

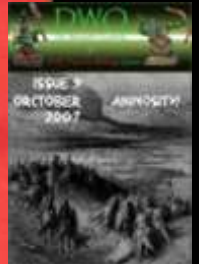
DWARF

ISSUE 12

JULY
2008



A WHOLE NEW
MILESTONE





EDITORIAL

By: Warlord Ghazak Gazhkull

Hello,

Once again we are here with a brand new issue from the DWQ. It is our 12th issue already. Lately I haven't been so active, cause I was swamped with school work and such. And my final exams were also nearby. Well school is done and I'm graduated. This means lots of free time for 3 months. In this time I'm going to paint my 2250pts goblin army and go to a tourney with it and aim for a top 10 spot. Hard? Yes. Impossible, certainly not. If I manage this it will certainly get an article in the DWQ.

For this issue we once again have a great choic of articles. Like the Tale of X Gamers and a really great Battle Report.

I hope you like it.
Greetz
Warlord Ghazak Gazhkull.



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DA GOOFY WUN

By: Goofycabal

We've got a whole bunch of exciting changes to chronicle for you all this issue. I won't mention any of them hhere, otherwise I'll pretty much ruin the surprise (assuming you haven't already noticed the changes...).

Suffice to say, that myself and the rest of the Administrators and Moderators of Da Warpath are very happy with how things have turned out!

Unfortunately, these changes have taken much longer to get off the ground than we would have liked, but I'm sure you'll all agree that the wait was worth it.

We've also got a wonderful Battlereport to present you all this issue - and we'll be very likely to include the second part to the report in DWQ13. In fact, I liked the first part so much, that I'm insisting that we include the second part in DWQ13!

Finally, and this one is something I'm especially proud of - you may noticed that this issue is actually *on time* - gasp! Well, considering the content of this particular issue is rather time-sensitive, we made every effort to make sure that the release of this issue co-incided with the announcement of our big changes. What better way to announce the changes than with our Very own E-zine...?



well, oi would've fought dat celebratin' sumfink by eatin' loadsa food
would've bin a much betta way. last time oi tried ter celebrate by
eatin' sum ov dis magazine, oi got a sore tummy...

yeah, lug - bu' weee's all tole ya dat would 'appen, bu' oi agree onna
matter ov eatin' loadsa food ter celebrate. cmon master goofy -
where's all da grub?

maybe 'e already ate it all?

Nah, 'e's not a real greenskin. Jus' look at dat plae skin ov 'is. 'e
couldn't eat all da food even if ya forced it down 'is gob!





GAMES WORKSHOP NEWS

By: Goofycabal

Warhammer: Dark Elves

Last issue we included some pictures of the up and coming Dark Elf models, plus an article about how the Dark Elves are rumored to be the next release for Warhammer.

Well, this time around we've got a rumored Army List floating around in our forums. Anyone experienced with Dark Elves will notice the changes right away, and there are quite a few of them - even at a quick glance.

Most notable of all is the rumored "Eternal Hatred" rule. In a similar vein to High Elves' Always Strike First, this is a universal rule for the entire army. It doesn't make them strike first, but it grants them Hatred against ALL foes - and against their High Elf kin, this lasts after the first round of combat.

Of course, at this stage the list and all rules associated with it are simply rumor, but it sounds like the Dark Elves are getting a pretty interesting new set of rules for their 7th Edition Update.

Warhammer 40K

As most people who play 40K should know, there's a new edition of the rulebook coming out soon. July 2008 to be more exact.

At this stage, feelings seem to be pretty mixed about the changes, and with anything new coming out there are rumors all over the place about how the new rules work, what's been changed and so forth. There is also a copy of the new summary sheet available on the internet, a sample of which you can find below.



Of particular interest is that the vehicle damage chart has been simplified to being 1 table - with modifiers to add/subtract depending on the type of attack (glancing hits for example are made at -2 to the dice roll, therefore the highest result they can score is "Immobilized").



DA WARPATH NEWS

By: Goofycabal

New Main Site

Well, if you've downloaded this issue from our new archives, you'd have no doubt already seen the new main site.

I'm not going to go into any particular detail on this subject, since jimbo1066e has an article dedicated to that later on. Suffice to say: This has been a long time in the works!

Back in late 2005 jimbo1066e and myself sat down and came up with a whole list of things we wanted to do with Da Warpath - main site, forums, and a bunch of other things.

Unfortunately it all had to be put on hold for a few years while a number of issues, and other subjects were worked out first.

However, we started work on this again recently, and now the fruits of our labour have, well, come to fruition... And we most certainly hope you all enjoy the new look.

This isn't the first time we've had a main site change, but this time, it's the best change! Feel free to give us feedback too - we're not above a little constructive

criticism. Of course, if something's not working right, then let us know as soon as possible, and we'll make sure to get it sorted out!

Da Warpath Quarterly

In case you hadn't noticed, Da Warpath Quarterly also has a brand new logo. And a very snazzy one at that!

This is another one of the things that jimbo1066e has been working on for us, and I'll let him delve deeper into the details later on in his article. However, I will say this: we are very honored to have the new logo as Victoria Lamb herself has given us full permission to use her "Squabble" entry from Golden Daemon as the basis of the logo.

She also approved the final look!

Those of you who may not have seen the unit in its full splendor (shame on you), should recognize the unit Boss in the middle of the 'W' - our very own Borzag uses a close-up of this fellow as his avatar on the forums.

Thank-you Ms. Lamb for graciously allowing us to use the photograph for our magazine. We'll cherish the new logo for many years to come.





DA WARPATH NEW STUFF!

By: jimbob1066e

Howdy

Ok, so most have seen me back a bit here and there but in truth I have been around for quite a few months, deciding to work on the main site, a mini-exchange, and generally trying to move things forward. To that end we have the new layout and style of www.da-warpath.com! Much credit must be given to Goof, Goomb, and Borzag for doing the forum work I was unable to do, and for letting go all mad scientist on the new site. They rock! On another special note, some mad brew should be slipped to Bidiot, for some of the graphics you will now enjoy. I must have asked for 82 different versions of everything... the man probably hates me by now ahahahh! There are many others that have put in time on the main site, and they will all get their due, on an upcoming 'credits' page.

Ok, on to what is new and exciting...

First, and foremost, we should mention that after three years of living in limbo, the Admins actually OWN the site now. For a long time, we were unable, or uncomfortable making major changes to the site, since Rodney (Avatar) still owned it. After much persistence with the host (which had taken ownership two years ago) AND Rodney's blessing the site was transferred over to the current staff! (And we added the .net and .org for good measure!)

The new look of the site is just the beginning. Interactive galleries, a live chat room, hosting of online campaigns,

a store front for DW goodies, a massive links page, updated and current 'how-to' articles, etc are all in the works. Expect one of these items a month for the upcoming future!

