf player are fast, but do not hit as hard as they could due to the somewhat short-sighted aesthetic decision not to ruin the lines of the chariot by putting blades on the wheel hubs. While the horse-drawn chariot can hit hard it is primarily a means of having a fast archery platform the canny Asur general will use the Lion Chariot of Chrace if he or she intends to get stuck in. Causing fear and hitting much harder due to the better abilities of both the lions doing the pulling and the crew this vehicle is something that we should be wary of.

High Elf cavalry is also something to watch out for. Silver Helms were much more common, but their move to the special slot definitely reduced their numbers – generic heavy cavalry, with the option to take barding there isn't much to worry about here. The cost of such cavalry and the problems that it will have dealing with large infantry blocks will reduce the numbers of Silver Helms even more.

Dragon Princes are a different matter – their special armour renders them immune to fire, and while that doesn't seem like much, remember this effectively renders them immune to half our magical repertoire, our best magic weapon and some of the attacks from the Great Taurus.

Watch out for HE heavy cavalry on the flanks of our army. They are fast, and hit fairly hard. Given the lower cost of the Silver Helms, they may even be employed in large enough formations to remove rank bonus. Bolt Throwers and Earthshakers are the key to dealing with heavy cavalry, the ability to ignore armour saves is invaluable, and so is the movement reduction.

The final type of cavalry we need concern ourselves with are the Ellyrion Reavers, a light cavalry force. I haven't seen many of these in recent years, but with the advent of the Vanguard special move for light cavalry in some scenarios we may start to see more. Missile armed light cavalry can be difficult to use well, especially since their high points per model cost precludes using them as a throwaway distraction. These troops will be used to delay us by march blocking, and to at-

tack small light units, such as our ubiquitous 10 hobgoblin units, or war machines.

Moving on to infantry, HE have some of the better elite infantry units in the game. The weakest of them that we'll see are the Shadow Warriors – a unit of scouts with long bows and a very odd sense of how to camouflage themselves, given the HE predilection for wearing white. Small skirmishing units are nothing more than a distraction to large formed bodies, but the elite skills of this unit do make them a threat to small infantry units, and to war machines – our wolf riders are probably the best unit to sic on 'em, being fast enough to catch them, and large enough to stand a good chance of overpowering them in hand to hand.

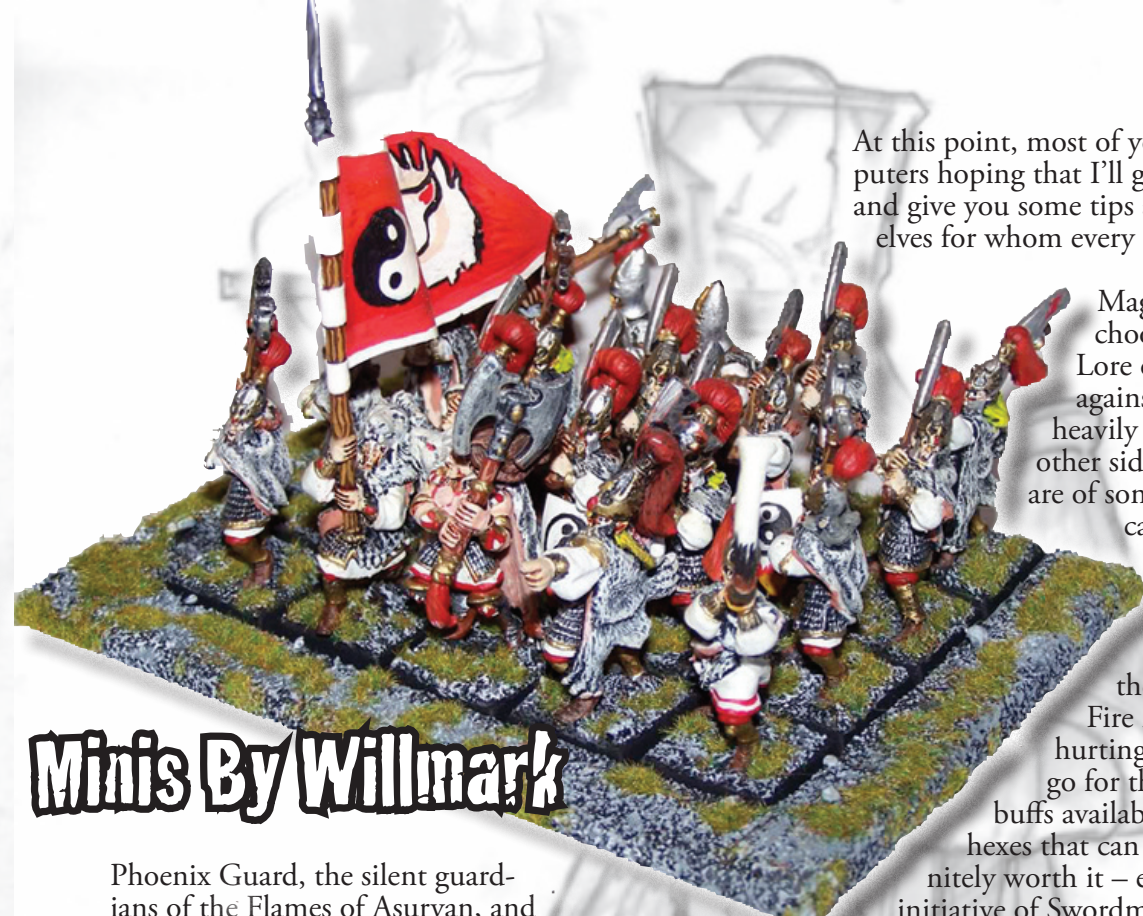
The Swordmasters are a very popular choice amongst HE players, and rightly so. Excellent fighting skills, and the ability to use great weapons in initiative order make them quite at-



