



DWQ

Da_Warpath Quarterly



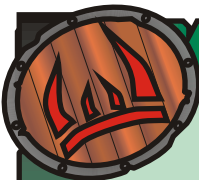
THE Place for all things Green!

ISSUE III

MAY
2008



MIGHTIER THAN THE
CHOPPA!



EDITORIAL

By: Warlord Ghazak Gazhkull

Hello fellow readers,

We have this issue the second part of the Tale of 'X' Gamers. Unfortunately Goblinmikey had to drop out because real life got in the way.

So only two people remain, but the guys that remain are motivated. Also we have an Interview with a Warboss, this time with Mostyn and most of us are rather curious how he does his army well go and read the interview.

Also I would like that everybody who is interested in making an article pm's me. It would be great if we can include more fine articles in the DWQ.

So enjoy reading the magazine and stay tuned for the next.

Greetz
Warlord Ghazak Gazhkull.



CONTENTS

Editorial	P1
The Next Army: Dark Elves?	P2
Wot Weez Wrote	P3-5
Interview With A Warboss	P6-8
Tale Of X Gamers	P9-17
Battle Reports Needed	P18
Da Warpath Needs You!	P18
Da Credits	P19

DA GOOFY WUN

By: Goofycabal

Okay, so this is *supposed* to be the April issue...

However, there has been an overflow effect from last issue's, well, issues in regards to my computer problems and the setback that this caused.

And I know it was promised last time, but we're really hoping to get DWQ12 out on time. Partly because there's some plans for some great stuff, but mostly due to the fact that we need to get the schedule back.

As you may have guessed from the cover of this issue, there's some great stories and such from the "Wot Weez Wrote" section of Da Warpath. We've got the winning entry from the March competition alongside two of the other entries. We're hoping to include some more of these in the future, so keep your eyes peeled. Or at least, keep them firmly sighted on DWQ.

Just to give the guys a bit of a 'plug': Make sure to go over to the Wot Weez Wrote forum and have a read of the rest of the entries as well as the April and May competitions. At the time of typing this, the May competition is still open for entries, so if you've got a great story to enter that fits with the theme of this month's challenge, don't be shy - let's see what you've got to offer!

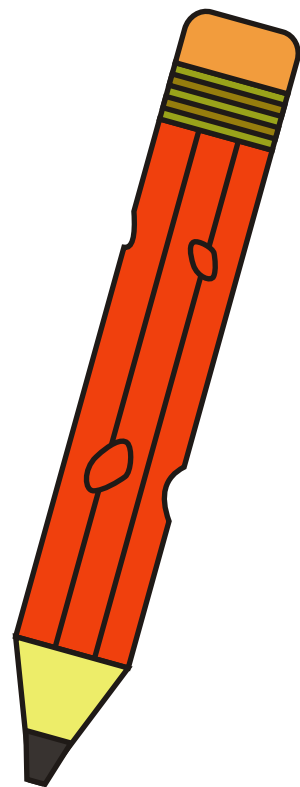
Who knows, maybe you'll win? Or maybe you'll get your story published in DWQ! Or maybe even both!!

*yer know wot? maybe weee should stop messin' wiv master
goofy's computer fmg an' jus' let 'im get dis magazine fmg done
on time?*

*oi dunno, lug. if weee do dat, wot else are weee gonna do
fer fun? 'e already took all our squiggly beasts away, an'
mubbo hasn't bin ere fer ages...*

yeah, dat's true. hey, oi'll race ya ter da computer fmg!

last wun dere doesn't get ta pull onna funny colored cords!





NEXT NEW ARMY: DARK ELVES?

By: Warlord Gromzarg

Lately we have witnessed a few armies being redone. Our beloved Orcs amongst the three latest. Our army was rather weakened but the two latest, the Vampire Counts and the High Elves on the other side was strengthened. The High elves were boosted by their army wide rule of always striking first even if they were charged. The Vampire Counts had their Undead rules strengthened, their ghouls became godly and they obtained a new unit.

Some of us Greenskinz might be wondering. What is that next new thing that Games Workshop is going to throw at us? We already know that their going to throw use some Daemons but when all of us are paying attention to the Daemons, Games Workshop has been working on another army.

Rumor has it that this army just like the Vampire Counts and High Elves will be strengthened and not weakened. This army has been identified as the Dark Elves.

Rumor has it that the new Dark Elves, just like the High Elves will have a army wide rule. That rule is rumored to be hatred, not only to high elves but everyone, they will have eternal hatred towards High Elves instead of hatred. This some find is better then the first strike rule that the High Elves possess. Some so not at all since Hatred is not permanent though the whole combat and striking first is. Either way Hatred is better then nothing at all. But for those people who say hatred isn't enough to equalize the striking first of the High Elves listen to this, another rumor say that with the hatred there will be another army wide rule which gives the elves +1 Attack if they charge.

The Dark Elves army is also rumored to, just like the

Vampire Counts, receive a new rare choice. Nobody knows yet what that might be. Executioners are rumored to lose the killing blow rule but gain a armor piercing rule. With their rumored to be strength 5, Executioners will still be deadly, if not devastating. Black Guards are rumored to have their stats increased to equal the Swordmaster's stats, also Black Guards will no longer be rare choices they will be special choices.