DWQ moves into a new era with issue 12! On this issue you will see the new logo. Victoria Lamb was kind enough to lend us her famous 'Squabble' vignette as the back drop. The boyz at DWQ were nice enough to let me butt my head in and offer the graphic.

On a sad note, Borzag, an elder statesman of da-path, member, mod, admin, and all-around great gobbo is stepping down. He has an incredible work opportunity that will take him away from the net, and forums for a bit, and he felt is safer to 'go grey'. He will be welcomed back anytime!

I myself will be offline, whilst I continue to replace all of my joints with metal counterparts. So no updates to the main page for at least two weeks, but after that it is on!

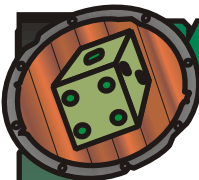
Lets keep the new site 'our little secret' whilst we figure out the bugs for a couple of weeks. Following that, we will have a whole banner/sig package for folks to help spread the word! Heck we even have folder icons and favicons ready to go!

Ok fellow gobbos off you go give your two cents in the forum thread!

peace jimbob1066e



A Quick Sneak-Peak At A Work In Progress Shot Of The New Main-site. If You Haven't Seen The Finished Page, What Are You Waiting For...? Go Check It Out!



CAMPAIGN DESIGN

By Fauthsie

Campaign design is a complex and rewarding process whether it's for a group of friends or an on-line audience of hundreds of potential players. This article will discuss varieties of both OFF and ON campaigns as well as some of the common sticking points that campaign developers face in bringing their campaigns to life. Although some of these points are fairly general, it is important to reiterate them as often they can be overlooked which can cause all kinds of problems.

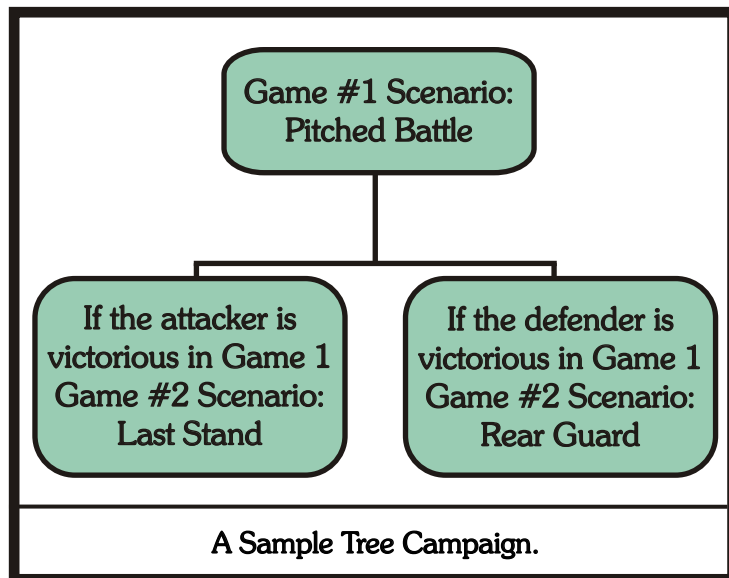
OFF-LINE CAMPAIGNING

There are a number of options when considering creating an off-line campaign most of which have been printed by Games Workshop. Before running any type of campaign I would suggest looking at some of the other material around the internet and various Games Workshop print sources.

Tree Campaign

Designing a tree campaign is the simplest type of campaign to set up and play. Needing only 2 players a tree campaign involves playing a series of linked scenarios with the outcome of previous games having an effect on the scenario and awarding of bonuses or penalties for future games. This type of campaign allows the story of the involved player's armies to evolve and develop based upon the results of the games that are played.

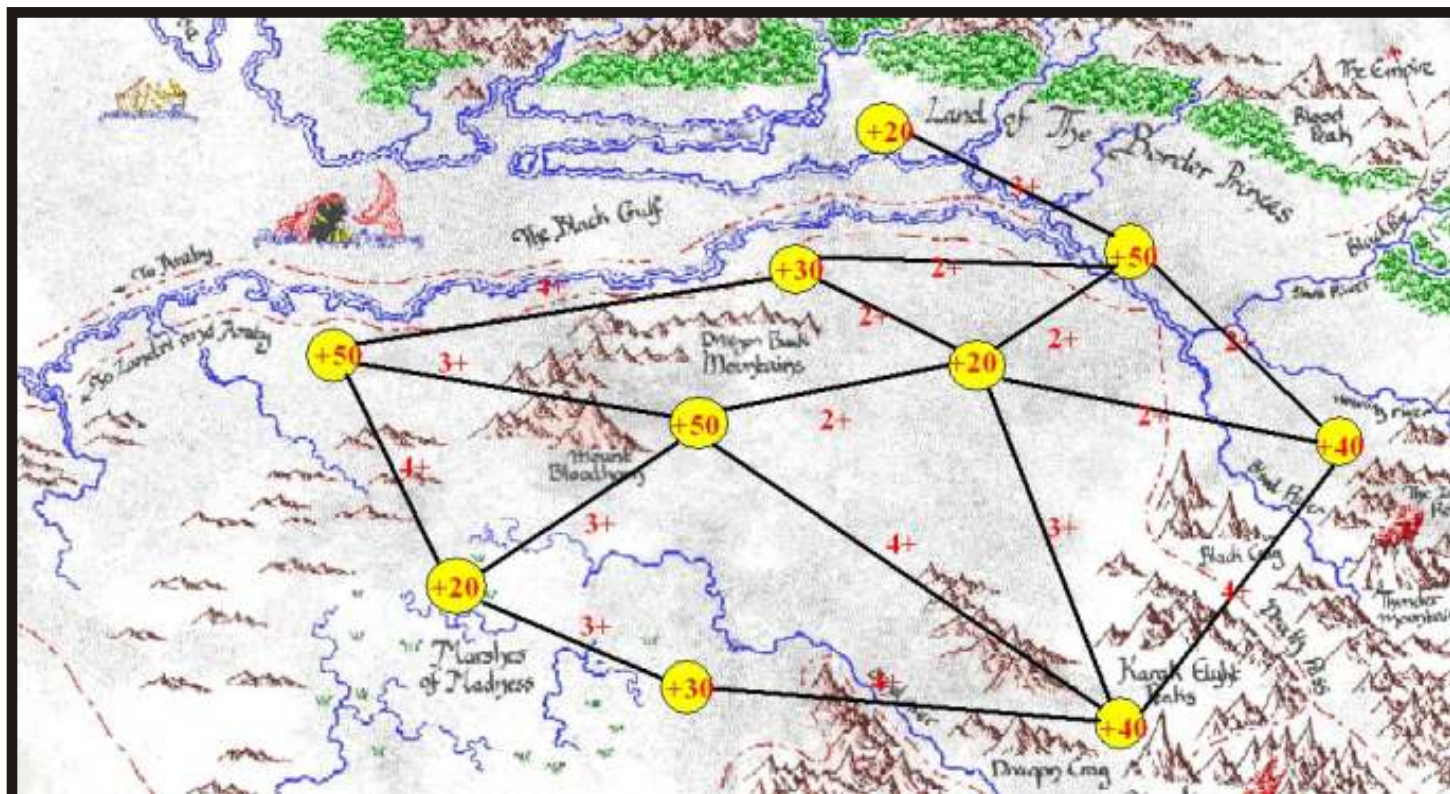
The main draw back of this type of campaign is that it is nearly impossible to run with more than two players.



