



# DWQ

Da\_Warpath Quarterly



THE Place for all things Green!

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LATE? SURE... BUT STILL GOOD



# EDITORIAL

By: Warlord Ghazak Gazhkull

Hello all

Well the new issue is finally here after more then a months delay. It really looks as is though we are cursed on reaching deadlines. This time Goofy's PC blew up, but I suspect that Chug and Lug has something to do with it. Although its a bit late but I want to wish you all a happy new year and I hope you keep enjoy reading the DWQ. We on our side will try to keep improving the quality off the magazine.

This issue we have several interesting articles. One of the article I really enjoyed reading was the interview with Gashbad Beergut. His Waaagh is really lovely to see. Then we also have one of our painting mods that describes how he built one of his chukkas. For more pictures check out the blog section. And then we also have a Massive Waaagh article from my own Waaagh, it is not done. But like we all know an army is never done.

Enjoy reading it and stay tuned for the next issue

Greetz  
Warlord Ghazak Gazhkull.



# CONTENTS

Editorial	P1
The Dark Warrior	P2
Massive Waaagh!	P3-5
Brog's Spear Chukka	P6-16
Interview With A Warboss	P17-19
Tale Of X Gamers	P20-22
Da Warpath Needs You!	P22
Da Credits	P23



## DA GOOFY WUN

By: Goofycabal

So, after an unfortunate series of events, we finally have DWQ10 on the shelves...

Er, website pages...

Either way, it's published and ready for you to sink your teeth into.

Now, to explain the lateness, as WGG briefly mentions above: My computer died. It wasn't as cool as the description of it exploding or anything, it just simply stopped working. While I was in the middle of using it.

Turns out the motherboard fried itself.

So, from the 2nd of January to about the 30th or so, I was re-living life pre-1996. In other words: I didn't have a computer. Well, that's a lie - I didn't have a *\*working\** computer. But it finally came to pass that I got some new hardware (motherboard, video card, RAM and um, something else...) And now the computer is in working order once again (more or less).

Unfortunately took me another week or so to get drivers, updates, fonts etc back again, and a few more days before I could finally start working on DWQ once more.

Net effect: DWQ10 has ended up coming out over a month later than it should have done. For that, I am deeply sorry.

Don't worry: I'm hoping we can get DWQ11 publish on time!

**d'yer fink dat master goofy knows dat weee woz eatin' cookies  
inside 'is computer box fink?**

lug, if you say dat out loud, oi fink 'ell 'ear yer...

**how abart if oi just said it ter you an' not 'im?**







## THE DARK WARRIOR PART 5

By Gaargod

*This issue we have the conclusion to Gaargod's story. If you've got a story that you would like us to publish in the future, then drop us a line in the Da Warpath Quarterly forum.*

*- Ed. Goofycabal*

Like a thunderbolt spawned from the wrath of heaven, Klaruth fell upon his enemy, his massive claws sweeping through the air. Darting backwards, Alucard raised both swords in protection from the awesome assault, being actually driven back by the hate driven onslaught. A lesser being would have been ripped asunder by the slashing talons, but the twin scimitars darted with blurring speed to hold back the furious Lord. Slowly but surely he drove his opponent back, the vampire changing tactics from overwhelming charge to lightning fast duel-style combat, perhaps recognizing the tremendous skill and strength of the Dark Warrior.

Eventually a feeling came across the vampire, something that it had not endured for millennia. It took him a while to realize what. It was fear. He felt himself being bested by Alucard, forced further and further back.

Suddenly the Strigoi pushed off, his bat-like wings spreading to let him hover over a perplexed Alucard. A cruel smile played across its undead features, while the winds of magic spun with ever-increasing speed around its body. Unleashing a bone-chilling howl it reached out and summoned the immense power focused in the tower. As the dark art of necromancy charged to a fever pitch, Klaruth glared down with darkly glowing eyes and summoned his warriors. From every shadowed corner they sprung, an army of the ravenous, evil seeping through their pores to infect the air around them. The ghouls were grotesque parodies of the men and women, with wiry muscled pressing up against their pale heavily scarred flesh obscenely, hunger evident in their dark, almost pitiful eyes. Indeed many a normal compassionate human, even one well trained in warfare, will hesitate when faced by such stricken creatures – and that would prove to be their undoing as ghouls attack without mercy - instinctive, feral attacks endowed with surprising strength. Even a single cut can down a man in minutes as the rotting flesh in their slavering jaws and talons can prove more deadly than any deep wound.

Scores of them came at the Dark Warrior, enshrouded in the black mist of the tower as he furiously weaved and sliced, dancing beneath claws to slice out throats and disembowel his gruesome combatants. As he vaulted over one dying beast, sword coming down in a blurring arc, a sudden overwhelming surge of power struck him, physically hurling him once more across the tower to slam into the black stones with bone-breaking force. Before his very eyes he saw the Malakov summon another bolt of darkness and darted to the side, only just escaping the coruscating tentacle of evil as it smashed against the wall where he had rested mere moments ago.

Once again the snarling horde swept over him and only his deep red armour protected him from being ripped to shreds by their anger. He hurled the pile on top of him away, brute strength proving better than deadly elegance. While his opponents lay momentarily stunned on the floor or cowering beneath his rage, the Dark Warrior raised his swords above his head, calling out strange words in a tongue forgotten by all but the most ancient. In contrast to the eternal blackness of the tower, he began to glow with a bright and piercing white light that slowly spread from him, devouring the flesh of those who were too slow to flee. The light filled nearly all the bottom of the room, Klaruth almost forgotten high above watching with horrified fascination. Abruptly it ceased to expand and withdrew into the impenetrable darkness that was Alucard's eyes. If the eyes are truly the window to the soul, his darkness could never be equalled. Expecting the display of unexpected power to now be finished, the ghouls rushed forwards, eager to overwhelm him before the warrior was ready.

But once more Alucard proved stronger than first appearances would allow. Again the light was summoned, but now it was so bright it seemed to be dark, beyond what any creature but perhaps the greatest of mages and the Gods themselves could truly see. This new, black radiance burst forth from perhaps the depths of the Dark Warrior's soul, a devastating power that engulfed his enemies, their own souls laid bare by its strength, stripped of pretences. What the ghouls saw was now the true realisation of what they had become, the evil they had performed and the nadirs of what they had sunk to. They could not withstand the purifying flame of the light and it consumed them. And then it was gone, as if it had never been at all. Slowly the proud Vampire Lord descended to the floor, amazement not felt in millennia written across his features.

"Only once in all my long years have I felt power like that. Only Nagash himself at the height of his power could summon such strength." Klaruth stopped, looking again at Alucard as if he was really noticing him. "Who are you?"