This might sound weird but Cold Ones are going to gain 1 attack on their profile and will not have stupidity, again this is just a rumor. Also in the new Dark Lore there will be a new spell which is going to be equal to the frenzy spell the Skaven possess. Dark Rider and Harpies two fast units but somewhat expensive for what they do will have Their point cost reduced.

The models that are rumored to be released are plastic corsairs, metal highborn and sorceress box sets, war hydras, assassins, plastic cold ones

Will the Greenskin race be able to survive with all these new, Strengthened Armies? Nobody knows but one thing we do know is that we are not going to go down without one Hell of a fight.



Below: The new Plastic Corsairs unit.





WOT WEEZ WROTE

By Goofycabal, Goomb,
Dragoneye and Uruthi

Many of you will have noticed the Wot Weez Wrote forum on Da Warpath. Though maybe not all of you will have had a browse in there.

For a few months, they've been holding monthly Writing Challenges. So, for this issue of Da Warpath Quarterly we're covering the recent March Challenge. We've selected the winning entry, one of the second place winners and one of the other writers. I asked them a few questions each, and here with their short stories we have their answers.

Make sure to check out the Wot Weez Wrote forum yourself each month for the new challenge - and feel free to enter your story!

First up we have Goomb and his winning story:

Goofycabal: After you were announced as the winner, you mentioned you had a few other ideas in your head before writing your winning piece. Why did you choose this idea over the others?

Goomb: I am asking myself the same question! Actually, it is a bit odd when I get inspired. I get an idea in my head and just have to write it down or do it. I did have a couple of ideas for this contest, and for some reason, this particular story caught my interest. The thought of a final fantastic battle deep inside the earth appealed to me, especially when I could describe the tunnel walls and features of the cavern. My second idea was the death of Caledor II, but it didn't have the appeal of this one. After all, no self-respecting greenskin would admit that a stunty could come away with a victory!

Goofycabal: Do you feel restricted when writing to a set word count? Why/why not?

Goomb: Of course! 500 words is tight! You really have to cut out some of the non-essential descriptions and less important storyline. My original draft had this battle taking place under a water-filled cistern, and the explosion led to a flood that sealed the passages and killed anyone left. I didn't have the room, so that got left on the cutting room floor.

Goofycabal: Do you find yourself re-writing whole sections in order to get them 'just right', or do you find that you're happy with everything once it's written down?

Goomb: Oh no, nothing is perfect after I put it down. I write everything in MS Word, that way I can run spell and grammar checks. Besides, there has been more than one occasion when my cats plop onto my keyboard and wipe the story clean.

I usually write the story and then put it aside. I will reread it sometime later and begin modifying things. I really recommend reading it to yourself outloud. If it sounds confusing or odd, it probably needs to be adjusted. Even after I am done with this process, I will post it and reread it. Did the formatting come through? Does it look good? Can I improve it in any way before I call it good?

Goofycabal: Any quick writing tips you'd like to offer?

Goomb: My advice to everyone is to have some fun with this stuff. Please post your stories in the Wot Weez Wrote forum! Whether you are just learning or an experienced writer, we would love to read your work. We have it all: battle reports, fiction and the contests. I really do try to read it all, and my compliments to all the writers on Da Path. You guys are all great! Keep it coming!

The light flickered in the darkness, briefly illuminating the twisted outcroppings and veins of quartz, amethyst, and iron ore that lined the cavern. Drops of seeping groundwater methodically fell from the stalactites that lined the cavern, splashing innocently on the fresh corpses below, mingling with the thick blood and gore that pooled on the stone floor of the cavern. Other than the occasional snap and pop from a lit torch, the battlefield was silent as an ancient catacomb.

Suddenly, a stout, calloused hand clasped the torch. With several sharp breaths, the bloodied dwarf pulled himself upright and rested his weary head on the chest of an Asur warrior. Blinking in the gloom, Ferad Spiritsmiter surveyed the carnage before him. As his eyes slowly move from right to left, he recognized the

Familiar faces of his kin: Oba, his neighbor; Snorri, the regiment's engineer; Norla, his cousin; Rafe, his brother. None had survived the brutal fight; Ferad was alone in the darkness.

Their orders were explicit: hold the cavern at all costs; let none of the oathbreakers pass. Behind their regiment, the runesmiths, engineers and miners prepared stronger defenses. Before them, an army of beardclippers approached, hell-bent on destroying Ferad's people. Shoulder to shoulder, Ferad led his kin in a fight that would settle old grudges. Outnumbered, the stout defenders stood and fell, making the oathbreakers pay for their incursion into their peaceful underworld home. His kin had fought well, and his brothers had given their lives for his race that day. Closing his eyes for a minute, he remembered them all. A tear slowly trickled down his ruddy, blood-spattered face.



WOT WEEZ WROTE

Continued From Page: 3

“By the Gods,” murmured Prince Thlian as he entered the cavern. “Are there any survivors?”

