

DWNA

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COMING
RIGHT
AT
YA!



EDITORIAL

By: Warlord Ghazak Gazhkull

Hello fellow readers,

May I present you the 13th issue of DWQ, I hope you enjoy reading it. Like usual we have a great selection of many fine articles.

For the Interview with a Warboss we have a personal friend of mine, he is called Bjork and he has won several best painted awards with his army. Scroll down to see the result.

Of course we have the Tale of X Gamers that is still going on and then we have not one Battle Report but 2.

I hope you enjoy the issue.

WAAAAGH

Greetz

Warlord Ghazak Gazhkull.



CONTENTS

Editorial	P1
Games Workshop News	P2
Da Warpath News	P2
Animosity!	P3-4
Interview With A Warboss	P5-8
How To Pin	P9
Tale Of X Gamers	P10-17
Battle Report 1	P18- 31
Battle Report 2	P32-42
Da Warpath Needs You!	P42
Da Credits	P43

DA GOOFY WUN

By: Goofycabal

This issue is certainly a bumper one as Warlord Ghazak Gazhkull mentioned - we've got two Battle Reports for you this time.

Plus, you've probably seen the teasers and rumors floating around on Da Warpath that Animosity! 3 is on its way? Well, there's another great teaser for you in this issue to get you started. Both of the previous Animosity! Online campaigns have been hugely successful, and this one is bound to be no different.

All the details for the campaign will be released by the organizers in the coming weeks, so get your Boyz ready for a Waaaagggghhhh!, And keep your eyes peeled to Da Warpath fo more information.

Last, I'd like to let everyone know that I'm terribly upset with both Chug an' Lug at the moment. Due to their clumsy antics, I'm currently typing this editorial with my right hand only. My left hand is otherwise bandaged up with 5 stitches in my palm.

Working on a model is not something I will do with Chug throwing a football around for Lug to catch ever again, as they caused me to slip and gash myself pretty deeply. Fortunately, nothing major was damaged (no major veins or tendons), but it wasn't an experience I would like to repeat... I'm sure we've all had some form of Hobby Related injury in the past, so I'll just rack this up under "Experience"...

yeah, weee's really s'ry abart dat, master goofy.



*Well, it were lug's fault anyway! 'e din' catch da ball afta oi
frew it at 'im. er, oi mean 'to' 'im...*

*hey, oi fought yer were chuckin' a rock my 'ead. o' course oi'm gonna
duck!*

*Oh, yeah, an' weee's also s'ry abart eatin' da cake weee got fer
yer ter make it up to yer...*





GAMES WORKSHOP NEWS

By: Goofycabal

Warhammer: Warriors of Chaos

The 'stand in' list for the Warriors of Chaos printed a few months back in White Dwarf sparked a pretty big debate on the internet about how weak the new armybook might be.

Having read a number of Chaos specific threads and topics around the place, it becomes clear that the new Warriors of Chaos are getting some pretty nasty new rules. And a few new unit types too.

There's the Chaos War Altar and the Forsaken for players to get to grips with now, as well as a whole slew of Special Characters. There's the return of some familiar characters such as Archaon and Scyla (chosen as a Rare choice), plus a bunch of new guys (and gals).

In addition to the new rules, there have been some sightings of all manner of new miniatures for the range, including plastic Marauder Cavalry and plastic Chaos Knights. That's right - plastic KNIGHTS!

One of the models that's received a lot of interest has been the new Chaos Lord on a Juggernaught.

Apparently he comes with a choice of heads. Most noticeably, however, is that he's left handed. Very rare for Games Workshop figures. That, and he looks really mean.



Just take a look for yourself:



DA WARPATH NEWS

By: Goofycabal

Warhammer Age Of Reckoning Forums

You may have noticed that we've updated our WAR forums in light of the latest developments with the game itself.

In addition to adding server specific forums as well as the general chat style of forum, we've also gone and appointed ourselves a couple of new Trial Moderators to help run the place.

We have, therefore, Draig and Madcap422 on the team to help out with WAR related issues. It's somewhat convenient too, then, that they have both also offered to act as Guild Leaders of players on the UK and US servers respectively.

These guys will be responsible for all manner of WAR related issues, so it'd be best for you to head on over to our WAR forums to have a read yourself.

Interestingly, the rise of WAR has seen a number of more veteran Warpath members return to the site. Well, not surprising then, that these same members had mostly disappeared for quite a while due to the lure of World of Warcraft!

Last, you may have also noticed that we're planning on

setting up a WAR specific page on the mainsite itself. To this end, if you've got any suggestions, or would like to offer some artwork, ruminations, or general comments, feel free to contact either Jimbob1066e or myself.

Main Site Hobby Pages

Jimbob1066e has been requesting submissions of ideas for the forthcoming updates to the main site's Hobby Section. Since Paint and Hobby related themes, articles and so forth tend to be quite popular here at Da Warpath, we figure that you guys should have a say in things.

So, head on over to http://z3.invisionfree.com/Orc_Goblin_Warpath/index.php?showtopic=22984 and see what you can do to help us make the Hobby Pages as best as they can be. Especially if you have anything you'd like to have immortalized forever on the site!

I know Jimbob has a few nifty ideas already up his sleeve in regards to at least part of the new update, but I'll keep those under wraps for now.

So, let's hear what you'd like to see done with the Hobby Pages.





ANIMOSITY!

By: Fauthsie

Mohammad Aljebari walked slowly along the coastal road away from the rebuilt north gate of Lashiek leading his donkey cart. As the sun slowly sank towards the horizon Aljebari halted to watch the sky turn blood red as he pondered what had become of his homeland. For thirty-three years he had been making the same trek from his small fishing village to the markets of Lashiek to sell his catch and to buy goods for his family. That was until five years ago...

The civil war between the young Sheikh Tariq Abbas and his old advisor Caliph Haseem Al-Quadamah ripped apart the lands of Araby. After dozens of bloody battles it became apparent that neither side could achieve the swift victory that both leaders hoped for, so they each sent out calls for aid. Abbas sent a call to the lands of men of the Old World which was quickly answered by the honourable knights of Bretonnia lead by Lord Baluin. Meanwhile, Haseem made a pact with the forces of darkness, promising to turn the lands of Araby into a nation of dark god worshipers. To assist Haseem the dark gods sent forth some of their most vile and viscous warriors under command of Abhorakh Solomar to ensure the defeat of the infidels. To complicate matters two competing hordes of greenskins poured into Araby from the Badlands, while pirate vessels took advantage of the civil war by pillaging the rich Arabian coastline. Meanwhile deep in the desert, a sleeping threat emerged from his long slumber in search of reclaiming his lost throne.

After months of brutal fighting that left the deserts of Araby stained red with blood and the capital of the young Sheikh's nation burning, Abbas and allies were victorious. In a final battle in the cobbled streets of Lashiek itself, the Sheikh and his Pact allies shattered the forces of Haseem's Covenant and drove the Greenskins back all the way to the West Arabian Mountains. Unfortunately for Sheikh Abbas the victory was short lived. With his forces shattered the young Sheikh could not control Lashiek let alone the rest of the Araby without help. Fortunately for him Lord Baluin and his allies were more than happy to assist. After demanding titles, land, trade and military concessions from the Sheikh as compensation, the Pact forces to spread out across Araby. Captured prisoners from Covenant were forced reconstruct Lashiek and other devastated cities while Bretonnian knights quickly and brutally fanned out across the countryside and crushed anyone who stood in their path. Unfortunately for the people of Araby it left no question in their mind who ruled their nation: the Lords of the Araby Reclamation Pact.

Following the brutal repression of the dissenters rumors of atrocity against the Arabian people spread like wildfire and hatred quickly grew for not only for the Pact "occupiers" but their Sheikh puppet as well. It was this

hatred that began to rally Haseem's old supporters. Following Haseem Al-Quadamah disappearance after the Battle of Lashiek and the flight of his allies to the North, many of members of the Covenant quickly pledged loyalty and paid tribute to the young Sheikh and his Bretonnian protectors. Following months of repression, secret meetings began to occur in cellars and basements in towns and cities around Araby. Those who were not found out by Pact spies and slaughtered began to organize and the Cult of Haseem was born. They began to silently weave themselves into every part of Arabian society and in the recent months the Cult of Haseem has claimed responsibility for a series of high profile assassinations, kidnappings and the sabotage of high profile Pact and Sheikh targets. Although the leader of the Cult is not currently known, their notoriety among the people is growing as fast as the hatred for the Sheikh and the Pact occupiers. The Cult's dark symbols and slogans dot the landscape in cities and the countryside, advertising their presence and driving the Pact's forces to patrol the cities and byways more frequently in search of the Cult.