"I am the other half of the vampire soul. I am the balancing factor to its evil. I am the power Nagash never had. I am the power humanity never had. I am the one who will cleanse the curse of vampirism from this world. I am the one who will make what should have been. I am death. I am Dracula." With that last statement Dracula once more let forth the light, a single beam of pure power, which pierced the heart of Klaruth Malakov and destroyed him in an eye blink. One of the oldest and most powerful warriors to walk the earth, gone. As Dracula turned away and walked through the massive door of the tower which was even now beginning to crumble, the ash slowly drifted to the ground.



# MASSIVE WAAAGH!

By: Warlord Ghazak Gazhkull

*This issue we have our very own Editor-In-Chief displaying his massive army. And since much of it is made of Goblins if varying degrees, it's a pretty massive Waaagh! Indeed...*

-Ed. Goofycabal

Like most people know I have quite a massive waaagh, I believe it is somewhere between the 16 000pts and 17 000pts. So here is the tale of how it got so big.

It all started 6 years ago, I was playing lots of magic the gathering back in those days( a the horror), and I was used to using goblin decks. So on a cold December evening I went to the store to buy some boosters, but I went to the back of the store and there I saw for the first time warhammer boxed sets. I had seen it played once in the club where I played magic. And between them there stood a box of orc warriors and I picked it up and a week later I also had the army book and the battalion box. In those days I thought it was allowed to give all models in the unit different weapons so I kitted out my orcs with all different sorts of weapons. So in my first game my opponent said that every model in the unit needed to have the same weapons so I needed to rebuild all my models.

In my group those days all people except two played the good guys, we played mostly 1500pts games. And well my list back in those days was bad very bad, I fielded units from 20 arer boyz with full command, my general was running around on a boar. 6 months after I started playing I played my first tourney and well I did pretty bad, for those that know how I place lately they will be shocked when they hear that I finished my last tourney on a last spot. But I had fun and then I learned a lot about tactic's and my list started to changed fast and the

performance raised. And soon I did my first massacre with greenskins, it was a game against dark elves and for some odd reason they couldn't shoot my giant down and the giant rampaged trough their lines.

After that game I started to slowly expand my army more and more , I also started to include night goblins in my army, although the units I took where expensive for what they did. So I played games and then I also became member of a new gaming group and there my skills also kept improving, that was in the year 2004. In the summer of 2004 I attended for the first time in a 2000pts tourney with my army. In my last battle that day for the first time I saw what goblins what goblins could do. In that game my goblins with shortbows, killed a unit savage orcs, a unit normal orcs and a unit black orcs with warboss. Since that day warhammer would never be the same for me. Cause after that day I started to play full goblins, a friend of me sold his 2000pts army that was unpainted so I bought it. And then my successful warhammer career really started, my goblins did things my orcs never did.

In my gaming group we had a guy that had quite a lot of goblins but didn't want to use them anymore. They where unpainted so I bought them and so I had 2000pts from goblins. I started to think about color schemes and such and I came out by my desert theme. Soon me and my goblins got the reputation from doing weird things with weak troops. My army was feared for the fact that they passed 90% from their leadership test.

Then in 2005 I played a tourney in the TSA( another gaming group in Belgium) and I used my mixed army and I got the second last spot and then I finally gave up using a mixed army during 6ed. In the summer from



The Wolf Boyz Are Coming To Get You!



Wolf Mounted Battle Standard





# MASSIVE WAAAGH!

Continued From Page: 3

2005 I played again on the Green Knight tournament but instead of a 2000pts tournament it was now a 1999pts tournament. My army I fielded that day was rather big I fielded 290models and I got the 14th place if my army would have been painted I would surely made the top10.

My army continued growing and I bought several stuff for my army that mostly wouldn't see the battle field but I just liked goblins to much. In those days I tried other armies but noone appealed as much to me as my greenskins. So the armies I bought I sold again and I bought more greenskins cause that was the army I loved.

So the year 2006 started and the first rumors from the new book where heard. I was still playing full goblins and I hoped that the goblins would still be feasible. That year I played 3 tournaments in one of them I got the 5th place with my full goblin army. Although it would be considered cheesy since it had 12powerdice, 9 fanatics, 6 warmachines and 4 chariots but at least the goblins did do their job. I was proud of them. Then the new book came out and I was upset with the fact that goblins had become 3pts a piece. So I started to rework my list and dusted off my orcs and started using a mixed list again.

In 2007 I was still annoyed with the fact that goblins where 3pts and I still hadn't found the right balance, but soon there after I found a good list. I figured out that my old horde build didn't work anymore so I started using goblin "elite" forces and that is with great success. In 2007 I played many tournament but only a few where with full goblins and most that I played with full goblins where for the club ranking, but now I found a very decent goblin army so they will be back in 2008 on the tournament scene.

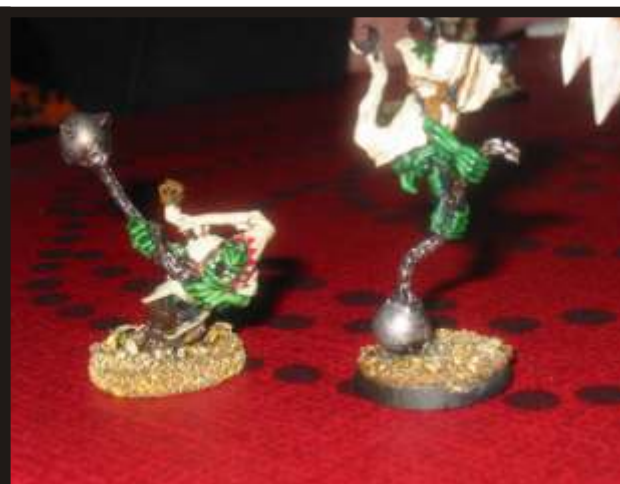
During the period I play warhammer I learned to know many different people and I got many friends that are also involved in the hobby which is a good thing. And I also did things I will never forget like going to Poland for the European team championships.

So many people wonder how my army got so big, well I think it is become an addiction I just can't stop with 2000pts greenskins. It is a bit like drugs addicts that say they couldn't stop after their first pill.

Well with 2008 being a fresh year I think it will be a good year for the greenskins and may the Waaagh continue growing.



One Of The Many Night Goblin Units In The Army...



...And What Night Goblin Unit Would Be Complete Without A Few Of These Loons...



Right: ... And When You've Got This Many Night Goblins Barreling Down On You, You Can't Help But Worry That They're All Ready To Launch A Wave Of Fanatics At You!





# MASSIVE WAAAGH! SHOWCASE Continued From Page: 4



Even Though This Section Of The Force Is Only 1500 Points, There Is Still An Overwhelming Number Of Goblins. Though There Are A Few Orcs To Help Bulk Out The Numbers...



Right And Insert: More Shots Of The Army. The Righthand Shot Shows The Force In Action.





# BROG'S SPEAR CHUKKA

By Brog Ironfang

This article shows how I did a chukka model for my army. It's a detailed step by step instruction with work in progress pictures.