“My Lord, we have found one alive,” reported a warrior. “Over here!”

Prince Thlian made his way over the dead and gore. Nearing the survivor, Prince Thlian sneered in disgust. The deep wound along his left side and the dwarf’s rasping, shallow breaths indicated that he would not be long for the world.

“Well, diminutive thief, perhaps now you understand the power and might of the Asur! Your kin are dead, and your life is lost. You have failed to in your sacred mission,” snapped Prince Thlian as he drew his sword. “Any last words before you die?”

Ferad Spiritsmiter’s eyes fluttered open and focused on the Prince before him. The slender, haughty face of the Asur noble reflected the hubris of his race. Ferad had one mission now, and he opened his cracked mouth to speak:

“Oathbreaker, your victory is wasted. You may kill me like you have done to my brave kin, my cousin, my brother. Yet, you must always remember: all the souls that were, were forfeit once, and shall be so again!”

Mustering what little strength remained, Ferad grasped the torch and touched it to the floor, igniting a hidden line of black power. The flickering spark ignited and raced toward a mountainous stack of barrels hidden in the gloomy darkness...

Next we have Dragoneye and his second place entry.

Goofycabal: What was your inspiration for the story?

Dragoneye: Mainly the scenario from the War of the Beard campaign "The Burning of Athel Maraya". I figured that, with all the Elven ruins lying around, this had to have happened quite a bit.

Goofycabal: Did you need to do any preparation before writing the story? If so, what did you do?

Dragoneye: Well, research! We ARE talking about the bloody stunties an' zoggin' panzees, 'ere! I didn't know too much background on them (except for the Wood Elves). It took a little bit of time to pick up some info, but Draig quite helpfully provided a link to some good background.

Goofycabal: Do you feel that the 500 word limit was enough to get your entire story across as effectively as you would have liked?

Dragoneye: The 500 word limit was okay, as it encourages a different kind of story. You can't pack the kind of background you might use otherwise into it. It has more of a snapshot feel.

Goofycabal: Any quick writing tips you'd like to offer?

Dragoneye: Write what you like and when you feel like it! If, for some reason, you aren't doing something else and you feel like writing a bit, go ahead. If you are doing something and an idea strikes you, jot it down so you don't forget. You'd be surprised where this takes you.

Flames.

They rose to the sky, obscuring the stars, coiling around the delicate towers, choking the night air with their smoke. Salarion watched as the city burned, as the ashes of his home and kin were taken on the night breezes, as the fires devoured the place he had lived for year upon year. The Dwarfs had come, bearing grudges and axes, and now his home was no more. He had watched from the edges of the forest as they had come, marching to the gate. None of the Elves had suspected they were anything but a group of merchants armed for protection against Orcs or the children of Chaos. None had thought any differently until their Thane had split the commander of the city guard in two with a single blow, and the quarrels had fallen like rain.

They had fought then, after his brother had died. Fought and fallen in the streets like animals, as the bearded ones marched implacably forward, as slow and relentless as a mountainside, crying vengeance. One had flung a torch into the home of Ralanthar the Lorekeeper, and the dried papers had gone up in a twinkling. The old Elf had cried out and tried to stab the invader with a quill, but he had gone the same way as the commander. Salarion had watched as he lost all he had known.

The smoke stung at his eyes, as he heard the cries of his people ring through the night. Why had they come? His people had done no wrong to the Dwarfs, nothing that called for vengeance. They had aided them in fighting the Orcs and Goblins, and helped them hunt the Beastmen to their lairs. Long ago, their forefathers had fought together against the Daemons as brothers. Now, for some unfathomable reason, they fought once more, as enemies. Why?

The silent question went unanswered. No one was left to answer but the crackling flames, and the steel-clad murderers. None could hear, for their ears were deaf to even audible speech. None could see him even if he was in the open, walking calmly towards the charnel house of his birth. The only scent the breeze carried was the scent of death and ashes, but none were there to smell



WOT WEEZ WROTE

Continued From Page: 4

it. It was all gone, all dead and gone. He turned his face away from death, and began to walk to the east. Some homes had been there, some of his people may still be thriving.

They had come from the east.

Down below in the ruins of the city, Hrugluf heard the cries of a treacherous Elgi. He looked to the hills, and spotted the tall figure framed against the smoke from the last nest they had destroyed. Sighting along his crossbow, he aimed and fired, bringing it down in a single shot. Grimly, he nodded as the Elgi fell. For grudges were lost honor, and lost honor could only be regained in blood.

Last, but by no means least, we have Uruthi.

Goofycabal: Do you base your writing style on a favorite author, or do you prefer to make your own style?

Uruthi: I don't base my story-style on some other author, I think it's more real and genuine if you write something all by yourself. If I want to read John Grisham I can read his books, right, I don't have to read ten other people's books? But I have to say I like Dan Abnett, I'm reading the Darkblade series now!

Goofycabal: What is your personal writing process? Do you sit down and write notes first; write the whole thing in one go; or something else?

Uruthi: My personal writing process is that I sit down and just write, and don't change anything but spelling errors. Anything else takes too much time and frustrates me too much.