As Mohammad continued his slow trek home he crested a small hill which allowed him to look to the east to see the West Arabian Mountains bathed in the blood red glow of the setting sun. "Fitting", thought Mohammad. "The home of the Greenskin's is bathed in blood. I'm sure they see it as a sign from their gods..."

The greenskin Army of the Gods was formed after the two competing Waaagh's merged to formed a nearly unstoppable green tide that surged to Lashiek in the final days of the war. It was only in the streets Lashiek that the greenskins were finally stopped and they retreated to the West Arabian Mountains, burning and pillaging as they went. Few dare enter the mountains to challenge the Orcs and the greenskins control all of the passes that lead from the rich western coast to the Arabian interior. Contrary to most assumptions after the war the greenskins never mounted a quick attack on the unstable new government and they have been silent in the mountains for almost five years. Whatever the reason for this silence, it has left a dark cloud over Araby as the people keep a watchful eye on the mountains, half expecting to see a green tide surging towards them at any moment. Watchtowers and garrisons have sprung up along the western slopes of the mountains to provide some early warning to the people, armies and cities further to the west.

As darkness settled over the countryside, bobbing lanterns appeared on the road ahead. Leading his donkey cart off to the side of the roadway, Mohammad made room for the trade caravan and stopped for a drink of cool water. Watching the caravan slowly move past, a smile crept across Mohammad's lips as he



ANIMOSITY!

Continued From Page: 3

slowly began walking again. Mohammad knew what would greet these traders when they reached Lashiek... closed gates. The Pact had ensured that a monopoly on foreign trade was created by the Shiekh following the victory in Lashiek. This in turn meant that the gates to the city were closed to all traders, except for those flying the flag of King Lancour of Bretonnia and his Elven allies. Surely the merchants have realized this, or perhaps they would be forced to pay more than half of the value of their goods and wares as an "import and fealty tax."

The rumors that Mohammad had heard in hushed tones from traders in the bazaar within the city had hardly surprised him. Old trading partners from the Empire, Tilea, Marienburg and Kislev are furious with this change

in policy. Privateers and navy ships have been mounting ever more daring raid against merchant shipping lanes connecting Araby to the rest of the world and stretching the Bretonnian and Arabian navies to the limit. Even more ominous are the growing rumors of an armada of troop transports being staged in key ports around the Old World making preparations to sail.

As Mohammad crested another hill, the full moon shone down, illuminating the small village that he called his home. Mohammad paused, breathing deep and enjoying the smell of the sea air. This village had been his home his entire life, and although his nation has had its honor stripped by foreigners Mohammad knew it was only a matter of time before that honor was restored...





INTERVIEW WITH A WARBOSS

By: Kebabi

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

This month's Interview with a Warboss features a somewhat lesser of a veteran on the forums, but still a talented painter for sure, called the grey orc (previously known as Bjork on the forum). Most of his work has probably been seen in his Blog and since he's a personal friend of our Global Mod and Goblin general, Warlord Ghazak Gazhkull, he's gotten a bit of help with getting them up there. Reaching the limit of a 2000 point army fully painted, Warlord Ghazak Gazhkull had promised the grey orc to get his army published in the one green E-zine. It was then decided that he'd get to tell us a bit about his secrets and tale of an experienced painter. So without further adieu, the grey orc.

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

I've been painting for five years now. I bought a box of Night Goblins and Orcs from a store 250 km away from home and never stopped since. I first noticed the products in that store when a colleague told me about warhammer in general and where to get it. I painted occasionally for two years, because I thought there wasn't any Warhammer in the neighbourhood. When I wanted something new I had to travel 500 km for it! Later I found out there was a club 20 minutes from where I live now. My level of painting boosted dramatically and I began to actually play Warhammer as well. I started attending tournaments last year and with

great success.

What got you into painting Greenskins?

At the store I looked through the catalogue and asked the shop owner which army was fun to play and some of the background. I didn't want to play a specialised army with only cavalry or infantry. I wanted something out of the ordinary and with lots of variety. So greenskins were the obvious solution.



Doom Diver Crew-Gobbo "Weedy"

How many points worth of Greenskin have you painted?

I have never counted them, but I guess about 5000 to 6000 points. Not nearly as much as Warlord Ghazak Gazhkull does!

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

The most fun is watching a model coming alive. I use the layering method a lot, so I get to see the model growing in color. Finishing the base is also great as you get the feeling of finishing another model. (ain't that the truth? -kebab)

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

The toughest aspect is the time you need to paint them. I have a



Here We Have An Extreme Close-up Of One Of Bjorc's Night Goblin Fanatics



The Above Shot Was Taken At A Tournament Where Bjorc Won "Best Painted". Easy To Why He Won That!

job, a house and a wife and sometimes it's hard to keep finding time to paint. It is very time consuming. I needed six months to finish my converted Ruglud unit (though I also painted other stuff during that time). I tried to paint faster, but the quality obviously decreased and I wasn't satisfied with it.

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

It's not the almighty Grimgor or the huge Wyvern but a weedy fellow. The small guy you get with the Doom Diver. I painted him and I thought he was so great that I named him and called him my good-luck fortune. That didn't prevent them from misfiring the first time I used them though. He's part of another of my favorite models: my converted Doom Diver.

(We've got some more shots of that over the page - Goofycabal)

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

Inspiration! Of course you could say technique but I learned everything by myself, by doing. Think about the model, his background. I always use colours I like, and I want to have my models looking bright. Finally, always be ready to take criticism and to learn from other painters.



A Work In Progress Shot Of Oglah Khan's Wolf Riders



INTERVIEW WITH A WARBOSS

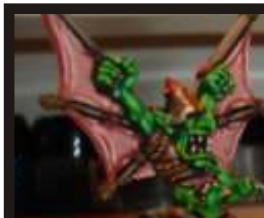
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Right: Here We Have The Finished Oglah Khan's Wolf Rider Unit.

Below: One Side Of The Converted Doom Diver.

Bottom Left: Night Goblin Shaman.

Bottom Right: More Of The Doom Diver.



Over The Page, We Have A Look At Some Of Bjork's Orc Units.

From What We've Shown So Far, You'd Think He Only Had Goblins...

Of Course, The Bigger Cousins Get The Same Treatment As The Little Uns.



INTERVIEW WITH A WARBOSS

Continued From Page: 7



Top Left: Orc Shaman.

Top Right: A Unit Of Orc Boyz.

Above: This Is The Unit Bjork
Converted From Ruglud's
Armoured Orcs.

Left: A Close Up Of Three Of The
Converted Ruglud's Ladz. Very
Impressive Looking Fellows
Indeed!

HOW TO PIN A HOW-TO GUIDE

By: Grarrzag

This guide is created to teach any veteran or beginner alike how to pin difficult to assemble models in 10 easy steps.

Materials you will need:

- Drill (power or hand)
- Pinning materials (GF9 pin refill set is excellent)
- Wire cutter
- Long nosed plier
- 1 paint brush
- 1 paint color (preferably a contrasting paint color to the materials you are pinning)
- Super glue



Step 1:

Clear yourself an area on a sturdy table or desk where you will be pinning your models. This area should be well lit, preferably near a window or a bright light source for ease of viewing.

Step 2:

Insert the appropriate size drill bit into your drill. Test out your drill bit to make sure the bit does not wobble or slide out.



Step 3:

Test fit the two pieces you wish to pin together and determine where you will be drilling your first hole.

Step 4:

Position yourself so you will remain steady while drilling. Drill your first hole. Be extremely

careful not to slip or press too hard as injuries may occur.