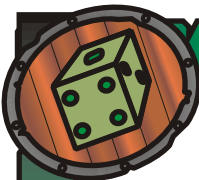
Since the games and their results have a direct effect on the campaign unless every player involved (implying more than 2 players) takes part in every game, the intertwining branches would make this campaign nearly impossible to run. The Storm of Chaos book offers an excellent tree campaign can be easily adapted for other races beyond the Empire and Hordes of Chaos which it was designed for.

Node Campaign

Node campaigns are a simple type of campaign which allows the use of maps while only requiring a simple dice rolling system to manage the army movements. When armies meet on the map a battle is played. The winner of Node campaigns are often determined by a



A Typical Node Campaign - This One Focusing On The Border Princes And The Lands Of Araby.



CAMPAIGN DESIGN

Continued From Page: 4

“plunder system” with each captured node being worth a preset amount and if a player reaches the plunder limit or by having amassed the greatest amount of plunder at the campaigns turn limit they are declared the victor.

The Lustria campaign booklet provides a full map and rules for this type of campaign and new maps can easily be created by overlying a node network overtop of an existing map.

Territory Style Map-Campaign

The Territory Style Map-Campaign is the most popular type of campaign and it comes in various levels of sophistication. On the simple end, this campaign can be run in a similar style to a game of risk. With territories being invaded and when they are defended a battle is played. More advanced levels of map campaigns often require a Game Master in order to maintain an unbiased running as well as keeping track of the wide of options that are open to players. Map campaigns are often used as the campaign of choice for larger gaming groups. The Generals Compendium offers rules and information on how to run a map campaign.

Game Mastered Map-Campaigns

The most complicated type of Off-line campaigning is the Games Mastered Map-Campaign. Often these campaigns involve each player receiving an incomplete campaign map showing only their army’s movements as well as other key sites which their army has explored or can see. This adds a new level to the campaign experience which keeps the players in the dark with no knowledge of enemy’s movements or plans. This type of campaigning requires a major commitment from the Game Master. The Game Master must not only organize the campaign but since he/she controls the flow of information to players they are completely reliant on him/her in order for the campaign to move forward. One often overlooked advantage of a Game Mastered campaign if a player involved cannot be present on a particular gaming night they can provide army orders to the Game Master to carry out thus allowing the campaign to advance or due to the secrecy of the campaign format their forces can often remain idea for the missed turns without major repercussions.

Some General Points

- Attendance....A key part of any off-line campaign is for all players being presents in order for the campaign to move forward. A missing player can cause key games from being played which can hold up the entire campaign.
- Timeline....With the above in mind have a clear timeline for the running of the campaign. Try and avoid

times which either yourself and/or your gaming group find busy. Try to avoid relying on national holidays as time to run your campaigns since people are often committed to real life activities and unable to play.

- Know your gaming group... The style of campaign that is best to run is often determined by the style of playing which your group plays. More casual groups often lean more toward the basic tree, map, or node campaigns while more “hardcore” groups often chose to play the more advanced Game Mastered campaigns. There is no point in crafting a complex story driven Game Mastered campaign when your group would rather play a quick and exciting “Risk like” map campaign.

- Use The Available Info...As stated earlier look at the vast amount of material found in various Games Workshop publications (Big Red Book, General Compendium, Lustria campaign booklet, Storm of Chaos book) as well as on various website around the internet. Feel free to steal ideas these and other campaigns since someone else has done the development.

- Be Creative... There is nothing stopping you from trying new things so go for it. Borrow and combined existing ideas and add you own twist. Then after the campaign is finished look at what worked well and what didn’t and learn from this.

ON-LINE CAMPAIGNING

The jump from running a campaign for a small gaming group to and audience of potentially hundreds of players’ online realm is a large but necessarily an overwhelming one. Since no two online campaigns are alike and there are so many crossovers in details of these the various campaign designs, this portion of the article will discuss different and often overlapping spheres of on-line campaign development and how they interact rather than specific campaign types. The three spheres of development are: Presentation, Story and Mechanics.

Presentation

Presentation, although important is often the most “over-hyped” part of campaign development. Many developers often get caught up in trying to make banners, flash images and/or art items to make their site more exciting rather than making a simple and functional site. Although a flashy presentation can be used to draw players in, it is most often the story and mechanics of the campaign that keeps them coming back for more.

Where presentation is important is in the implementation of the story and mechanics of the

CAMPAIGN DESIGN

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The Map For Last Year's Online Campaign.

campaign. You must design a clear and simple system to relay both the fluff elements of the campaign as well as some system of results to the player base. Whether put into flash versions of maps and charts or just a simple ranking of the races or factions information must be easy for players to access and review otherwise they will lose interest.

Story

The story portion is not only the most time consuming and energy depriving of any campaign process but it is the area where a campaign development is most likely going to get out of hand. The main thing about establishing a story for a campaign is that there is NO location within the Warhammer world that can effectively justify the presents of ALL of the Warhammer races at a single point in time working for or against a single goal. Although this can be overcome by grouping racing into umbrella factions (Forces of Light/Forces of Darkness) with a wide range of umbrella goals or creating a "newly discovered" location. Many developers shy away from this in an effort to give every race its time to shine as well as using the existing fluff material from various around the Warhammer world as a back bone which to build their campaign on.