Goofycabal: What is your favorite aspect about writing stories based in the Warhammer World?

Uruthi: My favorite aspect of stories in the Warhammer World is that the world is already completed for you, so I don't have to come up with a lot of new stuff, I can just write. It's like a smorgasbord, I just pick whatever I want and get a story.

Goofycabal: Any quick writing tips you'd like to offer?

Uruthi: Some tips for all writers on Da Warpath: Hold Gork and Mork more sacred than anything else and they shall reward you!

The dwarfs swarmed everywhere, covering every inch until the horizon. Elves mingled with them under the clear sky, the sun gleaming off their polished helmets and the silvery axes of the dwarfs. A loud "thukk" rang out just next to where Druvial stood and he sidestepped,

countering his opponent with a blow. The longbeard reeled back, dropping his shield as another warrior came on, hefting an axe. Is there no end to these damned midgets, Druvial thought as he felt on his neck. Curses! It was gone! Lying somewhere in the thick of the battle, his amulet had fallen down. The amulet the Warden of Tor Yvresse had given him. He lurched downwards toward the ground, feeling on the ground for something with a chain attached to it. Perhaps it had been taken by the swing of an enemy axe or by a crossbow bolt – he heard the ring of steel on iron above him, faintly noticing how a comrade had parried the blow of the dwarf for him and soon the two were engaged in a struggle. He knelt on all fours, probing for his amulet like a dog. He crept under a pair of legs, still huddled down. Stroking against a high elf robe, his hand reached out into the unknown beyond, finding nothing. Curses! The clamour of war rose like a never-ceasing roiling of waves in a storm. He felt the dewy grass underneath him. A sword "thukked" through a comrade's shield above him, the dragon emblem now probably pierced. He kept searching, scouring the ground. He felt past a pair of shrunken leather boots, likely belonging to a dwarf. The dwarfs howled at a fevered pitch and the boots lifted off the ground, at the same time as the robe beside him toppled. By Isha and Vaul, it was gone.

The hiss of a loud bolt tore through the ranks and muffled clangs of pierced armour reached his ears. With a crack from his back he rose up, feeling over the strained back. Drawing his sword once again he knew there was no sense looking for the amulet once again. I'll have to go back here and search when the ravens feast on the dead, he thought, swinging the sword at a bearded opponent a few feet away.

A bird streaked the sky. There was no wind in it, nothing, in contrast to the boiling mass under it.

There we have it folks. As you can see, the quality of these stories is pretty high indeed. The rest of the stories entered into the March Competition are all in the Wot Weez Wrote forum, alongside all the entries for the February Challenge and the current May Challenge.

For the sake of completeness, the winner of the April Challenge was Mostyn. Interestingly enough, he's also the fellow interviewed up next in our regular "Interview With A Warboss".

His challenge for the May Challenge and all relevant details can be found here:
http://z3.invisionfree.com/Orc_Goblin_Warpath/index.php?showtopic=21963

Let's see what you guys have to offer!





INTERVIEW WITH A WARBOSS

By: Kebabi

This issue Kebabi has cornered Mostyn to ask him a few questions...

Cue disembodied orc voice: **What got you into painting Greenskins?**

Mostyn looks around room

“Hello. Who’s that? And what are you doing in my house?”

What got you into painting Greenskins?

Lifts cushion on the sofa

“Erm, isn’t this some kind of mistake, shouldn’t you be looking for someone with, I don’t know, perhaps a 10,000pt goblin horde?”

What got you into painting Greenskins?

Peers intently at Black Orc he is painting to see if lips are moving

“If I answer the questions will you leave me alone?”

What got you..

“OK, OK, I’ll do it.. Sorry, what was the question again?”

What got you into painting Greenskins?

Well first time around the only fantasy greenskins I owned were the goblins that came with the 4th edition boxed set. At the time I remember being pretty unimpressed that having spent my formative years coming to grips with the complex 3rd edition movement rules, GW had gone and dumbed the game down just as I was getting the hang of the whole malarkey. I could say this disenchantment was the reason I gave up the hobby first time around but truthfully it was going to university and spending far too much time in the pub that did for me. It’s quite hard to paint when you’re either drunk or



This Fellow Here Has Been Dubbed ‘Dopey Orc’.

studying (apologies at this stage to any hardworking students – I’m sure they must exist somewhere).

When I got back on the bandwagon many years later the first figures I bought were a set of the 6th edition night goblins. I was drawn towards the greenskins as they had by far the most interesting, character full and varied figures and I remember thinking at the time that as I was starting again I had the opportunity to pick and choose the army with the best range of figures. It was only after painted five night goblins that the enormity of the task of painting a horde army dawned on me and I had some second thoughts. After a flirtation with some more elite armies, notably dwarves and a short lived high elf thing – I’m so ashamed - I saw the light and came back to the greenies. Funnily enough for the same reason I bought those night goblins in the first place – the figures.



One Of Mostyn’s Examples Of “Putting Extra Stuff Into Units Of Goblins To Make Them Look Suitably Disorganised”

INTERVIEW WITH A WARBOSS

Continued From Page: 6



A Close-up Shot Of One Of The Models Featured Later On In This Issue

How many points worth of Greenskin have you painted?