Step 5:

Take the appropriate sized wire and apply super glue to one end of it and insert it into the hole you just drilled. Take the long nosed plier and force the wire all the way in. Let the glue dry.



Step 6:

Using the wire cutter, cut the wire about 50mm from the model (more or less if desired).

Step 7:

Take your paint brush and paint color and apply a small drop of paint at the end of the wire. Now test fit both parts of the model in the way you would like the model to be positioned when done, this should leave a mark where you will be drilling the other part of the model.



Step 8:

Using the same drill bit as before, drill directly on the mark of paint you made in step 6. Only go as deep as you cut the wire.

Step 9:

Apply glue to the end of the wire and insert the wire into the model you just drilled. Let the glue dry.

Step 10:

You are officially done pinning your model! If there are any gaps, just use modeling putty or green stuff to fill it in.

a pin inna arn? din' yer get dat wun time?



yeah, bu' ONLY 'COS OI BROKE IT FIRST...



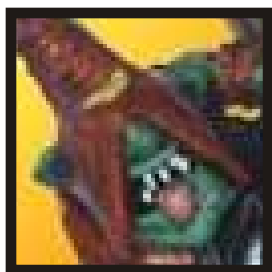
TALE OF "X" GAMERS

By Eyestabba, Mostyn and Cloudburst

DWQ issue 13 and we have the next installment of Tale of 'X' Gamers.

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

-Ed Goofycabal



Eyestabba

Hi all, it's me again! Time to tell you lot what I've been doing for DWQ these few months. Well, first I have to tell you that there has been a change of plans with my army list. My local gaming

club was organizing a small two-day tournament for the members only, to determine who will be the member of the year. For this I needed a 750 points list, following the border patrol rules. So according to my new list I had to paint a unit of 5 Spider Riders with musician and 6 Boar Boyz with a full command group. So that's what I did!

I started with painting the Spider Riders. As always, I first had to prep them by removing mould lines. Man, there were a lot of mould lines on all those legs!

Anyway, two days later they were prepped and I got to painting them. And I must say, painting the spiders was a lot of fun! I had pondered quite a while about which colours to give them, and after some research I decided to paint them black with the detail on the back in red. I think this gave them a nice creepy look. But I do have to mention the bases: these are almost models in themselves when it comes to painting, but they too were fun to paint.

Then came the riders themselves... Boy oh boy, never again. So much detail on such a small surface, I went crazy! In total, the Spider Riders took me over a month to paint! I swore I wouldn't paint them again for at least a year.

Next up were the Boar Riders. I bought these from a friend who had been given an entire Orcs and Goblins army by a friend of his who had stopped playing. Why am I never that lucky! Anyway, after I had removed the paint, it was time to give them a go! I painted the boars and their bases first so I had a nice unit of boars looking at me begging for riders. Once again, the beasties were fun (and easy) too paint. Then I went to the riders. I used the same colour scheme on their flesh as I used on the crew of the Boar Chariot. I think I'll use this on every orc from now on. After a while I had finished them, but there was a problem: their shields weren't right. They came with some small round shields (I think Skaven) with which I couldn't do much. As you might have noticed on my Orc Boyz, I like painting "faces" on their shields. So I deiced to make some shields myself. First, I

tried to make a mould of an orc shield with greenstuff and then using greenstuff again to cast the shields, while using olive oil to make it less sticky. Fail. So I did something I am starting to turn into an art form: I cut up plastic sprue and used that to make the shields. The result was quite nice and it gave me some space to paint on "faces"! I had some minor problems with ranking the Boar Boyz up, but I can forgive myself for that.

So the army for my little tournament was finished. Having only played with O&G once at that point, I decided to show the others the power of the Orcs and Goblins!

So when I woke up on the day of the games, I noticed I had mis-slept. Result: I missed the first battle and the first quiz. D'oh! Luckily they let me do the quiz anyway. So, concerning the battles: there were five of them (well, for me at least). I lost all but one of them: against a Night Goblin army. Throughout the battles, my fanatics killed a whopping two enemy models and at least a dozen of mine! And the major reason for losing those games was that every time one of my units had to make an important move (avoid being charged in the flank, charging some squishy opponents) they failed their animosity. It did make people laugh though! At the end of the games, I was 15th, together with 3 other guys. Only one person was below us... Ah well, I had a great time! I even had to make a diplomat for one of the scenarios, so I made a funny peace loving goblin!

So, the games were done and I went back to my army. When I was thinking on what to paint next, I said "time for some artillery!". And there was the Spear Chukka! He did need an Orc Bully though, so I converted one by removing the arms of a plastic Arrer Boy and giving him a spear arm from the Orc Boyz sprue and the shield arm from the Orc Warboss sprue, so it looks like he is threatening to beat up the poor Gobbos. Painting the chukka and the crew was also fun (accept for the last goblin crew member) and for me relatively fast.

So let's count: 76 points for the Spider Riders, 170 points for the Boar Boyz and 40 points for the Spear Chukka. That makes... 286 points... Aw! But I have an excuse! It was my birthday in the end of August (finally 18!), so that day and the ones around it I was quite busy! But still, I'm a bit too much behind right now, so I think it's time I deploy my secret weapon...



Mostyn

Ahh, DWQ thirteen. Unlucky for you if you thought I'd get 375pts done. It's not been a particularly successful couple of months in



TALE OF "X" GAMERS

Continued From Page: 10

truth. I mean, I like painting as much as the next grot but when it's a glorious summer's day outside you've really got to take advantage. Also holidays, when you reach my venerable age, actually mean less opportunity to paint toy soldiers and lots of time paying tourist prices for average meals in foreign climes; I can't shake the feeling time off was more fun as a teenager. I've been further hampered by misplacing my army book. I'm convinced I've left it somewhere stupid but I'm certainly not going to buy another one until I've triple checked every room in the house. As it stands these points are all from memory so if you think some of the numbers are a bit out, you're probably right...

So first up in my, minimum figures, maximum points, update is the general for the 1000pt night goblin group, Big Boss Finkle. He's armed with light armour, an additional hand weapon and the armour of Gork (I think that's what it's called, the +1 T armour) which brings him to 86 pts.

This guy was an attempt to have a crack at some NMM. Plenty of things for me to improve for the next time I try NMM, in particular the positioning of highlights as I've placed them as I would for a piece of cloth. I also discovered the, not unsurprising, fact that mithril silver mixed with red gives a pink colour; who'd have thought it: Light colours and red combining to make pink! Despite this I quite like the overall 'red' feel and it certainly matches the rest of the grots so he's been given the exalted position of 'Da Boss'.

Next up is a giant, otherwise known as The Gitsnatcher, or Mr The Gitsnatcher to you. The theme for the Giant is that, as is so common with greenies, and probably why I love them so despite everyone else wanting to power up the army list, the grand plan has not quite worked out. In this case the giant has developed a tendency to grab grots rather than 'ummies, stunties or whoever else is the enemy of choice; hence the dead orc in a cage and the 'Bag o' Grots'. The former is just the orc from the Dogs of war regiment, the Cursed Company, stuck in the cage you get with the Giant. I tried to have the sword arm bent around holding the cage but it snapped off and was such a pain to pin back on I finally gave up and left it 'fallen'. The 'Bag o' Grots' was really easy to do, I just cut off all the Halfling bits and replaced them with parts from the common goblin sprue, you might note the legs are longer than originally for a start. This guy took a month in total to finish and by the end I'd seriously lost my motivation so there are some areas, generally the later ones, which have received fairly half hearted paint jobs. Other areas suffered because they were just plain hard to get to once the whole thing had been stuck together. I feel I can honestly say this will be the last giant I paint for quite some time. On the bright side he's another 205 pts to

the good guys.

Finally, as a taster, I was messing around with orc paint schemes and different manufacturers' orcs this quarter. The three I did finish are below. The right hand most is a 'speed orc' I painted in an hour using a basecoat, all over wash of Dehneb Mud and single highlights (two on the face). The other two are a foundry and renegade orc which I've done in increasing 1980s 'red' style to see what they'd look like. I wasn't, and still am not, sure which I prefer so I put the orcs on hold, but that doesn't mean I'm not counting the 18 points to take me to a total of 304!