Once you figure out your locations and storyline for particular races you need to start preparing contingencies. These contingencies need to be planned for, not just mechanically but in the storyline of the campaign itself. You need to have "what if" scenarios worked out so that if something surprising happens. Of course it is impossible to create a scenario of every possible outcome but if you are running a campaign with 6 factions like Animosity 2 was you need to be prepared to have 12 possible outcomes in mind for any situations since one faction will win and five factions will

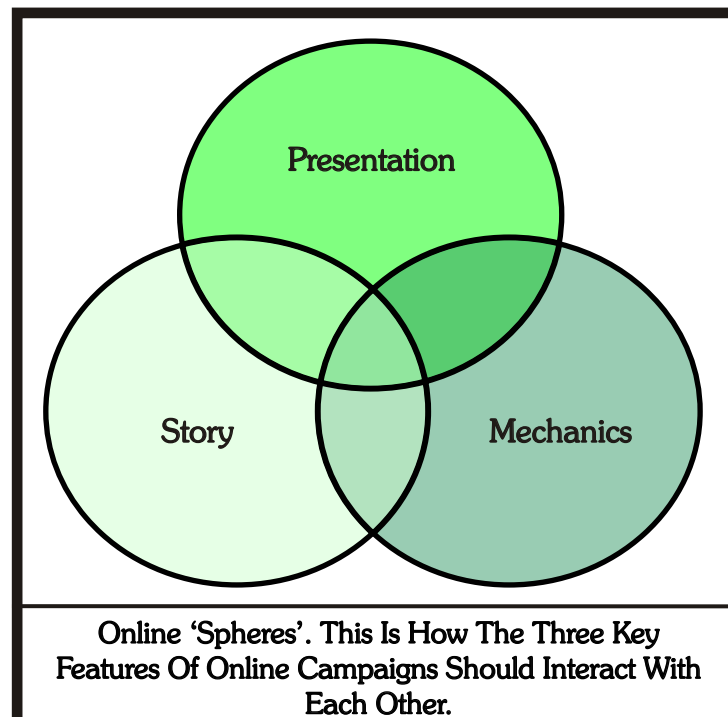
lose at any given location. Of course this does not mean writing 12 peaces of fluff it just means that you need to stay a step or two in front of the players and be ready when something surprising does happen.

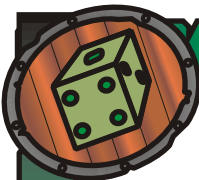
Mechanics

Although the development of a story is most likely going to bog down a campaign's development the poor development of mechanics is most likely to kill a campaign itself. What can be done with a pencil and tally sheet for an offline campaign requires scripting and coding for an on-line campaign. Mechanics come in two general types: Foundations mechanics and Specialty mechanics.

Foundation mechanics are tied closely with the presentation of the campaign. This is scene through the method of reporting battles and way that the players interact with your campaign. The key part of this mechanic is the balance of the scoring system along with the number of players. The campaign must be fair for all factions involved and smaller groups must have a way of being competitive versus large factions without appearing that they are receiving unfair assistance. This can be developed though a specialty type of scoring system such as weighted victories or a win percentage calculation or through some sort of specialty mechanic. Each of these methods have their own pros and con that must be navigated before the mechanic can be effectively been employed.

The Specialty mechanics are the unique campaign mechanics that add a little spice to the campaign itself. Whether it is a supply and water mechanic, movement mechanics, various special projects and bonuses, the





CAMPAIGN DESIGN

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options are pretty much limitless. These types of mechanics often require some type of campaign infrastructure to be developed with clear lines of communication between players and Game Masters as well as some sort of scoring or payment system in order for their implementation to be carried out effectively.

Some General Points

- Don't Do It Alone... Much like a Game Mastered campaign the players rely on you but instead of a few friends you now have several dozen to potentially hundreds players relying on you. On top of that not all of the players live in your time zone. This means that unless you can commit your every waking minute to deal with things you won't be able to always be there. If real life rears it ugly head and draws you away it could lead to the crashing of the entire campaign. This happened earlier this year with COTEC Dark Reckoning campaign when the organizer just disappeared a few days before the launch causing the whole thing to be put on indefinite hold.

- Keep It Simple Stupid... Many prospective developers try to make things too grandiose and complicated. Although it is good to think big you need to know where to draw the line. From my experience players would rather have a high quality and functional campaign rather than a flashy campaign that promises to do too much and doesn't carry through.

- Be Flexible... At some point during the campaign the players are going to throw you a curve ball. Whether they try and change the fluff direction of the campaign or a faction score a surprising victory at a key battle site. You need to be ready and prepared for this and in doing so you need to know what to acknowledge from the

players while not compromising your campaign goals.

- Clear Lines of Communication... Every major campaign process needs to have clear and effective line of communication. This comes in two parts. First, there needs to be a head Game Master who can weigh in on various development situations and make decisions on the direction of the campaigns. Without this the development process often gets bogged down with each person involved trying to put forward ideas that they think are the best. The second area is that the lines of communication between players and Game Masters. The last thing that you want is to have players ask one Game Master and get one answer and ask another and get another. This ensures that all issues are handled fairly and in a timely manner.

- Drop Out Rate... From my experience every campaign can expect a player drop out rate of 20-50% as the campaign progresses. Don't worry this isn't unique to your campaign almost every campaign experiences this even Games Workshop ones. Some players get bored while others get drawn away by other thing. There is really nothing that can be done about this other then to try and replace these missing players. That being said you need to plan for this situation. Your mechanics still have to be able to function before and after this drop in players and if need be there may need to be some adjustment done in order to accommodate the new player balance.

In conclusion there is no right or wrong way to run campaign and above all it should be fun for both the developers and players to take part in. As for campaigning here on Da-Warpath keep your eyes peeled...



DWQ NEEDS YOU

We need HELP!!

If you have EVER thought about writing an article for White Dwarf or Black Gobbo than here's your chance to get the next best thing. We need writers to keep this thing going so help us out and write an article. For example if you wanted to do a tactics article you could do: general tactics, tactics for a unit, tactics against another army, tactics with a specialised army list and much more.

The possibilities are endless.

Want to show off your mini's? Post them in the DWQ Forum and we can use them for a special showcase. Make your article as long or as big as you want it's your decision. Have a battle coming up? Why not record it in a battle report so we can use it. There are endless possibilities. We also need help with editors so if you want to spell check articles, or be the person responsible for all the articles in your section head on down. So if any of this appeals to you come to Da Warpath Quarterly forum today and help us make this mag get better and better!

Even if you only want to offer some artwork for us to use in the issues - every little offer is more than welcome. We wouldn't be the online magazine that we are without your contributions.


PRODUCT SPOTLIGHT

By: jimbob1066e

How to Paint Citadel Miniatures; (2008)

Games Workshop; paperback; 96 pages;
25.00 (US); 15.00 (UK); 43.00 (AU);
22,50 (Euro)

Howdy

Ok fellow gobbos! I have a few words to say about GW's newest reincarnation of their 'how to paint' book. Those first few words are 'pretty good, actually!' I almost want to say 'surprisingly good' really, considering how annoyed I was with the previous incarnation (2003). You know the one with the grey Orcs!?!?! I am comparing the info here with the six previous 'how to' books I have from GW, and six others from other companies.

Of course, the book is GW centric, selling their products, but to be honest a lot of the new GW tools and paints are really top notch (a subject for another spotlight.) One nice point is that the authors mention products that are NOT GW. For example suggesting a liquid poly vs. the poly cement they produce for some applications. In the past they have glossed over entire steps in the painting process if it included a product they didn't produce. Nothing wrong with that... but pleasant to see them embrace the end goal beautifully painted GW figures.