Well the Tale of 'X' Gamers should give you clue, but if you add in all the non-night goblin stuff (wolf riders a few orcs and so on) I think I can proudly lay claim to having about 500pts painted and over twice that knocking around to be done. The article should really be re-named interview with a unit champion this quarter!

On a brighter note at least my whole army can be safely transported in a shoe box.

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

Final highlights on a big area of flesh or clothing - no question. Having gone through the tedium of undercoating, basecoating and so on, the final highlights are a joy because they mean you've almost finished that part or, if you're lucky, the whole figure. On top of which, because they cover so little area, they rarely take very long to do but still have a significant impact on how the final model looks. So I ask you, what's not too like about the final highlights?

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

Toughest or the part I dislike the most? If the latter, then it's varnishing. Varnishing is just one of those things you simply have to do although, in terms of the appearance of your miniature, it's a no win situation. Do it well and the figure looks the same (albeit now well protected from bumps and scrapes), do it badly and you can destroy all the hard work that's gone before. Since I ran out of GW matt varnish spray, and Testor's has been deemed too carcinogenic for Europe (I'd love to see the statistics regarding numbers of figure painters killed due to excessive matt varnishing) I've applied matt varnish by hand and it has been a little fraught to say the least.

The toughest part is maintaining focus to finish one army before starting another (This ought to be called Goblinmikey-itus). I think everyone suffers from the "new-army" syndrome to a greater or lesser extent and,



Some Of Mostyn's Undead Goblins. He Borrowed The Idea From Borzag's Undead Greenskin Army. You Can Find Borzag's Undead Greenskins In The Blog Forum.

INTERVIEW WITH A WARBOSS

Continued From Page: 7

personally, I'm always resisting the urge to buy more battalion boxes. I can normally predict at what point my enthusiasm for a new army will wane too – after three figures. I'll paint one and think, "that was fun, time to do a load more". I'll then assemble four or five, of which I'll finish about two, then get bored with the whole affair. So, and I think I've digressed, focus is crucial. That's why in part I joined the tale of X gamers as, although there are many times I hate having to paint night goblins, at least it keeps me painting them rather than something else and as a consequence keeps the army growing, however slowly.

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

I'll freely admit that before I start this answer should be filed under "Do as I say. Not as I do." So with that caveat I think the key is finding a decent painting standard for the rank and file that you're comfortable with from a quality and time perspective. Your style will certainly evolve as you paint a whole army and I think it's fine if this is reflected in your character models and



This Goblin Wolf Riding Character Was Another Miniature Exchange (Not For Da Warpath). You Might Recognize The Wolf Head From Mostyn's Avatar

Rare units. For the rank and file on the other hand it's best if they're all of a standard. A bit of effort at the start, possibly involving a number of test figures, to arrive at a level you're happy with can be a godsend later on. Start with a scheme that's too basic and by the time the army is done you'll want to re-paint half of it, start too hard and you may never finish the army.

My second (extra free) tip, is never re-paint anything. Those old figures serve as a reminder of how you've improved and, if you happen to be a sentimental old fool like me, act as mementos of the times you painted them. Not the actual painting of course, but the games and friends you had at the time the model was painted. And of course you can still use them in your games. As far as I'm concerned life is too short to re-paint figures I've already painted once.

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

Well, as I think Brog said, it's usually your last figure. Certainly your last non-rank and file figure. Having said that I do have a soft spot for the orc swordsman I painted as a test figure for the army. He's certainly not the best figure I've done and his stance is such that I haven't got around to basing him on a 25mm base yet, but I do like his dopey smile. It was also the first photo I posted on the Da Warpath and my first avatar so, without wishing to wallow in nostalgia, he represents all sorts of good memories.



Mostyn Painted This Fellow For Da Warpath's Miniature Exchange.



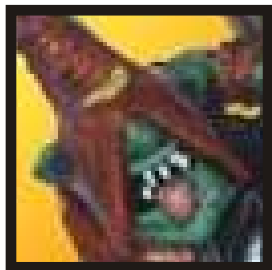


TALE OF 'X' GAMERS

By Eystabba and Mostyn

This issue we are happy to bring you the second installment of our Tale of 'X' Gamers. Unfortunately, due to what we call 'Real Life Syndrome' Goblinmikey has had to withdraw. He are hoping to find someone else to take the challenge, however, so if you'd like to apply, feel free to let us know in the Da Warpath Quarterly forum.

-Ed Goofycabal



Eystabba

Greetings fellow greenskins. Time to show you what I have painted during the last few months:

Orc Big Boss: BSB, light armor, Boar, Best Boss 'At.

23 Orc Boyz: shields, full Command.

5 Goblin Wolfriders: spears, Musician.

Together that makes 382 points, so I made it! (In fact, I'm even a bit ahead..) So, what have I learned when painting these gits? I guess the primary lesson is to divide the units you paint in 2 pieces, and painting something else for a while when you've finished the first piece. I get a bit sick of painting a large unit in one go, so it's best to split them up. Mind though, that I don't hate painting a big block of orc boyz, but as I tend to paint units one rank at a time, you quickly get that "what, more of those!?" feeling.