The next quarter will probably prove tricky as I've got to change job, move house and provide support to my wife as she gives birth (I take no responsibility for the latter) so time may be in short supply. All the same, the aim for the final instalment is to bring the night goblin section up to 1000pts with the addition of a wizard, some more spider riders, a spear chukka and of course, more goblins. These added to the rest of the stuff should put me at around 1500pts, albeit a pretty random assortment. With a bit of luck I'll stick to this plan more than have during the previous quarters!

Cloudburst

Its amazing what can happen over a 3 month period, like the other two I fell short of the painting goal, but I have a good reason. My wife and I celebrated the birth of a 3rd child in August which really cuts into painting time. We also had a bunch of people come and visit during July. The good news is that I did manage to get some painting done, and I still had a character and a unit that I could use for extra points.

Lets start with the character that I had up my sleeve. Its a Mostyn Original, and has been alot of fun to use in games. I usually equip him with Light Armour, Shield, Margogs Best Basha, Talisman of Protection and Guzla's Battle Brew, which brings him up to 129 points.

Next we have a unit of Night Goblins with Spears from Battle of Skull Pass. These are the first models I ever painted, and helped me learn alot. So for 100 points we have 25 Night Goblins with Spears.

Next we have the 2 things that I did manage to paint over the past 3 months. The first is 5 squig hoppers, these were fun to paint and I have 4 more that I need to clean and prime to bring the unit to 9 strong. So 5 squig hoppers come to 75 points. And finally the piece that took me 3 weeks to do, the Orc Boar Chariot. I love the details on this model and enjoyed working on it, even though it took me so long to complete. The two Orcs are pinned so it will be possible for me to mount a

TALE OF "X" GAMERS

Continued From Page: 11

character in it if I decide to do that, I might just get a 2nd chariot so that I can paint another one up.

So if we add it up, I had 155 points that I painted in 3 months, and by adding things that were already completed before we get up to 384.

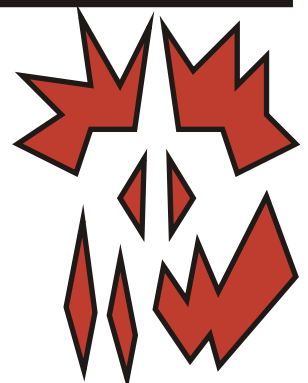
My goals / plans for next time are a unit of Night Goblins with hand weapon and shields (working on cleaning mold lines at the moment), 3 fanatics, 4 more squig hoppers and either a character or some more Orc Boys. Of course at the rate that I paint I will probably only get the 4 squig hoppers completed.



Above Top: These are EyeStabba's Spider Riders

Above: The same unit, but from behind.

Left: This cheeky looking fellow is EyeStabba's "Diplomat" Gobbo. He would like to make it clear that he looks a lot better 'in real life'.





TALE OF "X" GAMERS

Continued From Page: 12



Above: Eystabba's Boar Boyz charge forward.

Below: Eystabba's final 'unit' for this issue. Just so happens to be a Spear Chukka with an Orc Bully. A real long range weapon capable of doing long distance eye-stabbin'...





TALE OF "X" GAMERS

Continued From Page: 13



Above Top: Mostyn's Big Boss Finkle.

Above: This is the Orc Mostyn painted using speed painting techniques.

Left: His Giant who is known as Mr The Gitsnatcher. There are a few more shots of him on the next page.





TALE OF "X" GAMERS

Continued From Page: 14



Top Left: The right hand side of Mostyn's Giant.

Top Right: The sight most enemies would prefer to see - the Giant walking away!

Above: These two guys are Orc models produced by Foundry and Renegade.

TALE OF "X" GAMERS

Continued From Page: 15

Right: This is Cloudbursts' Night Goblin Big Boss on a Giant Cave Squig. Obviously not content with simply riding a big huge nasty Squig, he also brought another smaller one along too!



Below: Cloudburst's Night Goblins made up of the Goblins from Battle For Skull Pass.





TALE OF "X" GAMERS

Continued From Page: 16



Last, but not least, we come to the remainder of Cloudburst's units for this issue.

Above: Alongside the Giant Cave Squig, Cloudburst also has a unit of regular Squig Hoppers.

Right: The Boar Chariot that took 3 weeks complete.

Below: The entire army to date arranged and ready to do battle with the enemy!



BATTLE REPORT I

By: Peegore

This issue, we've got ourselves two battle reports. The first one is the final battle of a mini-campaign involving Greenskins pitted against High Elves and Dwarfs. The second battle report is part two of the "Tribe" comic-book styled battle report.

First up, the following battle report, plus numerous others can be found at <http://peegorespage.awardspace.com/Battle%20Reports.html> and due to the format of the reports, we've left them as they are - I haven't drawn up battle maps for this one as I have done in the past.

-Ed Goofycabal

Finally, we have arrived at the big one! The third and final part of the mini campaign.

Skarsnik and his horde have defeated the High Elves, who were forced to retreat with the tattered remains of their army back to their warships. Elsewhere, a force of

Elite Orcs, rallying to the call of Skarsnik, bloodily stemmed the march of the Dwarfs who were moving to support the High Elves against this rising green tide of Waaagh.

But Behemet's grip over the greenskins had been loosened somewhat by the reappearance of Farhesh. He had clouded Behemet's vision, and the goblins had become unruly, unnecessarily pillaging villages and townships as they marched, slowing their progress. And this had bought the High Elves and Dwarfs precious time. Time to muster a token force each, that between them could possibly confront the Night Goblin army and finish their reign of terror, and at the same time stop Behemet from achieving his ultimate goal.

The High Elven and Dwarf forces converged on the town of Scorcio. It is here they will make their final stand.



Night Goblins - OBJECTIVES

Standard Victory points for a Pitched Battle game.
+200vp if Inien Githwing is killed (due to him being host to the deity Farhesh)

High Elves and Dwarfs - OBJECTIVES

Standard Victory points for a Pitched Battle game.
+200vp if Night Goblin Great Shaman killed (due to him being host to the deity Behemet)



BATTLE REPORT I

Continued From Page: 18

The Forces

NIGHT GOBLINS

Heroes

Skarsnik & Gobbla. Skarsnik is armed with Skarsnik's Prodder.

Level 4 **Night Goblin Great Shaman** armed with the Horn of Urgok, Warboss Um's Best Big Boss At, and a Dispel Scroll. His spells are Brain Bursta, Foot of Gork, Hand of Gork and Mork Wants Ya.

Level 2 **Night Goblin Shaman** armed with Nibbla's Itty Ring and a Dispel Scroll. His spells are Gaze of Gork and Foot of Gork.

Level 2 **Night Goblin Shaman** armed with a Dispel Scroll and a Power Stone. His spells are Gaze of Gork and Hand of Gork.

Night Goblin Big Boss mounted on a **Giant Cave Squig.** He is armed with the Sword of Might and Brimstone Bauble.

Night Goblin Big Boss. He is the army Battle Standard Bearer and carries the Bad Moon on a Stick.

Core

25 **Night Goblins** armed with Hand Weapons and Shields. The unit has a Full Command, and includes Netters.

25 **Night Goblins** armed with Spears and Shields. The unit has a Full Command.

25 **Night Goblins** armed with Spears and Shields. The unit has a Full Command.

25 **Night Goblins** armed with Spears and Shields. The unit has a Full Command.

30 **Night Goblins** armed with Spears and Shields. The unit has a Full Command, and includes Netters.

30 **Night Goblins** armed with Short Bows. The unit has a Full Command, and includes 3 Fanatics.

20 **Night Goblins** armed with Short Bows. The unit has a Full Command, and includes 3 Fanatics.

20 **Night Goblins** armed with Short Bows. The unit has a Full Command, and includes 3 Fanatics.

Special

20 **Squig Herd** (12 **Squigs**, 8 **Herders**).

6 **Squig Hoppers**.

Rare

4 **Stone Trolls**.

Giant.

Giant.

HIGH ELVES

Heroes

Inien Githwing. **High Elf Hero** armed with Amulet of Light and Armour of Caledor.

Elhuir At-mor. **High Elf Hero.** He is the army Battle Standard Bearer and is armed with a Sword of Might and Talisman of Loec.

