



# The Dwarfs of Karaz-a-gaz

a series of articles by Gareth Parfitt



It has been quite a while since I last played Warhammer Fantasy, the game which actually led me to discover, the Redditch Wargaming Society. Those that attended in the early weeks, will recall me lugging in, my large plastic Games Workshop carry cases, with either Tomb Kings, or Lizard Men, before my eye got turned to more regular games of

Warmahordes and Malifaux.

Well now I feel it is time for me, to return to a game that I enjoy, after a near year long break, and it is that journey that I intend to share with you, in a series of articles, the first of which you are currently reading.

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So why start with the Dwarfs. Well truth be told, they were the only current Warhammer Army book, that I was missing, and it is an army that is under used, on the current tournament scene. My end goal is to attend some tournaments in the UK when possible, and introduce my foes to the pain, of my runic war-axes. I also want to create quite a unique looking army, which will include some customised models, to improve my skills in converting and sculpting, as well as painting. So with those end goals, I headed to the Games Workshop store located in Dudley, and after a chat with Andy the store manager, I returned home with the army book, to complete my collection and a box of Dwarf Warriors.



The start of a Dwarf force

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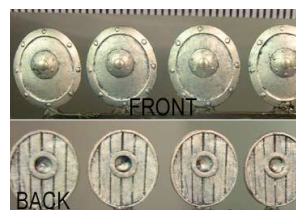
After my chat with Andy, and a look through the army organisation section of the army book, it appears to me that the power house unit, are Longbeards. You pay a premium, but at Weapon Skill 5 and Strength 4, they have quite a punch in combat. However you need at least one unit of standard Dwarf Warriors, per Longbeard unit, so assembling my first box in such a fashion, is the most logical option. With a low initiative, I decide to equip them with Great Weapons to maximise their combat kills, as strength 5 should punch through most armour, on top of increasing the number of wounds done. With the addition of shields they should get into combat, with a 4+ save against missile fire.

The Warrior box, comes with both great weapons and shields. However the issue with the shields, is they come with a hand moulded on, which will cause an issue, when it comes to attaching them. I intend to sling them on the Warriors backs. So with that plan, a search on our forums supplier thread, has led me to two options. The first are by Hasslefree

Miniatures, and can be painted with colours to match the unit. The second option are manufactured by Scibor. They are a little more pricey, and come with some interesting heraldic patterns moulded on. However there are only four variations, which across a whole army, could lead to quite a large amount of repetition. I will wait until the unit has been painted, before making a decision on which to choose, which will



Shields from Scibor



Hasslefree Miniatures  
Dwarf Shields

also give me more time to look for further options.

So with that I will conclude my first article on the Dwarfs of Karaz-a-gaz, and hopefully it will not be too long, before I can bring you an update on my progress.