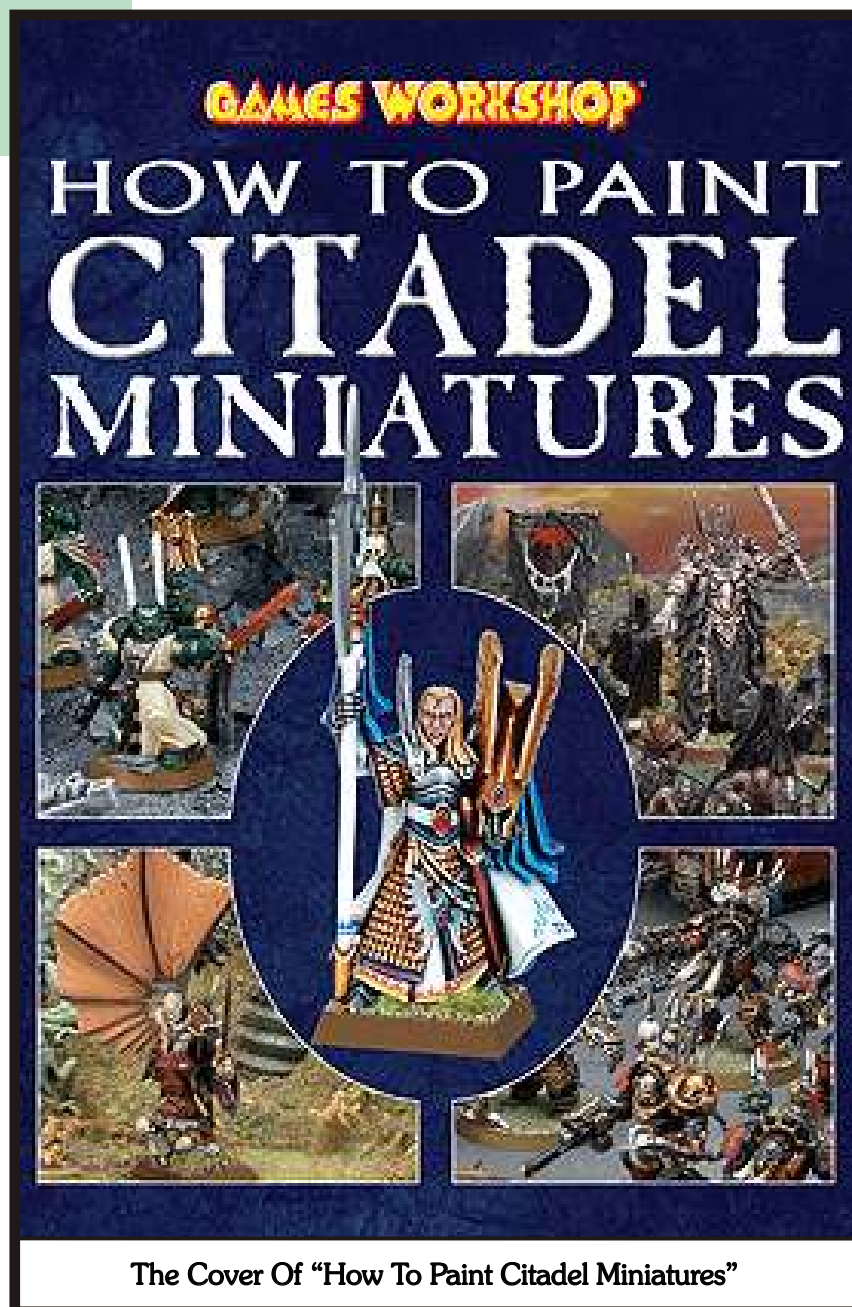
For some reason this book is cheapest in the US...

The color charts are much better this edition, not only do the colors match actual colors better, but the layout and depth of the charts rock.

Nice discussion on layering vs. blending (yet not wet blending... we have to wait for that). Same goes for black vs. white undercoat, etc.

The step by steps might show 15 steps instead of five, and no ghetto paint jobs.

Overall, the book is well done. Better writing, better pictures, more advanced techniques. It will save you hours of forum trolling to find the basics. And of course,



The Cover Of "How To Paint Citadel Miniatures"

no book will solve all your problems but this one is a nice compilation of skills.

peace jimbob1066e

To suggest an article to 'Product Spotlight' please send an email to the 'contact us' email link, post it to the DWQ forums, propose it to the web forum, or generally scream 'HAIRBALL' really loud one way or another we will get it, and have it scrutinized by the most discerning mad brew mushroom chomping greenskins.

**Hobby Tip #78**

You know you are going to paint five things: Skin, leather, metal, ground, and cloth. So take your camera phone, digital camera, etc and snap a few pics of real life versions. Worn leather on a horse, or that belt you have used for six years. The storm drain around the corner, to show worn rust...



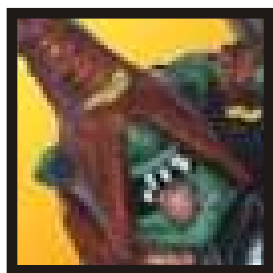
TALE OF "X" GAMERS

By Eyestabba, Mostyn and Cloudburst

This issue sees the third installment of the Tale of 'X' Gamers. And we have a new member to welcome to the challenge: Cloudburst has stepped up and joined both Eyestabba and Mostyn.

Although Eyestabba and Mostyn have already got a head start on him, Cloudburst looks to have things well in hand.

Let's see how they're doing since last we saw them...
-Ed Goofycabal



Eyestabba

Hello again, fellow hobbyists! Here I am again with the second part of greenskin army! So, what have I been up to? Well, since I don't like playing games with an unpainted army, I continued painting the models I needed for my 500 points list, which is roughly an Orc Big Boss, 20 Orc Boyz, 20 Night Goblins with a fanatic, 5 Goblin Wolf Riders and a Boar Chariot. I had the Orc Boyz and the Wolf Riders, so now it was time to paint the rest!

I started with painting the Night Goblins. I must admit, these are quite some nice models, and I really enjoyed painting them (not for a small part because you can finish the painting quite quickly and so can enjoy the sight of a finished unit even faster!). There was really only one part that drove me nuts with these gits, and that were their shield (aaargh, yellow!), although the skin took me quite some time as well because I expect them to run away, I thought it would be nice if they rallied, so I only gave the unit a musician. Of course, the unit had to get some fanatics, and I already had painted two of them. Both are converted slightly: one is positioned so it seems he hit the ground with his ball and went up in the air, the other one is converted to be swinging a slayer instead of a ball!

Take that stunties!