Githrandril Deorn, Level 2 **Mage** armed with 2 Dispel Scrolls. His spells are Drain magic and Shield of Saphery.

Core

19 **Swordmasters.** The unit includes Full Command, and the Unit Champion is armed with the Gem of Courage. The unit Standard carries the Lion Standard.

19 **Spearelves.** Armed with Spears and Shields. The unit includes Full Command.

19 **Spearelves.** Armed with Spears and Shields. The unit includes Full Command.

Rare

1 **Bolt Thrower.**

1 **Bolt Thrower.**

1 **Great Eagle.**

1 **Great Eagle.**

DWARVES

Heroes

Tyseg Rangestalker. **Thane.** His weapon is engraved with the Runes of Swiftmess; Cleaving; and Fury. His armor engraved with the Rune of Stone.

Endisler Oathkeeper. **Thane.** He is the army Battle Standard Bearer and carries a Runic Banner with Master Rune of Fear and the Rune of Guarding

19 **Longbeards** armed with Hand Weapons and Shields. The unit has a Full Command. The unit Standard Bearer carries a Runic Banner with the Runes of Battle and Stoicism.

19 **Warriors** armed with Hand Weapons and Shields. The unit has a Full Command.

15 **Warriors** armed with Great Weapons. The unit has a Full Command.

10 **Thunderers.**

10 **Quarrellers.**

Rare

1 **Organ Gun.**

1 **Bolt Thrower.** Joined by an Engineer and engraved with the Runes of Penetrating and Burning.

BATTLE REPORT I

Continued From Page: 19

Additional Rules:

Night Goblin Shaman Lord

To represent the power of Behemet residing in the mind of this Shaman host, the shaman rolls for 3 Dark Emissary spells. These are known to him in addition to the Goblin spells he will use.

Inien Githwing, Hero

To represent the weakened power of Farhesh in the mind of this Elven host, the hero will be able to cast the Truthsayer Spell Light of Battle as a bound spell level 3 each magic phase.

Assume all animosity, stupidity and appropriate leadership checks were passed if not otherwise stated! Also, if a spell is failed to cast, or dispelled, I quite often won't report it to keep the text less wordy...

As the campaign fluff had the High Elves and Dwarfs blocking the route of Skarsnik on the outskirts of the town of Scorcio, their deployment area would be the

village table edge. Other than the village that was pre-placed, terrain was placed as per pitched battle rules.

Dicing for who deployed units first, Darryl and I lost the roll. Mick made us put the first units down. The resulting battle lines were hardly a surprise to either side..

And so the game did commence...

Night Goblin Turn 1

Mick won the roll for first turn and took it. Skarsnik's greenskin horde surged forward, with a Night Goblin unit rolling 6 for Animosity and gaining an extra 2 inches, and a unit of archers in front of the Level 4 Shaman rolling 1 and deciding to bicker!

A couple of spells were attempted, in the form of two separate Foot of Gork (Feet of Gork?) attempts on Elven bolt throwers. But both were dispelled.

And with that, the Night Goblin's first turn was swiftly over!



Above: Night Goblin Turn 1

BATTLE REPORT I

Continued From Page: 20

High Elves and Dwarves Turn 1

Due to Skarsnik's special 'tactikul' rules, the only units that had to move on as if returning to the battlefield were a spearman unit and my Battle Standard. I walked the Dwarf Warrior unit backwards a little, and Endisler Oathkeeper joined from the rear. The boldest move was from Darryl and his 2 sacrificial Eagles. They were taken with the specific purpose of triggering the fanatics, of which we assumed (and quite rightly as it turned out) he'd have quite a few of. Poor old Grimwing and Windflyte (for that is their names).

And trigger the fanatics they did. As was starting to become typical, Grimwing took a real beakful of flailing ball and chain, having all Three fanatics roll 9 to slam Straight through him. With his usual deathsong of 'SQUAAAAAWK!', he was reduced to a feathered pulp. Next to him, Windflyte could only close his eyes and hope for the best. And for a change, the best came! As he opened one eye, he saw that all three fanatics heading towards him had failed to even reach him! There was a chance he would get see a real fight this day... and not end up as fanatic fodder...



Above: High Elves and Dwarves Turn 1

Crew member instantly. Mick had done better magically in our phase than his own. Sodding flukey git...

...Still, the elven bolt thrower was able to fire. And it did so spectacularly, killing 4 of the 6 squig hoppers that had bounced through the woods opposite. Result!. The quarrelers laid down a volley at Skarsnik's unit, as did the handgunners. But the handgunners shots fell 1" short, and the bolts of the crossbow only managed to kill a solitary greenskin. The other elven bolt thrower fired at the fanatics that had so cruelly slain Grimwing, killing one of them. On the right flank, the organ gun leveled it's sights at the squig herd, managing to fire off 8 shots after a re-roll. 6 of their number wouldn't be fighting this day, as they were killed in the volley. Lastly, the dwarf bolt thrower shot at one of the giants and caused him 2 wounds.



The Great Eagles Fly Out To Sacrifice Themselves And Release The Fanatics.

In the magic phase, Githrandril attempted his only spell. Unfortunately, and with the sort of rolling only Darryl can come up with, he miscast. This resulted in the gobbo's getting an immediate chance to cast Foot of Gork which went through undispelled. This was targeted at the left flank elven bolt thrower. But as luck would have it, of the 5 potential wounds to be caused, 4 hit the Bolt thrower wounding twice, while the last one killed a



The Dwarf Organ Gun Takes Aim, And Lets Fly With Devastating Effect.



BATTLE REPORT I

Continued From Page: 21



Above: Night Goblins Turn 2

Night Goblins Turn 2

Animosity had little effect on most goblins... a unit of spearmen near the big hill rolled a 6 and gained an extra several inches..but oh dear. The large unit of Archers nearby the woods rolled a 1. This effectively stopped three other units behind it, one being the trolls. Also being as random as ever were the fanatics. 4 fanatics in total crashed into each other, and the fifth one span predictably back towards his own lines. But unfortunately for Windflyte the eagle, he would suffer the same fate as his brethren the turn before.... 1 fanatic. 1 horrendously damaging ball and chain. 1 dead eagle. Squaaaaawk...



The Two Remaining Squig Hoppers Bound Forward To Engage The Bolt Thrower...



...And End Up Bounding Forward Into The Exposed Flank Of The Dwarf Thunderers.

The only charge of the turn came from the 2 lone squig hoppers, who managed to bounce with just enough vigour to reach the bolt thrower with solitary crew member. Yet with still quite a few war machines and missile weapons facing them, the rest of the army pushed forward as fast as possible.

Due to half of the shamen being stuck behind a load of Stone Trolls, several of the gobbo spells were still yet out of range. What spells were cast were either successfully dispelled or just plain failed. Our limited dispel pool had seen us through. And just as we thought we'd take a breather.... Skarsnik let rip with his prodder. Never good (for us) when he's surrounded by a load

of gobbo 'battery' units. 7 str 6 shots struck the spearelf unit containing Inien Githwing. 7 Died. But the unit held fast.

The gobbo shortbows were still not yet in range, so the turn finished with the only combat. two squig hoppers and a lone elf artillery crewman. Yes, his speed of asuryan got him the first strike. But rolling 1 to hit is useless however fast you are. The squigs leered with their huge tooth-filled maws. Then descended with an unnatural speed for such turgid beasts, devouring the elf before he could even scream. Unsated, they bounded forward and found the flank of the dwarf thunderers exposed and attacked...



Above: High Elves And Dwarves Turn 2

High Elves And Dwarves Turn 2

With the goblin's left flank getting quite close, and the heavy hitting giant and squig mounted hero combo swinging around in a wide flank, the high elves and dwarfs maneuvered to ready themselves for a fight. The Swordmasters, being nearest to the double giant threat turned to face them, confident in their speed and two handed weapons. the rest of the dwarfs moved forward slightly, inviting combat, with the great weapon armed dwarf warriors maneuvering towards the greenskin flank.