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tractive, as does their wonderful fashion sense. This is a unit that must be watched carefully and have its numbers reduced by shooting prior to being closed with - they can simply deal out too many high strength attacks for them not to be a threat. Blunderbusses are the best way to do this.

White Lions are intended to be a bodyguard unit. They have the best strength of the non-characters, strength enhancing great weapons to further buff them up, and are stubborn to boot. So our friend the blunderbuss is once again the best solution to dealing with them. This reduces their numbers at range prior to infantry units to absorbing the hit and strike back.



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Phoenix Guard, the silent guardians of the Flames of Asuryan, and the bearers of the secrets of the ages (like how they weave the flaming lava pattern into their capes). These boys are a much better deal than many have complained about – they cause fear, so they have a consistent bonus to their combat resolution now, and don't need to worry about the autobreak, they have a really awesome ward save and are decent fighters. What does this mean to us – not much really, what we do to Swordmasters or White Lions is what we need to do to the Phoenix Guard – reduce their numbers prior to combat then send in a beefy unit of infantry to finish them off.

The oddball unit found in the rare units is the Giant Eagle. Able to do what fast cavalry do, but faster due to flight these have been fairly common in the past, and we'll probably start seeing flocks of the birds leaving all sorts of messes on the statues. These fliers are a threat to war machines, and as march blockers, but are not effective against ranked infantry due to their unit size (single model). The extreme mobility of these flyers is the problem, but the solution is simple – shooting with archers to remove the threat.

The final unit to look at is what can be the biggest threat to us, the Eagle Bolt Thrower. Capable of shooting one bolt and penetrating multiple ranks or shooting six bolts without penalty for multi-shot with a better than average ballistic skill these war machines are the bane of ranked units everywhere. These need to be shut down ASAP, Wolfriders or earthshakers are your best bets to do so, but for Hashut's sake, do it fast.

At this point, most of you are screaming at your computers hoping that I'll get to the point of this exercise and give you some tips and tactics to try against the elves for whom every day is before Labour Day.