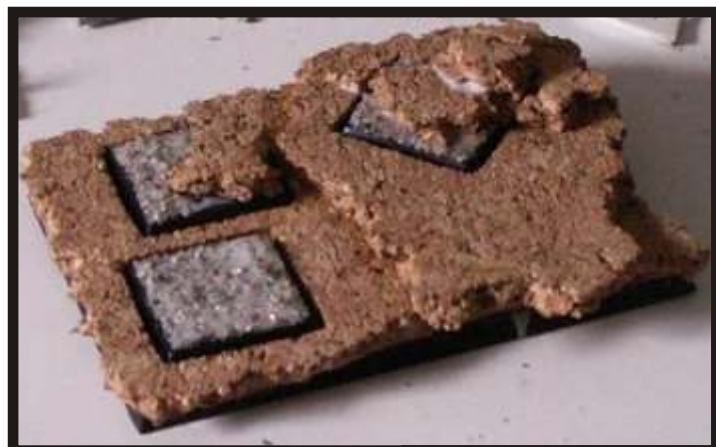
## BASE

First of all I wanted to have a nice base with "slots" for crew bases and some space to model the terrain a bit. On the other hand I didn't want to built a huge diorama while I do play from time to time (with miserable effect) and such diorama would put me into disadvantage when I would like to put 4 artillery pieces on a hill and due to the base size I could fit only two. After some thinking I come to conclusion that 50x75 base is what I need. This size is easy to get with gluing 50x50 monster base and cavalry base together which I did (you will notice that 3 cavalry bases work only if they are glued with the longer sides as two shorter sides together are somehow shorter than the longer side (in theory they should be the same). While gluing the bases it is important to remember that only the sides will be visible and that this is the part that should be done neatly.

Let's get to the point shall we? After the bases were glued I put some cork on them and broke it so it roughly fit the base (it is better to make it too big as it gives you the chance to model the terrain in the end. Then I put the chukka model (or at least big parts of it) to the base with 3 crew bases to see how I should spread them across the surface I got. I decided that the crewman standing in front will be higher than other two so there was no need to cut the slot for his base yet. The other two on the other hand needed the hole - I simply put the base in the place I want it to be and I cut it around with hobby knife - of course I had to remove the base and make the cut several times more (it is good to make it accurate as the slot will have the smooth sides then which looks far nicer that the reaped ones - that's why it is good to cut the cork as long as you are sure the hole cross-section has been cut threw and that pushing the rectangle won't reap the lower parts of the cork with it which would spoil the effect. NOTE: my cork sheet is 3

mm thick (I think) which is exactly the height of a base so I don't have to worry about levels - if you have thicker cork simply add something under the crew base or cut cork and glue it to the base from the top. After the slots were cut away I used clippers to reap the cork on the edges of the first layer and make a nice uneven surface of the shape I liked. When I was satisfied with the result I took another cork piece and shaped it to fit my imagination of terrain there. In the second layer I cut the slot for the third crewman. Then I spread the PVA glue evenly on the base and glued the first cork part - there were places on the edges that required sand (to represent ground) as the cork didn't cover the entire base - so I delicately put some sand there and I removed all the grains that got into the slot holes (there was a glue there as well but I didn't want to have sand there. When it was done I smooth the glue in the slots and put some on the sides too to make them smooth. The second layer was added in the same way but no sand was needed there.

While waiting for the glue to dry I decided to make the crew bases just to be able not to bother about them any more. I simply put PVA glue on them if I wanted I put some cork and then dip them gently into the sand. NOTE - the first crew member (the one in front) stands on a cork rock that is on his base but also on the chukka base - this is the only case I tried to make the "rocky" surface smooth (or at least as smooth it can be without using glue (which would spoil the rocky texture of cork) to minimize the gap between the bases (you can see that on the Goblin below).



When the glue was set I decided where the stone will be visible and when to cover it with ground and I put some PVA glue in the areas I wanted and I put the sand on the base. NOTE I did it in one layer for most on the model but in places where the upper cork ended was an almost vertical wall which looked rather bad



## BROG'S SPEAR CHUKKA

Continued From Page: 6

so I decided to add a layer more to make the transition smooth – I don't know what went wrong but there are 2 possibilities – either I put too much glue or the grain of the sand was too small – anyway that places didn't look good which will be visible only when painted (gladly it's not a problem). After all those steps the base looked like this:

PAINTING THE BASE

The whole base was primed with chaos black spray. There is no need to do it neatly or in a really neat fashion (don't quote me on that!) as there are no details (or basically anything else) that can be damaged – but of course it is a good piece to practice your spraying technique (I still have none).

Painting the rocks first is better as while drybrushing you will make the "soil" elements dirty and while making the soil elements it is far easier to be neat (so you don't spoil the places you already painted). I own only the codex gray paint when it comes to grays – I don't know if it is good or not (as I have never used different ones) but it works for me (NOTE: I own around 20 paints – not a great range only citadel colors – this influence the choice of colors for my minis as well as the methods of acquiring them – I don't claim those presented here are best – they are best only for this set of paints and with more color it's probably easier to make other combinations so treat this only as an example). The pictures shows only the big base – of course the small ones are made in the same way and it is good to make them in the same time as then the colors will always be the same (and sometimes it is hard to achieve a mix you used before or pick a right color – remember that the wet paints are a bit brighter than the dried ones!)

All the layers will be simply drybrushed making sure that the next layer covers less then the previous (just like in layering)

Layer 1 – 90% Chaos black 10% Codex gray. This color is almost black – a good way to cover all the spots you missed while priming (and with cork those really occur) also it is always good to make the first layer (apart from the base layer in this case pure black) in the color similar

to the base one – in layering it is a good chance to plan how to divide painting part into elements that will be highlighted in future.

Layer 2 – 60% Chaos black 40% Codex gray – lighter color smaller and gentler drybrush – there is no need to make really small steps as drybrushing itself helps the transition of colors

Layer 3/4 – 40/0 % chaos black 60/100% Codex gray (the picture show the 4 layer I think (I didn't take notes – also the ratio is more guessed than measured as I base on the color not the paint amount (I never track how much of each pain I use as I usually add some paint to the mix I was using before so mostly I estimated the values above)

Layer 5 – codex gray wit a BIT of white paint – no percent here hard to tell – fact is that codex gets light really fast while you adding white (sometimes it surprises me...) so adding less is always better than adding more. Just add some white to the first layer and see how it makes the stones lighter – you need to decide at which point you want to stop adding another layers.

Final rock layer below - I don't remember how many layers are in between but I think not too many.