Nevertheless, it's great to see a unit being build up, and I love putting the new rank on the unit when the models are finished! One of the biggest challenges was getting different motives on all of the orc shields. I'm not even sure if they are all different...

Painting wolf riders was a nice change to painting the orcs, mostly because I used more highlights on the wolfies, while I mostly drybrushed the orcs. I think the goblins' skin looks quite good, even without extreme highlights on the edges. The wolf riders are probably my favourite unit I've painted so far.

And then came the Big Boss Battle Standard Bearer. God, this was.. wel.. I can't really find a word for it. Let's keep it at "annoying". For some reason my brains think that a plastic model is a standard trooper, not a character that needs some special attention (characters are supposed to be metal!). So that's what he looks like: a standard trooper. It was quite difficult getting the model to look right, and to be honest, I'm not really happy with how he turned out. Perhaps later I'll try to redo his skin. But before that happens, I still have to paint my general, which is also made out of plastic, but I'll try and do my best on him!

Okay, now I have these models painted and ready for gaming, but I don't even have 500 points yet. So, the next part I'm going to paint will be the models I still need

for that. And once those are finished (i don't like playing with empty bases or using dice to represent minis), it's time to start playing!

My O&G army seems to grow faster than any other army I've played before. For some reason, I have quite a lot of models: the only things I still have to buy are the 2 spear chukkaz (one of which I can get for half the price), the doomdiver and 6 black orcs! And I also have 3 stone trolls, 10 boar boyz, another big boss box and some random models. Oh yeah, and I won the 6th edition batallion box! Those are quite some greensies!

Maybe, between painting models, I will make some orcy terrain to go with the army. Nothing like some themed terrain to go alongside your army! If I make some, I'll be sure to use them my army pictures.



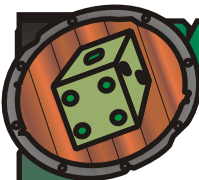
Mostyn

OK, so I admit it, I'm ever so slightly behind the curve after the first quarter. Not a great start, but I'm only just behind and, if I was so inclined, I could juggle points to make about 420 so I've not been that bad I promise. So what have I managed to achieve? Well, it bears some relation to what I set out to produce but isn't exactly the same:

1 Night Goblin Battle Standard Bearer with light armour,
24 Night Goblins with hand weapons, shields, full command, nets and 2 fanatics,
10 Night Goblin archers with champion and musician,
3 Spider Riders with shortbows, spears and shields,
3 Night Goblin Squig Hoppers,

For a grand total of 363 pts. The major changes were that I decided to use the troll as a unit filler for the night goblins, which left me a few points short. I've tried (and failed) to compensate for this shortfall by adding an extra fanatic and spider rider. I also swapped the shaman for the ace Battle Standard Bearer that Mysticaria painted for me as part of the Mini Exchange as it was too good to leave out. Not to mention it saved me painting another figure. The sharp eyed amongst you may notice I had to draft in four ringers from Waaagh er...*desperately tries to think of name* Gruntnik to make the main unit up to 24. These are test figures I painted using the Battle for Skull Pass Set whilst I was concentrating on the dwarves. They're fairly distinguishable as they've got different skin tones, no red hoods, blue shields and, by and large, aren't very well painted. Overall I'm quite pleased with how the little horde is progressing although you might be asking what's my excuse for being behind.

Well, there are a few reasons to be honest. Firstly I've



TALE OF "X" GAMERS

Continued From Page: 9

got to admit I did get distracted by a multitude of other projects and spent far too long on these (including three miniature exchanges - a little optimistic with hindsight). But ignoring the inevitable desire to perpetually army swap I think three things did slow me down in particular:

i. Boredom with Night Goblins. Don't get me wrong, I like the little hooded Goblins, but I think I set the painting bar a little too high for a horde army and, as such, after painting 30 the urge to change to an elite, all Black Orc, army is becoming stronger by the minute.

ii. Red hoods – now that was a stupid idea. Again, I'm very partial to red hoods on Goblins – makes them look less threatening and more like ugly pixies, which I prefer as I've always thought goblins worked better as comedy monsters rather than genuinely threatening foes. Alas, the red hoods are pretty time consuming – as part of my "batch painting speed-up plan" I can now do three goblins, from undercoat, in about four and a half hours. About an hour and a half of this is spent painting the red, which by advance mathematical techniques I can deduce accounts for about a third of the painting time. I blame Brog Ironfang myself. Why? Well, my default army colours before this were always green or blue. For the simple reason both are relatively easy to paint over a black undercoat. Green was out of the question, given the skin tone, so I'd normally have gone for blue. However, in my lurker days on the Da Warpath, I remember seeing Brog's fantastic army and couldn't help but think that here was a near perfect army, with a blue theme, and any attempt to do a similar colour would inevitably draw unfavourable comparisons. So I went for red and the rest is history. Like I said it's ALL Brog's fault.

iii. Multiple Bases. These look great when they're done but, as I've yet to find an easy way to paint them without assembling the models separately and assembling them at the end, they take a bit more time than normal batch painting. Definitely worth the effort but, coupled with the red hoods, not helping my cause.