Next up was the boar chariot and I gotta say this is a really nice model! It has some really nice details and was a blast to paint! Before I started painting it, I filled the holes in the necks of the boars, and sculpted some fur over it. I think it turned out quite nice, and you don't really notice that I did that part myself. Apart from that, there are 2 small changes. The first is that I replaced the standard that came with the chariot with the skull-banner from the Orc Boyz, to make it stand apart from other chariots a bit. The second one is that I replaced the arm of the front orc with a normal arm, once again from the Orc Boyz, so it seems he is holding the edge of

the chariot while whipping the boars. Also, the left arm with pointy stick makes for a nice bit in my bits box! (you never know)

Painting this thing took quite some time because of all the metal parts that had to be picked out. Luckily, I had an easy formula for the metal: Boltgun Metal basecoat, thinned down Black Ink wash and a highlight on the edges of Chainmail. I also tried something new for the Orc crew. This time, I completely highlighted them, so no more drybrushing. The skin got a new recipe (Dark Angels Green basecoat, Snot Green highlight, Snot Green with some Rotting Flesh highlight) and I put some Dwarf Flesh on their lips. I personally think it looks rather good, but comments are always welcome! Then it was time for the Big Boss, Gorgratz Blackdeaf himself! This model saw quite some converting: I started with the basic plastic Big Boss on boar. I glued together two parts of shoulder armor and put it on his belly to make him look a bit tougher. The left arm was a Black Orc arm with the axe clipped off. I then made him a shield by glueing two identical Tomb King banners together, with skull in the middle cut of. A piece of cloth from another Tomb King banner was added. Two cut up pieces of sprue were attached to the back to make the shield look more realistic, and, of course, I added half a Dark Elf Warrior to the shield, with his arms cut up and some bloody remnants sculpted beneath his torso.

The right arm was also a Black Orc arm with a part of the axe cut up. Last, I added a head from the Black Orcs that looks like the one-eyed head on the Big Boss sprue but way tougher. I also put some minor battle damage on the boar.

Painting this guy took quite some time, mostly because of the boar. God, I'll never paint such a boar again! I think... I was so happy when the boar was finished, that the rest didn't take so long. I tried something new on the tusks, because the common lines didn't work with me, God knows why... At first I didn't like how they turned out, but now I'm not so sure what I think of it. So that makes 349 points. Now I'm a slight tad behind, but I had exams and such, but now the holidays are here, so I'll be sure to make it good to you all!

Another thing: I've played my first game! 500 points against Chaos. I'd write down a battle report, but I lost my notes (don't you just hate it when your mother cleans up your room!) and it wasn't really an exciting battle. However, I won! But my opponent had this stupid list: Chaos Hero, about 12 chaos warriors, and a chariot. So he had 2 blocks, none of which were chosen. Funny thing: he quite tooled up the hero to be good in combat, but he never got in combat since his unit was flanked and assaulted in the front at the same time and



TALE OF "X" GAMERS

Continued From Page: 9

immediately destroyed in a pursuit, the hero never was in base contact.

So, that was it for now. I'll be going back to painting and I'll see you around on the forums!



Mostyn

Hahah, yeah, ahem, things have not quite gone according to plan this month – and are unlikely to in the future – see there you go, getting my excuses in early. Real life, not to mention general ineptness and painting a follow up mini exchange figure that seems to have gone missing in the post (Grrr.....I hate you Royal Mail) have all left me a little short. But before I get ahead of myself what was the plan again? Well disregard everything I said last issue as I reached the point where I couldn't face another night goblin. Hence I decided to split my army into four separate (or three for the sake of these articles) warbands. This was an idea I shamelessly pinched from Gashbad Beergut's article about how his horde has little 'sub-hordes' within it in DWQ 10. I thought this not only a cunning idea but an ideal way of keeping my painting motivation up which was most definitely beginning to wane at the time. The three warbands will therefore be the night goblin 500pts which I've largely completed already, (otherwise known as Fungus's mob) 500pts of jail breaking Orcs and Goblins that have recently escaped from their Chaos Dwarf overlords (called 'Da Convicts') and a 500pt speed freak list (called, errr.. the speed freaks). All of which will combine to produce a thoroughly uncompetitive 2000pt army. So with this new aim what did I get around to doing?

- i. Finished the final two Spider Riders and added a movement tray (which must count for at least a figure or two!)
- ii. Finished the final two Squig Hoppers to take the unit up to five.
- iii. A unit of five spear and shortbow armed Wolf Boys for the speed freaks.
- iv. A unit of five spear and shield armed Wolf Boys conversions (Goblin Centaurs to be exact) for Da Convicts. The thinking, if I can ever be accused of such a thing, behind the centaurs is why would a Chaos Dwarf cut up his mate Bob (also a Chaos Dwarf) when he has all these Goblins to practice on? They also give me an excuse to practice a bit of lava base-fu. This is a recognised martial art's discipline before anyone asks.

v. Finally, the Black Orc Big Boss on boar (also a wolf centaur conversion) who leads Da Convicts. All of which leaves me about sixty points, or one goblin wolf chariot (or one goblin wolf chariot less the one completed crew member to be exact) behind where I needed to be. All I can say is thank goodness Black Orc Big Bosses on boars cost so much...

Lowpoint of the month? Well not finishing for a start but I'm not entirely convinced about the armour on the Black Orc Big Boss which didn't have quite the contrast between black and bright red that I wanted. A smart man might have practiced on a few rank and file goons before having a go at the main man but I'm not that clever. As for the highpoints, well I'm quite partial to the musician in the Wolf Rider unit but my favourite figure, if pushed, is the Snotling on the Spider Rider movement tray, if only for my unsuccessful attempts at source lighting. I also couldn't believe how long the tray took to do, or how bad a fit the GW adjustable movement trays are, but in the end it turned out well I think and shows how a half decent movement tray can really add to a unit's appearance. I just need to find time to do some for the rest of the units now. I've also rediscovered by Night Goblin mojo, a break is as good as a change and all that.

Next quarter's adventure should see me finish off the Night Goblins once and for all - I may even go out on a limb and get around to the unit of Squig Hound Riders – which means at least another 19 of the little blighters. The remainder of the time will be spent finish 'Da Convicts' with a unit of Black Orcs and a Chariot based on the old Chaos Dwarf Tenderiser and pushed by a suitable angry Orc Boar Centaur. Finally, I hope, if nothing else, you've had a laugh at my lack of success. You may also have noted that I'm a few photos short as my roving office email firewall blocks off photobucket - but once I've got these done I'll post the missing figures in my blog.

Cloudburst

Hello fellow Greenskins, my name is Jan (polish for John) also known as Cloudburst on the Forums. I am new to Warhammer, Painting and of course Greenskins, my journey began in November 2007 and it has been a blast so far. I don't have much of anything painted yet, but I have learned how to clean mold lines.

I chose Orcs and Goblins because of the many different units that are available. Also the army looked to be very interesting and challenging to play. I have since found that its hard to decide what to paint because everything looks so interesting and fun.