Then comes the soil part. It is quite important to make it neatly on the edges – it is hard to fix any missed spots so it's better to spend a bit more time to avoid them rather than far more time to fix mistakes. Of course you can put snow (or whatever you like) there but the edge of the base took so much work it is a bit of a shame to cover it with something that will hide it

Base layer: Scorched brown – just painted nothing special

First layer: 40/60 Scorched and Bestial brown (again only brown paints I have) – just be careful on the edges!  
Second layer Bestial brown – again there is no need to add many layers as the drybrush will help nicely





# BROG'S SPEAR CHUKKA

Continued From Page: 7

Last layer – Bestial with some bleached bone – in the last layer I did drybrush only certain parts of the base not the entire soil part to make it a bit more “uneven”



lever elements (the one you should pull to fire a bolt) they were not glued till the very end of the creating process but since they stayed in place without gluing I let them stay there (but don't glue them as you need to adjust the angle so the crewman hand can hold them)

The bow was a bit tricky to make. I cut three strips of plasticard (in the length and height I wanted). I bent one of them and kept it bent for 5 or so minutes. Then I put a “fast glue” (you know the one that dries 10 seconds and glue everything) on the inner side of the bended element and while it was bended I glued the second strip there – since the second strip would have to get longer in order to allow the first one to get straight (go civil engineering) it should stay bent – then I glued the third element on the other side of the first one (just in case and for modeling reasons). Of course the two outer pieces were a bit shorter and thinner than the middle (so first) one to make the model look more goblinish. Then I smooth the top centre part of the bow (for a good area of contact) and I glued it to the wooden part with the “arrow row”

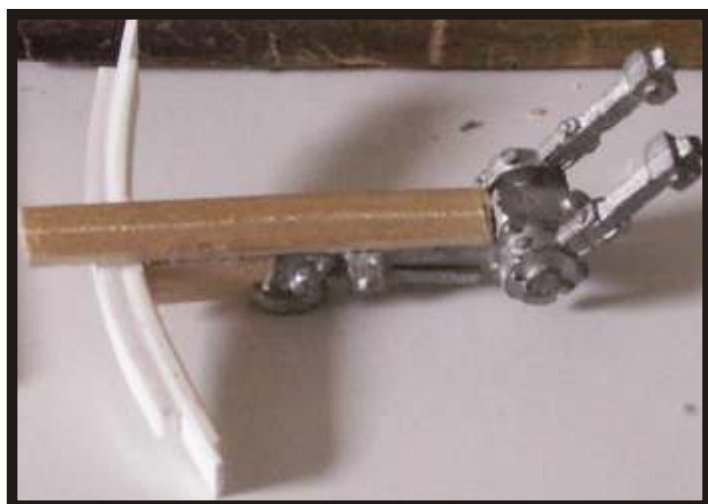
## THE CHUKKA

It's time for the chukka itself. The slots for the crew bases were cut in the way that reduced the placement possibility but I planned everything together so there was no problem with it as well. The model is built with usage of many of the “real” chukka parts but it is obviously possible to make it basically from the scratch. I think that the hardest element of the model is the bow itself (as you need to bend it somehow).

Then I cut two small pieces and glued it to the bottom of the first wooden element and the plasticard bow (the top wood element is longer than the chukka piece and there was an ugly gap in front which I had to fill somehow and also that made the connection between the wooden piece and a bow stronger (wood don't work well with “fast glue”).

### STEP 1

I took the lower element of the upper part and glued a small wood piece on the top. Note that the piece has a longitude cut on the top in which the arrow will be – the mysterious wood pieces I will use on several occasions are nothing less but the ice cream sticks (you get few extra if you buy and ice cream pack or if you ask seller kindly). Note that on several pictures you can see the



### STEP 2

After this element was dry it was time to add some GS details. When I wanted to make a nail head I simply put a small blob of GS onto the model and flatten it with the sculpting tool (NOTE sculpting tool is a tool I use for sculpting and have nothing in common with the original



# BROG'S SPEAR CHUKKA

Continued From Page: 8

GW product – it's a dental thingy of some sort – the look of the relief on the sellers face when I told him that I'm not a dentist after I asked for that tiny piece with the nice flat end and the one with the pointy end was priceless).

For the bigger pieces I make a GS sausage and flatten it with said tool – then it is possible to straighten the edges of the shape to make it more rectangular or whatever you feel like. When I started I added the nails to the steel elements made from GS after the first were set – now I know it is better not to wait, sure you can spoil the shape a bit and then you have to correct it but fresh GS stick really good to fresh GS and it is far easier to add the nail heads before it dries (you will notice that when you want to change the nail head shape a bit (to make it square for instance) they will often glued off when you will try to change the shape – there is no real solution to it when you try to apply it to non GS part and as I said it is far easier to add it to a fresh GS surface. Also for some reason GS don't glue to the wet things so keep the model dry and your tools wet – this really help !

The rope is a typical multi-small-wires cable (like for speakers) but with no insulation – when you take the insulation out inside you will find around 50 small wires – and they are twisted together to make a very nice rope (just twist them really well). I drilled a hole on the end of wooden element (the one with the "arrow row" and glued there a piece of paper-clip there so it stays around 2 mm above the surface.

To glue the rope I bent it around one end of the bow and glue it there then I bended it over the paper-clip piece (this is why it is there) and glued it there and lastly I rolled it over the second end of the bow and glued it there. The GS metal parts were then added to cover the glued parts strengthen the connection and add a nice feel to the model. Also the chukka "teeth" were glued to the lower wooden surface (that is why the bow wasn't glued at the very end of the wooden part – I left the place for the teeth there)

NOTE: the arrow on the picture below is not glued - I was checking if it is long enough.

## STEP 3

When the metal pieces for the upper part were added (there is no good way to do it really I just guessed where the nails should be and put it there – also the big empty areas of wood are a bit boring so it is always better to add a nail there just in case) I started to make the lower part. Once again a chukka piece was a base element here (I used the other part on war sleights I think) and few wooden parts and a goblin shield. First the shield was glued under the chukka element and the wooden parts were glued then with the "fast glue" without any preparation really – I knew there would be some GS there as well so it doesn't have to be that strong yet.



Then the round element was glued there as well (the length was chosen so it will reach the ground on the base. And afterwards GS metal parts were added. As you can see I nailed the board to itself or the air underneath but I don't care – it's all about looks really and goblins probably didn't care as well.







# BROG'S SPEAR CHUKKA

Continued From Page: 9

## STEP 4

I made the pin connection between the upper and lower part and glued the pin to the one side – I wanted to be able to rotate this element as I didn't exactly know how the crew will be standing and I needed to adjust to that. The bolt was easy to make – a copper rod was cut to a good length (the rod is empty inside so I don't have to drill a hole for the pin connection – just remember not to cut it with clippers (as this will bend the edge) but to scratch it with hobby knife several times perpendicular to the length and then hold it with clippers near the scratch and break it – this really works! Then I took the orc spear blade and drill a hole in it and pinned it to the copper rope.