So those are my excuses and I'm sticking to them. Of the figures I've done so far I think the Troll is my favourite. Mainly due to the amount of time I spent pondering the skin tones in an attempt to avoid any shocking pink style disasters. My only regret is that the goblin in front of him is holding his weapon in such a way to obscure the trolls face. Somehow I only noticed this after I'd glued the goblin in place! But when all is said and done, I've had a lot of fun painting the first instalment and I don't intend to stop now. So what does the next quarter hold? The drivers behind my decision making are twofold: I'm a bit bored with painting night goblins so, as far as possible, I'm going to paint as few of those as I can get away with (should be interesting in a night goblin army). I'm also trying to make an impact on the mountains of unpainted figures I have lying

around so, ideally, I'm not going to include anything I don't already have the figures for. This last point will not be overly restrictive, I can assure you. So for the next issue I hope to have painted:

As a minimum, I'll need to make the units I do have legal. Hence, 10 more archers, 2 more squig hoppers and 2 more spider riders, not to mention at least 4, maybe 10, night goblins with hand weapons (to replace the blue shield band I'm currently using and get the unit up to 30 strong). I'll also need a proper general, for which I'm considering a shaman. These compulsory choices come to between 100 – 170 points, depending on the set-up. As for the remainder I'm thinking of blowing it all on a non-night goblin rare slot. I think my warlord is almost certainly the type of goblin who would pay others to do his dirty work therefore the options are:

i. A Giant. This fits the army theme pretty well and I have a hankering to include a night goblin marching band on his base to use up all the spare metal squig herders I have lying around. This also provides the opportunity to paint that wonderful squig herder playing the bagpipes. My only reservation is that this represents the most painting effort of the three options.

ii. Ruglud's Armoured Orcs. Great figures and, of course, very orcy. The cheapest (points wise) although tactically I've never been sold on a bunch of orcs with crossbows. Seems a bit like putting a blind man in charge of a machine gun. They also take up a very valuable special slot. This option does however leave me enough points spare to include an Orctona style chariot, which I may well be painting anyway.

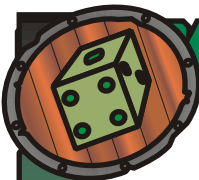
iii. The Cursed Company. Over 300 points for one unit. This will certainly make eating into the points a lot easier and part of me thinks an unbreakable unit amidst all the cowardly night goblins smacks of tactics. I'm also quite tempted to add to the 12 "correct" figures I have with a few, Borzag inspired, undead goblins, plus the odd human skeleton of course.

At the moment I've not decided which to do, as I'm trying to force myself to do the night goblins first, so it should be an (un)pleasant surprise in about three months time. If anyone has any strong feelings about which they'd like me to do let me know and I'll tell you why I'm doing the cursed company instead, sorry, that should read I'll take it into consideration.

Which just leaves me to say thank you for reading and I hope you've enjoyed looking (or laughing) at the progress so far. If you have any questions about any part of this warband, feel free to drop me a PM.

And finally, I'd like to thank Mysticaria again for the awesome Battle Standard Bearer he sent me as part of the Miniature Exchange.





TALE OF "X" GAMERS

Continued From Page: 10

And now we'll have a look at what Eyestabba and Mostyn have been working on. Let's start with Eyetsabba.



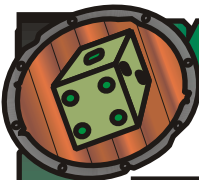
Above: The units arrayed in their full formations. This section is the first 382 points of the overall army.

Left: This is the front rank of the Boyz Unit.

Below: And here we have the second rank of the unit.

Unfortunately, there isn't a separate shot of the third rank, but over the page we'll show you some more shots of the finished unit from several angles (including the third rank!).





TALE OF "X" GAMERS

Continued From Page: 11

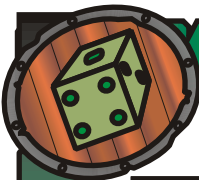


Above: This is the Battle Standard Bearer of the Army. There are a few more close-up shots of him later on.

Top Right and Right: Here we have the rest of the Orc Boyz Unit. This time including the elusive third rank!

Below: The Wolf Riders in all their glory.





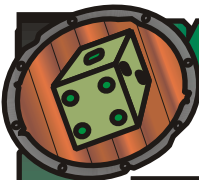
As mentioned on the previous page, here we have some more shots of Eyestabba's Orc Battle Standard Bearer. The top two shots show the two sides of his banner, while the bottom shots are close-ups of the Orc and his Boar. You can also see some close-up shots of some sketches...

That's all of Eyestabba's army for this issue's section of Tale of 'X' Gamers.

And now to move on to Mostyn's progress so far.