Magically, we've got 4 lores to choose from, and of them the Lore of Metal is of marginal use against HE due to the lack of very heavily armoured models on the other side. The unit buffs and hexes are of some use, but don't expect to cause much in the way of damage to HE with the Lore of Metal. Also, bear in mind that the damage spells are considered to be fire based, so the Dragon Princes are immune. Fire magic has a better chance of hurting high elves, but I'd probably go for the Lore of Shadow. The unit buffs available to you are good, and the hexes that can be applied to them are definitely worth it – especially if you can reduce the initiative of Swordmasters or White Lions down, you might even stand a chance of going first (probably not, but it's worth a shot).

I would strongly urge you to consider giving one of our sorcerers the Chalice of Darkness. It will come into its own during our magic phase, but can still be useful in theirs – provided you've got something up your lamellar sleeves to boost your Dispel dice pool (say one of the Obsidian amulets).

Tactically, the basic mantra of having beefy ranked infantry units, some capable



Minis By Willmark

shooting in the form of blunderbusses and some slave archer units with a solid back up of war machines is still the way to go. Try a horde of great weapon armed warriors, the 30 S5 attacks that you can generate before considering champions or characters are potentially very deadly against the average toughness and lightly armoured elves, and the high cost of even basic elves will mean that you should be able to win the war of attrition. After the performance of such a horde in a recent game I had against high elves I'm not leaving Zharr- Naggrund without one.

A horde of warriors needs support. Blunderbuss armed warriors on the flanks of a horde should do the trick. Do everything in your power to keep these units shooting with two ranks at least and you'll find that they will earn their keep, and against the non-elite elven infantry will still be reasonable close combat fighters. Just don't expect miracles against anything from the special or rare choices.

Keep those small units of hobgoblins around, they can still do everything they used to do, and their cheap cost means that you can throw them against the flanks of your opponent to disrupt them nicely. Hordes are really cheap as well, running from 60 points (minimum) for three ranks of ten to 230 for a unit of 'ard grots with 50 models and full command. Still a good deal

Right now though I want to discuss the hobgoblin wolf rider. The ability to shoot in two ranks makes bows a reasonable option as it will allow a decrease in their frontage, and the way we can be heavily armoured (for light cavalry anyway) means that we should not be afraid to commit this unit to a flank charge. In my mind wolfriders are an indispensable part of our tool kit, but one that can be sacrificed as necessary on the altar of Military Necessity. Generally wolfriders should be sent out to do everything that we normally employ light cavalry for (war machine hunting, flanking, march blocking, etc.).

War machines. Take as many as you can. Earthshakers will slow down the otherwise quickly moving HE down, and the explosion will kill enough to make them worthwhile. Death rockets will just kill them. Use your ballistae against the Dragon Princes and the Silver Helms.


Slave troops other than hobgoblins – reasonably viable, but make sure you have at least 5 ranks of what ever you bring to ensure you've got enough to keep hitting with given their low initiative. A goblin armed spear horde is something to consider, given that you could put out 40 attacks, just something to consider against an army with average T all round and minimal armour. Sneaky Gits are quite viable now, and hordes even more so, but their lack of armour means that you'll need lots of them to soak up the inevitable

casualties. Black orcs are just nasty, full stop.

What pains me is the next part – Bull Centaurs. With the innovation of always striking in initiative order, and the low armour /high cost of Bull Centaurs I would recommend that if you field them you do so in small units and leave the great weapons at home. Go in with shields and hand weapons on the flanks of formations, and you will do OK against high elves – losing the benefit of your shield for the great weapon simply means that you will be taking unacceptable casualties prior to attacking – sure you'll hit harder, but with far fewer Bulls. Frankly, I'm leaving mine in the case.

In summary, your best way to defeat the high elves is to use plenty of well supported beefy units of heavy infantry to close with and destroy his heavy units, relying on blunderbusses and some archery to thin the ranks prior to closing. War machines should target enemy cavalry to slow them down, and use our intrepid Wolfriders to take out the Bolt Throwers. And if you see Teclis (Tickles to his "friends") on the other side don't panic. Just walk up to him and ask to trade hats.





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Hobgoblin



While not a Chaos Dwarf Team I wanted to include the Goblin Team of Red Skullz. Hey, when you are the Editor in Chief you can do these sort of things- Willmark



Stinky
d a
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NEXT ISSUE



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