I then glued the bolt in place and added the “feathers” on the end to make it look nicer make the connection stronger and cover the paper-clip I used to bend the rope. Unfortunately I don't have a close up of this element but you can see it on the first picture of this article. I basically put a blob of GS on each side of the bolt and then press my sculpting tool perpendicular to the bolt each millimetre (to make it look like feathers) and I added the top piece as well and did the same but for both sides – it is a bit hard to do as there is no support and you bent the upper element instead of making a scratch – a good idea is to wet the table edge and put it there (the arrow is glued to the thing so only the edge will work and cut it on one side and then turn it around and gently cut the other side as well – if the GS layer is thick enough and not a lot of force is applied it should work.

Don't glue the upper part and the lever elements yet – wait for the crew!

## PAINTING THE CHUKKA

We have the chukka model than is basically assembled so it's painting time. As usually everything got primed black. This time I tried not to flood everything in spray paint (I really have problems with that !) with mediocre success (but I really think it require really incredible details to obscure them with spray paint – of course if you don't go way over the top! And frankly this part don't have so much of the details and basically non that could be damaged so no worries)

I generally decide for colors at this stage, not to all of course but I decided that I will try a black wood on the most part of the element – As I mentioned I don't have a lot of different paints so when I paint ground brown wood brown and fur/leather brown everything looks alike (+the whole thing was already black so one less layer).

## BLACK WOOD

### STEP 1

The first layer was shamelessly drybrushed with black mixed with codex gray (the only gray paint I posses).



### STEP 2

I think I drybrushed it twice actually with a bit brighter color (still over 70% of black I would say) After that I took the same color (from the drybrush) and paint the wood pattern I liked – that basically means I did wavy lines across wood elements to represent the wood grain – at this point they are really not so visible so if you change your mind or do something inaccurate there will be time to fix it.





# BROG'S SPEAR CHUKKA

Continued From Page: 10



### STEP 3

Lighter color and painting over the same wood pattern again (this time it should be nice and neat). (See the above picture).

### STEP 4

And a bit lighter color and than a bit more... till you feel it looks good – there is no recipe here it's a matter of taste I think, I stopped after adding white to pure codex gray so it took several layers I think around 5. To paint wood pattern I usually use paints that are a bit more watered down that usually as then the paint goes on the model even when you gently touch it and this helps making thin lines greatly.

### OTHER WOOD COLORS

For all wood parts (whatever color) I use the same way of paining wood so I will only write I used Scorched and Bestial Browns and Gore and Blood Reds (I think with a bit of white at the end).







# BROG'S SPEAR CHUKKA

Continued From Page: 11

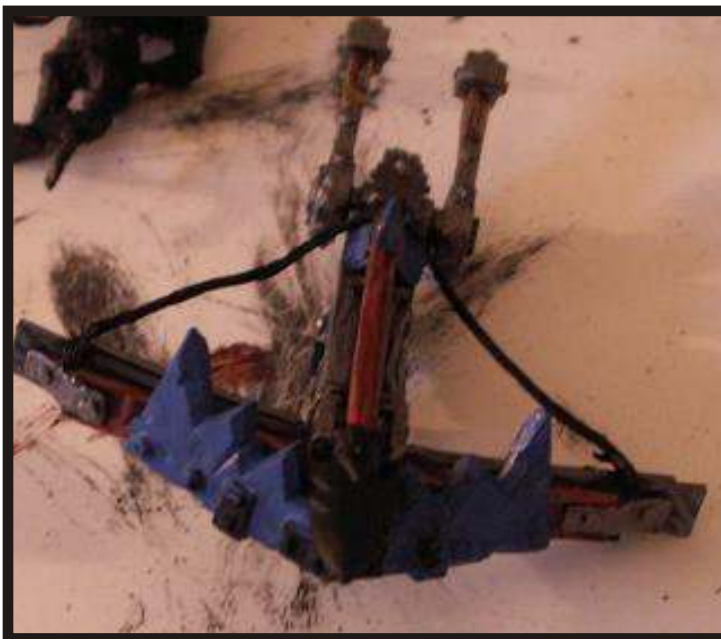


## BLUE TEETH

I decided that since I run a snow horde and blue is my themed color it will fit for the chukka teeth quite nicely. This is painted with enchanted blue (base) and skull white. Simply for each step add a bit more white, less you add and more layers you do better the result.

### STEP 1

Simply paint the whole element with blue.



### STEP 2

Add some white and paint in the areas you think the light will fall (somewhere I read a nice trick – if you don't know where the light would be simply put the lamp near the model (not to near of course) and observe which areas are in shadow and which are in the pure light – this element is pretty easy really but for more complicated things like NMM it really helps). I think you can see which areas I painted.



### STEP 3

Lighter color and a bit smaller area:



... and so on...



Another example:



## THE CREW

Let's do the crew. For some reason I have only WIP pictures of the "leader" I don't know what happened to the others...

### STEP 1

Take a 2mm drill and make a hole in the goblin arm (the one that holds spear like charging). It is better that making 1mm paper-clip pin as I can put the entire rod through it without





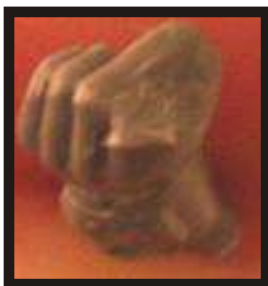
# BROG'S SPEAR CHUKKA

Continued From Page: 12

gluing paper clips and all that.

## STEP 2

Cut the rod to the length you need and decide what will be on the top of it. Also put the rod through the hole once or twice – it is so that the rod diameter and hole size are exactly the same which means it is not so easy to put it through and you don't want to be stuck when you will be gluing this element!



## STEP 3

Pointy finger – a really nice flavor element. It's not too hard to make really – you need a champion hand (the one that originally holds a head) – cut the head off and file the top finger away.

## STEP 4

Make a greenstuff finger – I didn't do a nail or anything alike – you can paint it afterwards. It takes some time and practice and I think it might be a bit frustrating, still it is worth all the work



## STEP 5

Carefully place all the parts (of your choice really) and position the champ in natural way. I usually stand in position of the miniature or do it's action and see how

the arms are placed if the elbow is on the side or facing the ground how the legs go and so on... then I search for the parts that best represent this position and glue them together (sometimes I adjust their position a bit)



## STEP 6

Make him ready – arms will require some GS work around so I recommend gluing them before painting also I added a belt - it is really easy to do (flattened sausage of GS nothing fancy) that goes for the metal element as well but it make the model looks special somehow. There is also one pic of another

crewman I managed to find (the small bolt was made a bit bigger so it fits the chukka size – normal pinning nothing fancy (this is also why I use rods – they are empty inside so you don't have to drill the hole for a pin) his ear-warming gear is simply 2 blobs of GS jabbed to look like fur and a paper-clip piece bended so it fits stuck in them after they were applied) and now I remember why there is no WIP pics of the third crewman – he is a generic model – nothing was changed - I tried to add a scarf but it fell off while painting!







# BROG'S SPEAR CHUKKA

Continued From Page: 13

## PAINTING THE CREW:

### STEP 1

As always at the beginning you need to do all the drybrushing you want to do, as at the end they will obscure the details more or less. That was done at first – no pictures really as this is simple to make. Also, wood was painted red as described before.