In the short time that I have been painting I have found

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that it takes me a long time to get a single model done, let alone a unit. In an attempt to learn how to paint faster I have entered into a warband campaign at my local store which requires fully painted models. The campaign starts at the end of June and will start at 300 points, with 100 points being added every two weeks. Since I have to paint up alot of stuff in a short amount of time and DWQ 11 asked for some people to join the Tale of X Gamers I figured I should join the guys with painting up 1500 points of Orcs and Goblins.

For the warbands my 300 point list is going to look like the following

- 1 Orc Big Boss with light armour, shield and Martogs Best Basha
- 11 Orcs with hand weapon and shield (boss goes with them)

- 10 Orcs with 2 hand weapons
- 5 Spider Riders + musician

In addition I have a Spear Chukka and crew as well as an Orc with shield ready to add to the list as I win matches. Which should be right around 340 points, so didn't make the amount that I am suppose to for the Tale of X gamers, but I did just join this past month.

For the next installment of Tale of X gamers I have an Orc Boar Chariot that is primed, I have 5 Squig Hoppers to clean and prime as well as more Orc Boys, Fanatics and Night Goblins. Not sure what I will get done aside form the Boar Chariot and Squig Hoppers, will have to see what I feel like painting.

We'll start off by covering Mostyn's finished Spider Rider unit:





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Above: Closer detail of the Spider Rider Musician (left), and the Snotling with the cauldron (right).

Below: These guys haven't been finished yet in this picture, but they are the Goblin Centaurs known as Da Convicts





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Continued From Page: 12



Above (Left and Right): Front and rear view of the Black Orc Big Boss on a Boar - the Orc Centaur Conversion to lead Da Convicts unit.

Left and Bottom: An angled shot and a front view of the Speed Freaks Goblin Wolf Riders.

As Mostyn mentioned in his part of the article, he was unfortunately unable to get the rest of the pictures in for us before the deadline.

Therefore, keep an eye open in the Blog forum on Da Warpath for the remaining pictures for this part of the Tale of X Gamers!



Now we come to take a close look at Eyestabba's Goblins.

Above Top: 20 Night Goblins with hand weapons and shields.

Above: This is the front rank of the Night Goblin unit in closer detail. Netter, Champion, Musician and a couple of rank-and-file Night Goblins

Left: Night Goblin Fanatic with a Dwarf Slayer replacing his ball and chain.

Right: The other remaining Night Goblin Fanatic for the unit.





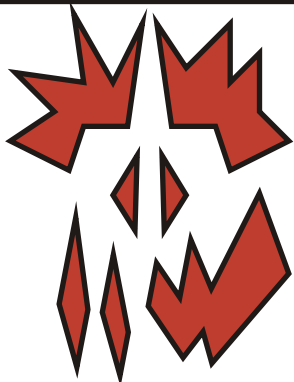
TALE OF "X" GAMERS

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Above and Left: You might remember this fellow from last issue. Only, last time you saw him he was only a Work in Progress. That's right, this is Eystabba's Warboss!

Below: The Boar Chariot for Eystabba's force.





Finally we come to Cloudburst's army. On this page we have one of his Orc Boyz units.

Top: A shot of the entire army so far.

Above: The front of the 14-Orc strong unit of Orcs with Choppas and Shields.

Left: The same unit of Orcs from the side.





TALE OF "X" GAMERS

Continued From Page: 16



Last, but not least, we have Cloudburst's remaining units.

Above: A 10-Orc strong unit armed with double choppas.

Right: A Goblin Spear Chukka.

Below: A 5-strong unit of Goblin Spider Riders.

That concludes this issue's Tale of X Gamers. Tune in next time to find out how the guys have done!





Orion

1-THE CURSED CAMP





BATTLE REPORT

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WEST SIDE OF THE IMPERIAL LANDS, NEAR THE GREY MOUNTAINS, IN THE ORC VILLAGE SOMETHIN', A BIG WAAAGH! WAS ABOUT TO RISE...



MEETING ON DA BIG PLACE!



I LEAVE YOU DA KAMP GROTESK!

NO PROB! BOSS!

GO TO HELL! WE WILL BE LOT BETTER WITHOUT YOU SKUM!

THE WARBOSS FUGLIORK HAD TO MEET DE NEIGHBOURING TRIBES CHIEFTAINS...



DAMN! HAVE TO WORK AGAIN... PFFFT!



BATTLE REPORT

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LET'S GO BOYZ!
WE'RE STARTIN' BY
TONG'RIPPA!

ZOG! I HOPE
THAT'S NOT
TOO FAR!

FUGLIORK, FOLLOWED BY SOME ORCS
WAS LEAVING THE CAMP...



KOM! HERE
GUYS!

BUT IN A DARK WOOD, AT
THE EDGE OF THE CAMP...



DA BOSS IS GONE!
PARTY TIME!

BRING ME DA STUNTIES BEER
THAT DA BOSS'S HIDING IN IS
SHAK!

YES! WHO'S
WANNA PLAY A
LIL' POKER?

BEER!



WHAT'S YOUR
ORDERS?



THE MASTER WANT TO EXTEND IS
ARMY... WE HAVE TO BRING HIM
CORPSES



THIS IS GOING TO
MAKE US ALL
FAT...



BATTLE REPORT

Continued From Page: 20



THE WOLVES WILL TAKE THEM FROM BEHIND, TO CUT THEIR ESCAPE...

AND WE ARE KILLING EVERYTHING IN FRONT OF US?

EXACTLY! SHOW NO PITY!



WANA RACE?

YOU GOT NO CHANCE!



FOWARD! DEAD TO THE ORCS!



THEN, THE UNDEAD WENT OUT OF THE WOOD, FOLLOWING THEIR CHIEF PLAN...

BRAIN!



IT SHOULD BE EASIER THIS WAY HE HE!



SLYLY, THE DEATH WAS SURROUNDING THE CAMP...



GROTESK! THERE'S MOVIN' STUFF IN DA WOOD!