True to form, following Inien Githwing attempting to use his Diety's bound power (see special rules at beginning) but having it dispelled, Darryl tired to cast Drain Magic with his mage. And Miscast. Bloody hell. Twice in a row (Four times in a row if you count his last game...). He rolled on the miscast table. Balls. It seemed he was a mage no more. He had been stripped of his one level of magic, and was now just a really rubbish fighter wearing poncey robes. Double Balls.

Shooting. The plan from the beginning was to try and

Thing is, we were a bolt thrower down, and a unit of handgunners were tied up. Darryl opened fire on Skarsnik's unit but only killed a couple, so we ditched the 'shoot Skarsnik' plan. The Dwarf bolt thrower attempted to hit the giant that had already been wounded but missed with a 1. The organ gun fired a volley at the squig herd but misfired! Luckily, it would fire again next turn...Lastly, not wanting the nasty Squig herd charging into anything if I could help it, the quarrelers fired at extreme range and managed to take down 7 casualties in the herd unit! Result!. Actually, not lastly, as Inien Githwing with his longbow tried to take down the nearest fanatic but failed. Al things considered.... the shooting was letting us down big time.

Back to the rampant Squig Hoppers! They didn't hang about, and set-to chomping their way through 3 dwarf thunderers. with nobody left to strike back.... a draw (I had 1 extra rank, outnumbered and defended hill) I actually should have won by 1, 'cos I had paid for a musician, but as I had forgot to put the model in the unit, I forgot I had it. Must read my army list better next time..... no biggie really. Gobbo's turn now..... and I was a little worried (Darryl was at the toilet. Again)



BATTLE REPORT I

Continued From Page: 23

Night Goblins Turn 3

Animosity was not going well near the woods. Unit 6, the large unit of night goblin archers stood in front of the trolls, and another greenskin unit with mage, rolled a 1. Again. Looked like there were some serious issues they'd need to resolve. Involving violence I'd imagine... The rest of the army unaffected, the goblin unit of archers near the large hill charged the hedge-bound Dwarven warriors with battle standard, passing (on their own Ld!) the Fear check required to do so, due to the runes placed on Endislers Standard.

Elsewhere, tactical maneuvers were made. Most importantly, Skarsnik and the battle standard With his unit 'jumped ship' into the nearby large spear-armed unit to his left. Mick was aware that a good turn of shooting could panic the unit he was in. Behind the charging unit of archers, a unit of speargobbos shuffled and moved so that should the archers flee, and the dwarfs follow through, the eventual path of combat would lead to Skarsnik and his now all-eggs-in-one-basket unit. The giants and the hero on squig split, threatening the front and flank of the swordmasters.

The movement of the archers opposite the main spear and dwarf line had triggered yet more fanatics. All three headed towards the Dwarf longbeards (the unit responsible for the release). But rolls of 2", 3" and 5" saw all three fanatics fall short. Not a very good position for either side really! The other two continued to flail and spin, one coming very close to Skarsnik's previous unit...

Again, a flurry of magic being failed to cast was followed by a Foot of Gork that got through (we had only 4 dispel dice now, and several bound items to counter at the end of each gobbo magic phase. Not plain sailing...) This descended from the skies to land on the organ gun and crew. Luckily, 3 of the 4 crew must have slipped between Gork's immense toes, as only 1 was killed! Phew. Our remaining dispel dice dealt with the prodder and the Horn of Urgok (+1 Ld gobbos, -1 Ld HE & Dwarfs for 1 turn....don't think so!). A bit of a let-off for the defending forces this turn...

Boldly, the goblin archers waded into the Dwarfs, hacking this way and that. They even managed to fell a dwarf for their efforts, but the attacks back were only barely much better. 2 Gobbos fell thanks to the Endisler.



Above: Night Goblins Turn 3

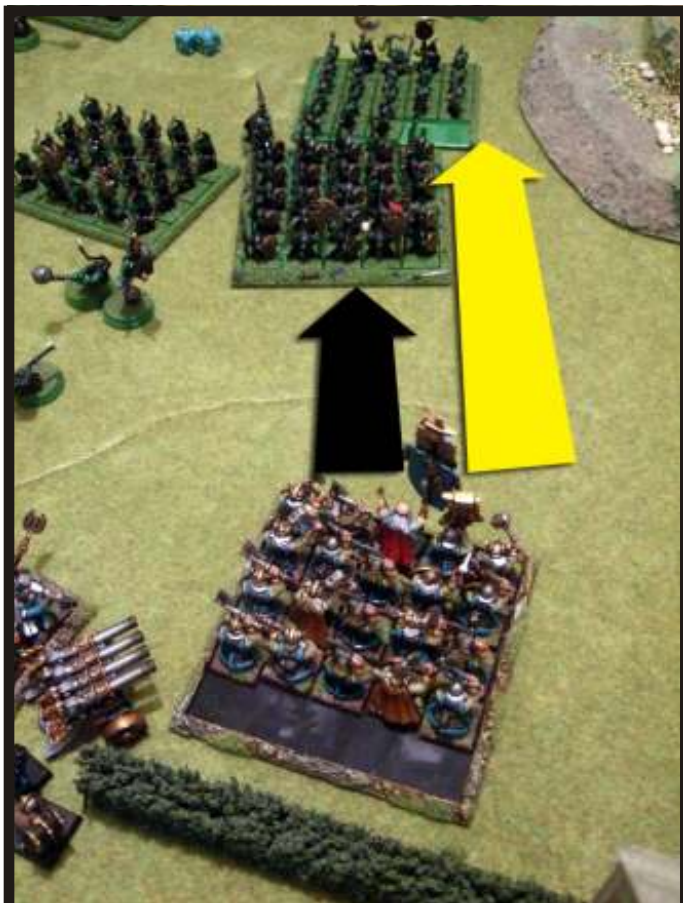
The dwarven warriors were obviously still feeling the effects of the Bugmans Brew from the night before, as none managed to kill a damn thing (Even with Hatred, 2 attacks eventually hit home but both failed to wound!). With combat resolved, the Dwarfs had won by 3. Too far away from Skarsnik to benefit from his superior Ld, they needed double 1's, but failed to get them. Fleeing 9", the Dwarfs followed up 8" (much to my chagrin. Damn the double-edged sword of a rule that is Hatred...) and hit the spear armed geenskins behind, who under the iron leadership of Skarsnik, were not panicked at all by the retreat. The Dwarf unit had been pulled out of formation and was now becoming a rampaging lone target. As Mick had planned.



The Night Goblin Archers Charge Headlong Into The Dwarves...


BATTLE REPORT I

Continued From Page: 24



...And End Up Running For The Hills With The Dwarves Close Behind!

On 'Artillery Hill', the 'hoppers were atrocious. For all the gnashing of jaws, and flashing of teeth, the Dwarven flank survived with no casualties. They both swung at the balloon-shaped beasts and pop! Both of the models were taken down...



Above: High Elves And Dwarves Turn 3

High Elves And Dwarves Turn 3

What with all the fanatics flying about between the battle lines, the only (sensible) units to move were on the flanks. The swordmasters got in the face of the giant and giant squig mounted hero gobbo. At this time, the mage, not wanting to present an easy target and easy VP's moved into the dwarf thunderer unit (something we all decided was OK to do in this game with no quibbles). Finally, the dwarfs with great weapons moved further to a better flank position.

This turn, the organ gun must have had some damp black powder, as it rolled 2 hits and killed exactly...0 squigs. It was up to the dwarven quarrelers to take down 2 of their number, leaving just a handler and a squig. The Dwarven bolt thrower took aim at the lone giant near the trees, and opened fire. The bolt embedded itself in the giant's torso, but he plucked it out and cast it aside with disdain. But a further wound had been caused. Added to this, the thunderers hit their mark and removed 2 more wounds. They all add up I suppose... and he only had 1 wound left. The Elven bolt thrower fired at Skarsnik's new unit, and killed 2 gobbos... not near enough to worry him. And lastly, Inien and Elhuir fired their longbows, killing one of the fanatics mid-spin.