### STEP 2

Skin! I believe this is the longest element of painting and even though I'm satisfied with my results in this area I don't like this as it takes ages to finish and with bigger amount of models it is getting frustrating! Well first layer Snotling green. I apply first layer twice as the color don't cover very well... (on the pic you can see the scarf that will disappear during the process)

Then adding scorpion green to snotling and painting more layers, I usually go with 4-5 layers till I finish you can see progress here (I picked a part that show it nicely – at least I hope so).



### STEP 3

Other stuff. Some details here and there...



## EYES

Eyes are painted in following way: Red gore dot smaller blood red dot and then yellow smallest dot – picture above shows how bad I did it at the first try and I had to fix that spot which will be visible at finished pictures. Teeth are bestial brown than mix of bestial brown and bleached bone and then pure bleached bone Blue was painted as described before.



Last but not least was a banner. I decided that it will add a nice touch and since you get 4 of these in each goblin box I don't care for them all that much. It was pinned to the wooden barbecue stick (I don't remember why I didn't use rode) which was painted in the black wood manner as described before. There is also a red wood element. I decided that all of my army banners will be "blue fire" themed but this time I got mountains and not a fire (I didn't make it wavy enough I think).

### STEP 1 -10

Banner was painted black and drybrushed with black + blue mix for highlight (not too much). All the pics are made fast when the thing is wet as I tried to blend the



# BROG'S SPEAR CHUKKA

Continued From Page: 14



fire effect so I couldn't wait – sorry. I started to paint fire with black and blue mix (the same color I drybrushed the banner for the last time) and then I added more and more blue to the mix, and after a while I started adding white to pure blue. I won't describe the philosophy around this – I believe pictures show everything.

The skull was painted with codex gray and drybrushed 2-3 times with mix of white and codex gray. Unfortunately (or fortunately as it will later show) I did it horribly – the skull don't really have all the surface level differences to make drybrush really effective and I admit I was lazy with it. Next day I saw it I had 2 options – paint it black and start again (but since there was much paint on it I would completely kill the details) or wash it somehow. I'm not a wash specialist I took some black paint (small amount) add a lot of water and I think some brown paint as well (I like experiments) and I painted this once wait till it was dried and did it for a second time – the result was far better than I expected – unfortunately I have no idea how exactly I did it so I can't repeat this process.



Basing of course had to fit my army theme. I decided to add some plants as well as I like lively color bases (but I start to think that bases that have to much detail make the models look worse somehow – still have no way to find it) So you can basically see what I did on the pictures. I believe there is an description on how I do snow somewhere on the forum.

See over the page for pictures of the finished Chukka!





# BROG'S SPEAR CHUKKA

Continued From Page: 15



**All The Crew  
Are Easily  
Removed  
From The  
Base.**

There is no metal painting description in this article - sorry but I feel my metal painting skills are rather pitiful and there isn't much I could tell apart from paint it boltgun metal then highlight with chainmail and ink with black+brown+red watered down paint (this is exactly what I do all the time).

Thanks for reading.





# INTERVIEW WITH A WARBOSS

By: Kebabi

*This issue Kebabi puts his interviewing skills to the test against Gashbad Beergut.*

## When did you start and for how long have you been painting miniatures?

Let's see. It must have been around 1990 which would make about 17 years. Egad.

## What got you into painting Greenskins?

A new student at our High School showed up with this game called Warhammer 40k, which to my teenage mind was some kind of concentrated volume of awesomeness (remember it was 1990). Sort of arbitrarily, I picked up a set of the old 36-to-a-box Space Orks and began laying waste to those puny Space Marines. I also picked up the rules to Warhammer Fantasy and started a small Orc and Goblin army to match, but for the early '90s it was all about 40k.

Eventually the superiority of the Fantasy rules became apparent, and Gashbad Beergut's Green Omen Boyz began to overtake Badreg Phlegmwad's Explosive Phlegm Tribe. But even though the initial choice was really something of a whim, the Orcs and Goblins are now part of my psyche and I've never played anything else.

## How much points worth of Greenskin have you painted?

I keep an extremely detailed log of every unit I have painted, all written up in a master army list. Right now it is just a bit under 6000 points without any magic items. It can hit 7000 if I really go crazy with the shiny stuff.

## What's your favorite aspect of the whole painting-procedure?

Without a doubt, my favorite part of painting is finishing

a model. I have a whole system for finishing a guy. While the sealer is drying I add him to the master army list, adjusting the total points value and subtracting his value from the points I need to paint to hit the next 1000 point mark. I also remove magic items from the master list to keep the army list at even 1000-point increments. Then I add him to the total model count, subtract him from the number of unpainted models I have (just 834 more!) and then do the whole thing again to the old 5th edition army list I have sitting around for sentimental reasons.

This whole obsessive practice is there solely to extend my enjoyment of adding another warrior to my horde for as long as possible. Crazy? Maybe. But I like what I like.



One Of The 'Sub-Armies' In Gashbad's Collection Is Made Up Of Chaos Orcs.

Above Is Pictured One Of The Impressive And Heavily Armoured Heroes From The Chaos Orcs.



All Of The Various Parts Of Gashbad Beergut's Force Make For An Impressive Sight!





**This Mob Of Goblins Is Modeled In The Theme Of Pirates- Each And Every Model Is Individually Converted.**

### **What's the toughest aspect of the painting-procedure?**

Part of the reason I like finishing a model is because really it's such hard work. I am a very, very slow painter, so for me the most difficult part of the process is the raw time it takes. A single Goblin takes me around 8 hours to finish, and bigger models can haunt my painting table for months.

### **What's the key to becoming a successful painter, when it comes to Greenskins?**

The most basic advice I can give is to finish your models, play with what you paint, and never repaint anything.

We have a numbers-heavy army that looks really good completely painted, but it takes a lot of work to get there. Too often I see Orc and Goblin players with many partially painted units. Maybe 4 models of every unit are painted. Maybe there's a dozen models that are half-painted, or maybe almost everything is done except the bases. Maybe it's me, but I think the overall effect of an army like this looks much worse than an army with a few fully painted units and the rest unpainted. Next, if you've taken the time to paint something, I think you should use it in your games. If you don't have a

fully painted army, use your painted stuff every game. If you find out one unit works better than the one you have, paint it next. Using the models you have painted will make you better at playing with those troops. Not using troops that aren't painted is a good motivator for getting them painted.





# INTERVIEW WITH A WARBOSS Continued From Page: 18

Lastly, unless something breaks, never repaint anything. I've seen people constantly grow frustrated with their painting and want to repaint the same unit over and over again while the rest of their army languishes. My philosophy is that if you don't like how a unit turned out, paint a new similar unit. That way your collection keeps growing and you don't get stuck or frustrated. I use models I painted 14 years ago in almost all games. They're crude by my current standards, but they get the job done, and I'd rather lavish painting time on a new unit than put those old veterans back through the wringer.