BATTLE REPORT

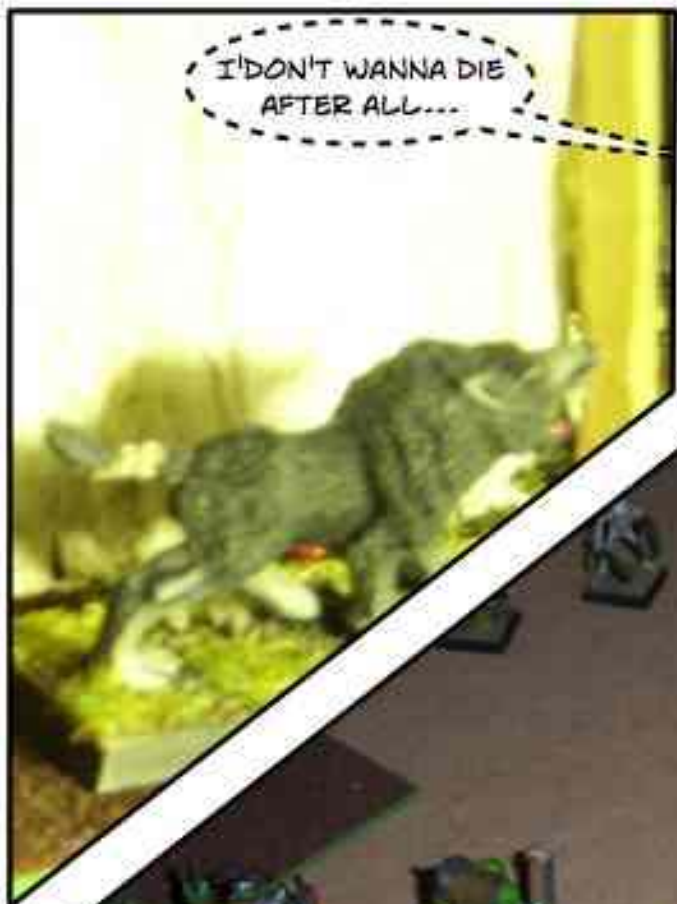
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BATTLE REPORT

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I'DON'T WANNA DIE AFTER ALL...



GULP! I THINK I HEARD A NOISE...

MOMMY!

NOBODY HERE! GET OUT!

I'M FULLY ARMED AND I'M PAL WITH GORK!



PROTECT ME! PROTECT ME!

KAREFUL! THERE'S A WOLF ON YOUR RIGHT!





BATTLE REPORT

Continued From Page: 23



I'M SEEING HIM! HELP! HELP!



DO YOU REALLY WANNA PROTEK DA BOSS?
WE SHOULD HAVE LEAVIN' WITH FUGLIORK...

ARE YOU KIDDIN' ME?
YOU THINK IT'S TOO LATE?



CHARGE!
CHARGE!
CHARGE!

WHO? ME?

I SHOULD HAVE STAYED WITH THE OTHERS!



SHUT UP AND DIE!

KLING!

OUCH! LUCKY THAT I'M ALREADY DEAD!



I'LL GET YOU TOO!

BRAAAAAAAAAAAAAAAAAAAAAAAAAA... GUUUUHHH!



LET'S GO! ATTACK KOWARD!

HE'S KRAZY!

I'M TRYING IT!

QICKER THAN A WOLF!

KILL THEM ALL! NO PITY!



BATTLE REPORT

Continued From Page: 24



WAAASH!

HELP! I'M SKARED!

WOAH! THIS WOLF IS REALY HORRIBLE... NO WAY THAT I'LL GO THERE!



I'M ALMOST THERE! ALMOST!

GUUUUUHH!

SPLASH!

STOP KRYING BOYZ! THEY'RE NOT THAT STRONG THOSE DEAD-THIN!



WAAGH!
WAAASH!
WAAGH!

FOWARD!
FOWARD!

COME ON!
MOVE ON
ELVEN
WANNABE!

TOO DANGEROUS!

ELVEN!?
WHERE?
WHERE?



AAAAAAAH! HELP! IT WAS TOO CALM HERE... HEELP ME!



GOOD BOY... WANT A COOKIE?

HEELP!



THIS IS FOR GORK!



BATTLE REPORT

Continued From Page: 25



NEVER

ZOG! THIS ONE LOOK STRONGER!

MOVE ON BEFORE THEY REACH ME!

GULP!

NO! PLEASE NO!

DEEEEAAD TO THE GREENS!

THIS WOLF STILL STARING AT ME... SCARY!



DIE AND COME WITH US!

TWO OF THEM... ALL FOR ME! WAAAGH!

NO THANKS!

LET ME SOME! LET ME SOME!



GOT ENOUGH?

KLANN!

AAARGH!

SPLASH!

MOUHAHA! PATHETIC LIVING BEINGS!



ARGH! HELP! HEELP ME KOWARD!!



FORGET THAT! I WILL KILL THEM ALL BY MYSELF!

SPLASH!

HE GOT DA WOLF!

TIME TOO HELP HIM! WAAAGH!

WAAAGH!



BATTLE REPORT

Continued From Page: 26





BATTLE REPORT

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YOU'RE MINE! I'M TAKING YOU ALL AT ONCE!

I ALWAYS HAVE TO DO EVERYTHIN' BY MYSELF! TIME TO BREAK SOME SKULLZ!



WAAAGH!

FOOL!

YOU SHOULD STAY HIDDEN!



NOW YOU'RE MINE!

SPLASH!!

RUN!



SHUT-UP SHOW OFF!

WOAH! DID I REALLY KILLED HIM BY MYSELF!?

KLING!

IMPOSSIIIIIBLE!



GROTESK! BEATED DA MOVIN'BONES BOSS!

CAN WE NEGOCIATE?

WAAAAAAGH!



AND ONE MORE!

KLING!

I'M FINALY HERE! TIME TO PAY!



GNAAA HAA HAA HAAAAA!

DAMN! THEY'RE UNKILLABLE!

WE WILL SEE!



THEY'RE LEAVIN'!

DA VIKTOY IS OUR!



WAAAAAAGH!



BATTLE REPORT

Continued From Page: 28



IT'S A MIRAKLE!



THAT'S HOW, IN SPITE OF FRIGHT, THAT THE ORCS SUCCEEDED IN PUSHING BACK THE UNDEAD ATTACK...



BUT... WAS IT REALLY OVER?

END



BATTLE REPORT

Continued From Page: 29

We'd like to thank Big Bubba and his buddy mioumboy who have chronicled one of their Warhammer Skirmish battles in Comic Book format. Their original version was in French, and they've not only offered the battle report for us to include, but also translated it into English for us all to enjoy!

Due to the format, we've had to include the 'intro' at the end of the Battle Report - but we're sure you enjoyed the report without us interrupting it at the start! For those of you interested, here are the forces used in the battle. Both forces were approximately 100 points:

Orcs

Grotesk

Orc Boss armed with two Choppas and Light Armor.

6 **Orcs** armed with two Choppas and Light Armor.

6 **Orcs** armed with Choppa, Shield and Light Armor.

Undead

Champion armed with a Shield and Light Armor.

1 **Grave Guard**

2 **Dire Wolves**

4 **Zombies**

4 **Skeletons**



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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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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.

Very Special Thank-you to Victoria Lamb for allowing us to use her Golden Daemon entry of the "Squabble" in the design of our brand new Da Warpath Quarterly logo.

hey, 'e forgot ter fank us dis time!

pro'ly 'cause 'e found us eatin' all ov 'is cake again?

yeah, bu' 'e could fank us fer cleanin' up da mess weee left when weee'd finished da cake...

DA LEGAL BITZ

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