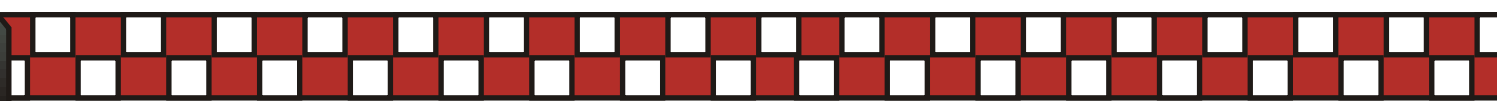
Below is a shot of his army in all its splendor. This section of his army is the first 375 complete points. Since the shot doesn't show the details clearly, the rest of the army is waiting you on the following pages...

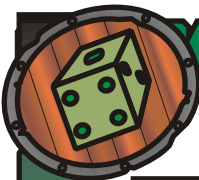




Above Top: This is the front shot of the Night Goblin Unit. This may be somewhat familiar from Mostyn's forum signature...

Above Bottom: An angled shot of the same unit, showing the detailed check-pattern on the shield.





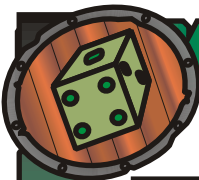
TALE OF "X" GAMERS

Continued From Page: 14



Above: The 3 Squig Hoppers Mostyn has dubbed "Three Squigmen of the Orcopalypse"
Below: Three Goblin Spider Riders.





TALE OF "X" GAMERS

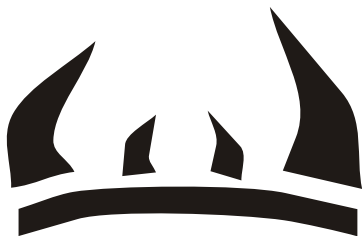
Continued From Page: 15



Above: One half of the 10 strong unit of Night Goblin Archers.

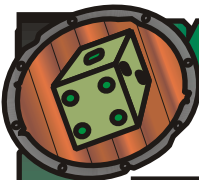
Below: The other half of the Night Goblin Archer unit.

Mostyn has nicknamed Dinkum Dungbreath and his Devilish Deadeyes



Left: Two Night Goblin Fanatics. These are the guys hiding out in the Night Goblin Regiment pictured at the start.





TALE OF "X" GAMERS

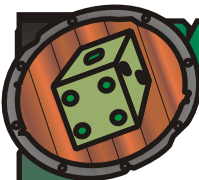
Continued From Page: 16



Above: Last but not least, Big Mysterio the Battle Standard Bearer. This model was painted by Mysticaria.

Well, that's it for this issue's Tale of 'X' Gamers. There's some real treats in store for you all with the next batch of miniatures, and just to give you a sneak peak, we've got a couple of advance shots here on the right for you.





BATTLE REPORTS NEEDED!

By: Goofycabal

Some of you may have noticed the lack of Battle Reports in this, and previous issues.

Well, that's partly due to some co-ordination problems, and due partly to the shortage of Battle Reports suggested to us.

We really love to cover your battles, and they look really great when immortalized within DWQ with their own battle maps. Best of all, they're the best place to show the entire world how great a general you are!

So, to keep the Battle Reports Section of DWQ alive, we NEED your input!

Have you got a battle coming up that you'd like to get into DWQ? Let us know before hand and we'll work out some details with you.

Got a Battle Report posted in Da Warpath's forums that you'd like immortalized in DWQ? Let us know, and we'll have a look at getting it into one of our future issues!

C'mon guys, let's see some great battles!



DA WARPETH NEEDS YOU!

DWQ is now in its 11th quarterly release and is looking for writers to help improve and 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!



DA CREDITS

Head Editor:

Warlord Ghazak Gazhkull

Editors:Kebabi
GoofycabalLayout:

Goofycabal

Writers:Next New Army: Dark Elves?: Warlord Gromzarg
Wot Weez Wrote: Goofycabal, Goomb,
Dragoneye and Uruthi
Interview With A Warboss: Kebabi and Mostyn
Tale Of 'X' Gamers: Eyestabba, and Mostyn
Battle Reports Needed: Goofycabal
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.

Last, I would like to tell Chug an' Lug to STOP messing around with my computer. It's getting annoying..

WHY D'YER FINK IT'S US DOIN' DAT?

PRO'LLY 'CAUSE 'E FOUND US INSIDE DA FING JUS' A FEW MINUTES AGO!

SSHHH! OIM TRYIN' TER MAKE 'IM FINK IT WASN'T US...

DA LEGAL BITZ

All miniatures © Games Workshop 2003. All rights reserved. Used without permission - models painted by various gamers: Models on pages 2 painted by Games Workshop's 'Eavy Metal Team. Image borrowed from White Dwarf; Models on pages 6-8 Painted and converted by Mostyn11-17 Painted and Converted by Eyestabba, Mostyn and Mysticaria where noted.

40k, Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, City of the Damned, Codex, Daemonhunters, Dark Angels, Darkblade, Dark Eldar, Dark Future, Dawn of War, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, the Khorne device, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, the Nurgle device, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, the Slaanesh device, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tyrannid, Tzeentch, the Tzeentch device, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All Rights Reserved

Da Warpath Quarterly: Part Of A Complete Diet.