## Which is your favorite Greenskin miniature, out of your own collection?

It is extremely difficult to choose, but if I had to I would choose Da Gorekart, my Orc Boar Chariot from my Chaos Wastes Orc and Goblin Warband.

It's big, I like the banner, it has lots of conversions, and it took me a really long time to complete. As a side note I really enjoy including these "sub-armies" in my main horde. I like the idea of the Green Omen Tribe attracting all these colorful units from across the globe as their size and renown increases.



Each Part Of The Force Has Its Own Unique Character Models To Accompany It: And Here They All Are!



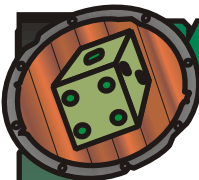
Above: A Unit Of Orc Arrer Boyz From The Pirate Orcs.

Right: A Boar Chariot From The Chaos Orcs. Notice The Use Of Tuskgor Models For The Boars.

Most Of The Army Is Made Up Of 'Classic' Orc And Goblin Models.





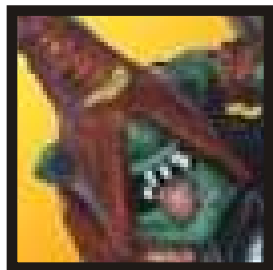


# TALE OF "X" GAMERS

By Warlord Ghazak Gazhkull

Some of you may remember the 'Tale of Four Gamers' series of articles in White Dwarf a few years back. Well, now we've got our own version for DWQ! Read on to find out who the gamers for our version are...

-Ed Goofycabal



## Eyestabba

Hello my fellow hobbyists, my name is Tom, known as Eyestabba on the Da Warpath forum. In my quest to start an Orcs and Goblins army, I have joined the Tale of X Gamers for

Da Warpath quarterly. First, let's say something about me and the hobby. I have been playing Warhammer Fantasy for 5-6 years. I started with Lizardmen, with which I still play. I have tried to start a Chaos army, but for some reason, it never got off the ground. I do have a small 1000 points Bretonnia force. But that's what got me to O&G: seeing my peasant archers die after they were unable to kill a single enemy, I started laughing when they died and soon started to put them near enemies to ensure they would die (ignoring the looks of my opponents). I guess this got me on the path of the greenskins. I bought a Black Orc Big Boss, painted him, and fell in love with the power of the Waaagh!. So that's about me, now the important stuff: my army, the Eyestabbaz!

In for a bit of fluff? Here you go:

The history of the Eyestabbaz as told by the Shaman:

Wonz upon a time, tha was a orcy bunch called Da Nutpummallaz. Theyz was led by Zogwar Loudgut. 'E was a lazy lad, finkin' little, evan fur an orc. 'E waz a incompe... imconfe... stupid leada: 'e wonz let out a fery loud burp which sounded a luf like "Waaagh!", so da boyz went on a Waaagh!. Zogwar went wif da bunch. 'E said: "we might just az well baziege Nuln!". Thaf wuzn't cleffa! Lutz a deaf boyz! So Gorgratz Blackdeaf walked tuwarz Zogwar and stabbed 'iz eyez ouf with 'iz fingaz. 'E then fed im to 'iz boar, Chakchak.

Gorgratz went bak to da Badlands. 'E dezided they needad more shiny and fancy stuff. So 'e conqad da gobbo tribe called "Da Stabbing Backs Wiv A Long Spear Gobbos", just becuz ther name iz too long! Now, Gorgratz said, they iz called "Da Grotz"! 'E alzo beatad da night gobbo tribe "Da Toenibblaz". Now they iz a happy bunch.

And here's the army list:

Characters:

- \* *Black Orc Big Boss: Boar, Best Basha, Iron Gnashas, Shield, Heavy Armor. 152 points*

- \* *Orc Big Boss: Battle Standard Bearer, Light Armour, Boar, Warboss Um's Best Boss 'at. 143 points*

- \* *Night Goblin Shaman: level 2, 'itty Ring. 105 points*

Core Units:

- \* *25 Orc Boyz: Shields, Full Command. 180 points*

- \* *23 Orc Boyz: Shields, Full Command. 168 points*

- \* *5 Wolfriders: Spears, Musician. 71 points*

- \* *5 Wolfriders: Spears, Musician. 71 points*

- \* *21 Night Goblins: Musician, 2 Fanatics: 117 points*

Special Units:

- \* *2 Chukkaz: 70 points*

- \* *Orc Boar Chariot: 80 points*

- \* *16 Black Orcs: Shields, Full Command: 262 points*

Rare Units:

- \* *Doomdiver: 80 points*

I know, the army is not really themed or specialised. But since what I'm going to paint will be the first stuff I have for O&G, I decided to put in a bit of everything, and of course all the things that look the coolest.



## GoblinMikey

Hey, I'm Goblinmikey (also known as ratmikey), i have been collecting warhammer for about 5 years, when i started with Dark eldar, but i have eventually found

myself collecting a skaven army.

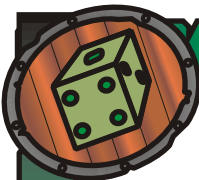
One of the reasons i love Skaven is because of thier orignality. In most Fantasy settings, such as RPG's or games thier is always Men, Elves, Dwarvs and Orcs, but I have never seen evil giant rat-men before.

The other thing that drew me towards the Skaven is thier Fluff. I love the fact that the Skaven have endless numbers, and should they put their scheming and own lust for power behind them, they would surely rise-up from their Under-empire, and consume the world!

For my army i am going for a clan Moulder theme, as this is the clan that most appeals to me. For those who are not familiar with clan Moulder, they are the greater clan that breed all sorts of furry little nightmares, from Giant rats to huge bestial and mutated rat ogres.

My army colour is blue, as i think this goes great with the amount of brown involved with painting a Skaven horde. Most of the clanrats armour will be a dark shade of blue, with light blue highlights.

And to wrap this up here is a short piece of fluff about my current warlord, Snikeek:



## TALE OF "X" GAMERS

Continued From Page: 20

The battle was going well. Only a small hand full of the man-things still fought on, holed-up in the tower, unwilling to give to the unending tide of fur and flesh. They were proving more difficult to kill than was expected, thought Snikeek.

"Why is this taking so long!" Numerous bloated and deformed rat-things squirmed and writhed below the feet of Snikeek and his black furred bodyguard, who twitched nervously at the rising anger in Snikeek's voice. Snikeek's armour weighed heavily on his in-human frame, the blood from the man-things still fresh on the cruel blade he had wielded since his rise to power within clan moulder.

The rats of his clan were making slow progress at the base of the tower, constantly being pushed backwards by the soliders of the empire, their resolve unwavering in thier duty to guard the last of the human-held towers. Even the Plague monks Snikeek had hired from clan Pestilens, who were infamous for there frenzy in battle, were unable to break the man-things grip on the tower, been slain in their frenzy for blood!