The dwarfs warriors and Endisler had rushed forward last turn into the next waiting unit of goblins, due to their deep hatred for the creatures. Now they found themselves hacking at them, their hatred still burning. 3 greenskins were killed in the melee, but one of the spear armed warriors killed a dwarf in return. The Dwarfs had won combat by 2, so using Skarsnik's Ld, they needed 6 or less to stay in the fight. Failing their first roll on an 8, they re-rolled due to the proximity of the battle standard in Skarsnik's unit and passed on a 4! Buggeration!!! The beared ones were now stuck combat...

Night Goblins Turn 4

Well, would you believe it! The gobbo archers, the ones that had been bickering most of the game next to the wood, rolled a 6 for animosity! With a huge lurch (or was it a really hard shove from the trolls behind them...) then ran forward 5" (to be subsequently followed by their march move). Elsewhere, the mad-ass fanatics must have taken a distinct dislike to each other. The two that were almost



Above: Night Goblins Turn 4

Base to base crashed into each other, and the fanatic in the very front of the gobbo battleline ran madly towards the dwarfs, only to wrap his ball and chain around the other remaining fanatic!!! What are the chances of that eh! Also, the fleeing archers in front of Skarsnik rallied.

The squig and his handler passed their Fear check (The number of Ld checks passed by the greenskins this game defied all logic) and charged the dwarf warrior flank. The rest of the army moved forward , with the giant and squig mounted hero turning yellowbelly, using some very VERY tricky and delicate maneuvering to work their way out of the Swordmasters front charge arc! From near the wood, the other giant marched boldly up to the dwarf bolt thrower and thunderers, hoping to Terrorize them next turn.

Magic started promisingly for the greenskins at first. The Shaman Lord managed to Hand of Gork the just-rallied archers up onto the hill. No doubt Mick was expecting the speargobbos to cave quite soon, and wanted a clear path for Skarsnik and his crew to get at the remaining Dwarf warriors and Endisler the Battle Standard Bearer. But then....MISCAST! The mage in the unit next to

Skarsnik's caused himself 1 unsavable wound. MISCAST!!!! The Great Shaman ALSO caused himself 1 unsavable wound!. After dealing with a few bound items, Nibblas Itty Ring found a target in the single remaining Elven bolt thrower crew member on the hill. Zap. That was one fried elf.

The dwarf warrior/gobbo clash ground on. The squig and the handler failed to cause a wound, and the speargobbos, despite having 11 attacks, failed to cause a single wound as well (they hit 6 times, wounded 2 times, but both were saved by the reliable dwarven armour). Following in the goblin's footsteps, the dwarfs rolled exceptionally badly, the 1's and 2's were rife today. Only 1 greenskin was slain in the ruckus. The fight ended in a draw.

High Elves And Dwarves Turn 4

It was time to strike. A whole host of charges were declared, with both spearelf units attacking the Night goblin unit's opposing them. The Dwarf warriors with great weapons also charged the remaining squig herder, purely to add static CR to the fight. The Longbeards



BATTLE REPORT I

Continued From Page: 27

Night Goblins Turn 5

Hoping to redeem themselves and save face from the last turn, the Night Goblins retaliated. Skarsnik declared a charge at the Dwarf Warriors and Endisler who stood their ground, as did Inien's spearelf unit when charged by the stone trolls (they passed their Stupidity test all on their own!). Over on 'Artillery Hill', the giants charged the bolt thrower and the thunderers. Rounding off the charges was the hero on slobbering squig, who really pulled some huge bounces out of the bag, and managed to hit the quarrelers in the flank! The three fleeing night goblin units all continued to head towards the table edge...

Again, this was not a particularly fruitful magic phase of the shamen. no spells were cast, and bound spells were countered. At least no heads popped I suppose...

So, to the counterstrike...and what a hammerblow of a counterstrike it was! Skarsnik and Gobbla, yet again, proved worth every point paid for them, as they, with their hatred of the bearded ones, slaughtered 7 dwarf warriors in a frenzy of bloodlust. admittedly, the rest of the unit did their bit, killing another 1, but hey... that special character is good! Endisler killed 2 goblins, but this was purely a token effort, as the dwarfs had been beaten, and beaten bad. Insane courage time. But it was not to be. The dwarfs ran 5", but Skarsnik's lads were faster and caught them on an 8" roll. The great weapon armed dwarfs to the flank of this battle did not run, despite the terrible loss.

To the middle of the table, the Stone trolls hit Inien's



The Stone Trolls Charge The High Elves And Chase Down The Elven Spearmen.

spearelves hard. 6 noble elven warriors were crushed by their crude weapons and fists. Inien attempted to strike back, and even did so a couple of times, but their damned hard skin and regeneration stopped any wounds getting through. Outnumbered, afraid of the trolls, the unit broke, and the trolls gave chase. The elves had managed to outpace the hulking brutes by a mere 1"! That was very close indeed...

...shame the same can't be said about the Twin-Giant attack on 'Artillery Hill' The short and tall of this scuffle was there was a lot (I'm talking 4!) Dwarfs stuffed into pants, pockets etc. This resulted in two units being beaten and outnumbered by two terror causing giants, and even with the artillery crew's stubbornness, they

both fled and were caught, including the 'mage that isn't' Githrandril. And yes, I did remember to roll for my 'fend off attacks.' .. I just couldn't put a wound on them! Finally, the hero on squig viciously killed 3 quarrelers without any wounds in return. But having a rank, defending a hill, and outnumbering meant it was a draw (again, paid for a musician but didn't place him therefore forgot him!)

That was some comeback for the greenskins! Turns were disappearing quickly now, and both sides had some serious work to do to earn a win...



Above: Night Goblins Turn 5



Above: High Elves And Dwarves Turn 5

High Elves And Dwarves Turn 5

Well, there were quite a few gobbo units running. but even if they fled the table, the bulk of the points were tied up and still active on the table. Grim just wasn't the word at this point for the allied forces..

In a final push to take down the mighty Skarsnik and ultimately his evil puppet master Behemet, the Dwarf warriors and spearelves both attacked his unit's exposed flanks. Surely they could take him down... couldn't they? Inien and his men had rallied, ready to face the trolls yet again, the longbeards were aligning themselves for whatever the outcome of the battle may be, and the swordmasters, still spoiling for a fight, headed after the pair of giants.

Straight through to combat, and the Elves and Dwarfs attacked. The double flank attack saw 8 night goblin warriors killed, and only the spearelf unit suffered 1 casualty back. With Skarsnik out of the proceedings, the combat was surely ours! BUT NOOOOO. The battle standard bearer had the Bad Moon On A Stick, making the unit Stubborn! Fingers crossed, Darryl and I watched

Mick roll his Ld check tentatively... and he bloody well passed on a roll of 5! SOD! WILL SKARSNIK EVER FAIL A LD TEST???

Disappointed, but unbowed, we fought on. The Hero on giant squig killed 2 more Quarrelers. With no attacks back, the combat was yet again a draw.

Frustration and tension now building on both sides, we entered the final turn



Skarsnik Finds His Unit Flanked From Both Sides.


BATTLE REPORT I

Continued From Page: 29



Above: Night Goblins Turn 6

Night Goblins Turn 6

The last turn, and Skarsnik had his work cut out. He had to rely on his unit's ability so see him to the end of the game. In support of Skarsnik, a unit of speargobbos charged the spearelves in the flank. Across the table, the trolls yet again engaged Inien in combat. The rest of the unengaged fleeing goblins continued to flee, two of them off the board.

In a last ditch attempt to scrape a few more vp's, Mick managed to cast Foot of Gork on the swordmasters on 'Artillery hill'. Killing 5 of them, a panic check was forced. And yes, you must have guessed this, he rolled 11! The swordmasters, after chasing giants all the game, ran from the table, never to be seen again. We laughed...what else could we do??? It summed up Darryl's luck with and against magic this game.



More Goblins Turn Up To Help Skarsnik Fight The Combined Might Of The Elves And Dwarves.