"I've had enough of this! Send in the rat ogres, quick, quick!"

Several monstorous, hulking rat ogres were forced towards the tower by the punishing barbed whips of their cruel packmasters.

Rat ogres were a common sight in Snikeek's horde, huge rats with all manner of weapons grafted onto their flesh, horrific mutations and enough strength to crush a man in thier oversized talon-like paws. These were things that were never meant to draw breath, never meant to exist, a cruel parody of life.

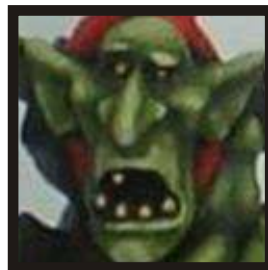
One rat ogre in paticular caught Snikeek's eye, for he recognised the beast as one he himself had once goaded into battle, when he was a mere packmaster. Things were different now, he was the one who led his horde, yet he still carried his whip into battle as it was a useful weapon and reminded him of how high he had ascended through the ranks. He would let nothing take away what he had become, he would always be safe-guarded by his retinue of heavily armoured rats and his personal Eshin bodyguard.

Snikeek broke from his thoughts just as the rat ogres reached the tower. Thier impact was incredible, their brute strength battering aside all in their path, be it rat or man-thing. The verminous tide surged forwards through the breach in the man-things defences, clambering over the bodies of their own as well as the enemies.

Snikeek ordered his stormvermin forward, unwilling to miss the climax of the battle, his blade almost exited at the prospect of spilling more blood. Another battle won

in the name of Moulder, but more importantly more power in the name of Snikeek!

I'm looking forward to painting my skaven horde, and i hope you enjoy reading about my progress.

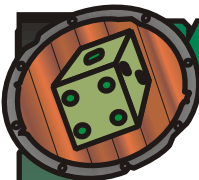
**Mostyn**

Hello fellow Greenskins, My name is Will, although here on Da 'path I'm Mostyn. The login, which I use almost everywhere, stems from an incident in my murky past that you'll only get me to recount after a large amount of physical threats augmented by plenty of alcohol! By way of a proper introduction, I've been war gaming for about ten years in total although this includes a long break when I was distracted by the unimportant stuff in life such as university, work, women and ale. Having got back on the hobby horse three years ago I've finally come to my senses and decided to paint an Orc and Goblin (or more specifically Night Goblin) army.

So why Night Goblins? Well, one thing I have learnt when starting an army is that it's best to know your own limitations. I've always been a slow painter and, furthermore, I'm pretty fickle when it comes to toy soldiers. The whole gamut of fantasy and historical figures is out there to be done and it's easy to lose myself in any one of those millions of imaginary, or real, worlds. Hence I stick to armies with plenty of variety to keep me interested otherwise I know, as I slowly (and painfully) work my way through the core troop choices, it's only a matter of time before distraction strikes. And if there aren't any interesting specials or rares to paint then those Mongol horse archers that have been sitting on the "to do" shelf for the last couple of months will get done first. Orcs and Goblins, perhaps because they are one of the oldest ranges of citadel figures, have by far the most varied army list and models in the whole Warhammer Pantheon. So for someone in need of variety they're an obvious choice. By way of contrast, I have 3000 pts of high elves that will probably never be finished as, after completing a unit of spearmen, I discovered the whole damn range is virtually identical, specials et al! So it's goblins and more goblins for me please! I'm also optimistic that the tale of X gamers, and the fear of public humiliation this brings if I don't produce, will keep me motivated!

The theme for the army is a Night Goblin tribe that, following a short lived and unsuccessful Waaaagh, embarks on a Squig eugenics program to make up for the army's obvious deficiencies in cavalry, artillery and, indeed, any other form of capable troops. I will be using converted cold ones (with squig heads) as wolf boys,





## TALE OF "X" GAMERS

Continued From Page: 21

and abusing various figures from the 40k and LotR ranges to make chariots, spear chukkas, doom divers and a Giant. In fact the only things that will not get "Squigified" (It's a word, trust me) will be the Trolls, for no other reason than I like the figures, and the spider riders, as I they fit the cave dwelling Night Goblin theme. And for all you pedants out there, I know it's technically not a Night Goblin army but a miss-branded Goblin army.

As for the list, I hope to have finished before the next instalment: 1 level 1 wizard,

20 Night Goblins with full command, nets and a fanatic,  
 10 Night Goblin archers with champion  
 2 "not-so-night" Goblin spider riders with short bows  
 3 Night Goblin Squig hoppers  
 1 Stone Troll.  
 For a grand total of 373 points

Not the most well rounded warband but it does combine the obligatory core troops (which I will need to keep on producing) and some interesting individual models to break up the core troops. All I need to do now is stop myself from painting the good stuff first!



## DA WARPATH NEEDS YOU!

DWQ is now in its 5th quarterly release and is looking for writers to help improve and the raise the standards of an already popular offering. DWQ is designed for you the Orc and Goblin followers and because DWQ is dedicated to the reader in the way it is; DWQ has numerous positions vacant for those who are able to produce an articles reporting on the topics of:

- News – Are things changing in the Warhammer world? Think the readers need to know? Well why not get involved a write an article of current and up coming events.
- Battle Reports – Know you've got a big game coming up? Want to share with the readers about how you managed to beat an unbeatable army? Write up a game your going to play and get your army shown in DWQ!
- Rules – Want to help write an FAQ? Want to help shed some light on rules to confusing players? Then why not write a small piece on rule changes/interpretation or explanation.
- Specialist Games – Want to get more people involved in others games you've played? Share the fun with DWQ and let everyone know..
- Newbie Corner – Help out dem small'uns of the forum with an insightful article to help them through the dark days.

You want to get involved and nobody's mentioned what you want to talk about? Suggest it to us anyway! More than likely its something we've missed, and will be more than happy to have you aboard with your unique articles!

Now you're wondering, how do I go about writing my article? How do I get my article published? Simple! Pay a visit to the Da Warpath Quarterly forum and help keep DWQ 'da greatest!



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Tale Of 'X' Gamers: Eyestabba, GoblinMikey and  
Mostyn  
Da Warpath Needs You!: Paww

Special Thanks to anyone who helped, but has been left off the list.

And Thanks to all of you members of Da Warpath. Once again, this would never have come together without your help.

And finally, also thank-you to Chug an' Lug for not getting in the way in the production of this issue.

Once again, I am terribly sorry for the lateness of this issue.

Oh, and I'm also going to be seriously disciplining both Chug an' Lug for their part in the destruction of my old PC...

see, ol tole yer not ler tell 'im dot weee did it!

yeah. but, 'e doesn't know dat weee ate all ov 'is favorite cookies when weee did it...

I do now!

oh...

# DA LEGAL BITZ

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Cover Artwork and Orc Artwork on page 2 by Gareth.

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