Skarsnik's unit had to fight for their survival. The Spearelves focused all their attacks on Skarsnik's unit. In a show of dice not seen all night, 10 goblins were impaled on their highly polished spears! Blimey. The charging night goblins tried to claw some kills back, but bounced, not killing any. The goblins on the other side of the unit attacked the dwarfs desperately, and managed to kill a single stuntie. They then swung their great axes and cleaved straight through a further 3 goblins, and killed the Great Shaman as well. With all attacks made, it was clear Skarsnik's mob was well beaten, but his unit was still stubborn. He rolled... and got 10, a fail. He then rolled again.....9! He'd finally failed his

Ld test!!! Both elves and dwarves alike opted to chase him down and be rid of him for good. His unit rolled 8 to escape, with the elves failing to catch him on a 6. But the Dwarfs, in a surprise turn of speed, rolled 9 (10-1 for short legs) and ran him down! HUZZAH!!! The other gobbo unit in the fight fled, as did the unit of archers nearby when they witnessed the demise of their once mighty leader.

Again, the trolls hammered the now tattered unit of Inien, killing 2 elves for no wounds in return (I hate regeneration. When it's not on my troops that is). Losing the combat and fleeing yet again, This time Inien was finally caught and rended limb from limb by the beasts. Now, not only was Skarsnik and Behemet defeated, but Inien and the deity Farhesh that resided within him also were no more.

How could I forget.... the hero/giant squig fight. Well, they did good, killing 3 quarrelers. The remainder of the unit fled, and were squished to death by an overexcited green ball with teeth the size of... well a dwarf I'd imagine.

Phew, what a turn. Just the mopping-up to do now...

High Elves And Dwarves Turn 6

Well, all we could do now was consolidate. So the remaining dwarf and elf units shuffled, denied table quarters etc, etc.... and thats was it! The final fight was now done. But how did it score? Was there a clear winner???



BATTLE REPORT I

Continued From Page: 30

Overview

So, this was the end? The path of devastation wrought by Skarsnik had been terrible. The Elven and Dwarven lives laid down in stemming the greenskin tide had been even greater. But the end did indeed justify the means, as the deity Behemet, should he have had a chance to achieve his fullest of power, would have brought down upon the world a destruction many times more horrendous than this.

As the remaining troops that fought under the influence of the forces of Farhesh left for their homelands, and the lands of Tilea started to settle back down into what could be considered their everyday life, a strange phenomenon could be seen. For several weeks after the final battle, the skies seemed to grow unnaturally crimson just before the sun set. Some saw it as a portent of dark times ahead. Most chose to ignore it.

But for one person looking up at the heavens during this time, it had an altogether more sinister meaning.

That battle was all over the place!. There were high's, lows, bad dice rolls, and Skarsnik holding out until the very end! The most entertaining parts for me were the attack/counter attack mid game, where neither side knew what the eventual outcome of the game would be.

And of course Skarsnik. He's a legend! That character was the lynchpin of all the games he's been in.

We made the mistake early on of deciding to try and shoot Skarsnik's unit until he panicked, whereas we should really have done the usual thing and concentrated fire on the giants and hero on squig. That cost us A LOT of points around 'Artillery Hill'. I'm sure Mick would agree, his 'Uber' Skarsnik unit that formed mid game when he jumped-ship was risk. If and when that unit went, a lot of points went with it. Also, Hatred is a ruddy double-edged sword sometimes! My dwarf warrior unit with Battle standard got dragged into several combats and pulled well out of battle line, whereas I'd usually have opted to keep them in line with the rest of the troops. And I felt Mick's frustration during the first three turns, when 1 unit of gobbos held up a large chunk of his army!

But overall, a great game and a really enjoyable mini campaign. The deities that fell to olde earth a few games back both now seem defeated. But who knows, the saga may yet continue.

I hope it does anyway.....



Skarsnik's Night Goblin Horde

Total Victory Points: 2,430

High Elf and Dwarf Alliance

Total Victory Points: 2,733

Result

Draw!



Man Of The Match

How could it NOT be Skarsnik and Gobbla! This pair MADE the campaign. Characterful and not too shabby on the battlefield.

We salute you!!!!



Orion

2-RETURN OF DA BOSS





BATTLE REPORT 2

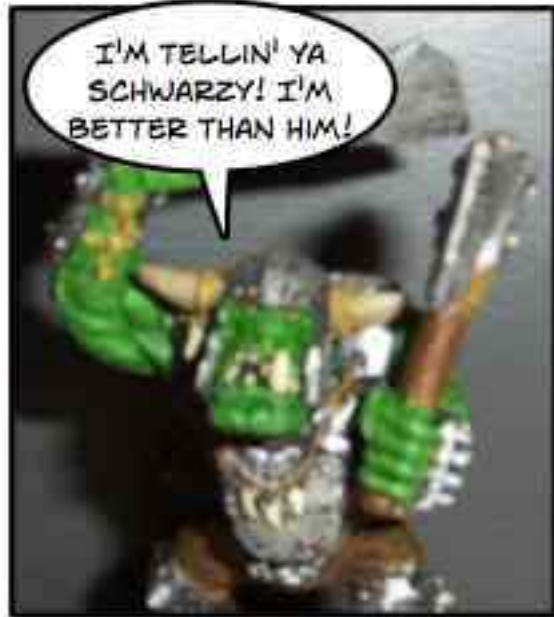
Continued From Page: 32

THE VILLAGE SOMETHIN' WAS SLOWLY GETTING BACK TO TRANQUILITY... AND THE ORCS QUICKLY FORGOT THEIR NIGHT OF HORROR... ALMOST ALL OF THEM...



PFFT! FINALLY! EVERYTHIN'S CLEANED... GORK WILL BE HAPPY 'BOUT ALL THOSE SKULLS'!

BECAUSE AN ORC, MORE AMBITIOUS, WASN'T SATISFIED ANY MORE WITH THE DAILY ROUTINE... HE RATHER HOPED TO BENEFIT FROM THIS VICTORY...



I'M TELLIN' YA SCHWARZY! I'M BETTER THAN HIM!



MEUH! GROTESK... YA KNOW THAT FUGLIORK WILL KILL US IF HE HEAR YOU!

PFFT



YA SAW WHAT I'VE MADE OF THOSE BONES-BAGS!? I'M READY FOR THAT FAT FUGLIO!

YA'LL SEE... I'LL GREET HIM GROTESK WAY BABY!

MARF! YOU'RE SERIOUS?



BATTLE REPORT 2

Continued From Page: 33

UNFORTUNATLY, THE ORCS WEREN'T THE ONLY ONES TO CONSPIRE... SINCE IN THE WOOD, HARDLY RECOVERING FROM THEIR DEFEAT, THE NOW THRICE BORN WASN'T GOING TO STAY DOWN...



YOU'VE DISAPPOINTED YOUR MASTER, SOLDIER!

PFFFT!



BUT LET ME HELP YOU TO REGAIN HIS TRUST...

BLA BLA BLA!



...AND DON'T FORGET, YOU WILL NOT BE GRANTED A THIRD CHANCE!

AND WHAT ABOUT THE FAMOUS: "NEVER TWO WITHOUT THREE!"



GO BACK TO THE VILLAGE WITH THE REST OF THE TROOPS...

YOU'RE NOT MY MOM!



BATTLE REPORT 2

Continued From Page: 34



LETS GO FOLK! ONE MORE TIME!
BLOW EVERYTHING THIS TIME! BE
MEAN, AIM THE BALLS!

WHAT? NO BREAK BETWEEN
THE FIGHTS?

YOU BET!

WE'LL HAVE TO
SYNDICATE OURSELF
DUDE...

DURING THAT TIME, AT THE VILLAGE...



THERE'S DA
SNOT!



IT'S GOOD TO
BE AT HOME
AGAIN!



SO GROTESK, NO PROB HERE?

NOP, NOTHIN!
AT ALL!



I BET HE
WON'T DO
IT!



HEEEELP! DA
UNDEAD ARE BACK!



BATTLE REPORT 2

Continued From Page: 35





BATTLE REPORT 2

Continued From Page: 36



THE WOLVES ON EACH SIDE!
HIT THEM HARD!

NO MORE
CHANCE THIS
TIME! I'M
GOING TOP
SPEED!

SO MUCH PRESSURE...
IT'S PSYCHOLOGICAL
HARRASMENT!



WOAH! WAIT FOR ME!
KOF KOF! I'M NOT
YOUNG ANYMORE!



THERE'S SUM BEAST ON
DA RIGHT! COME ON!



THOSE WOLVES
BETTER BE READY!



THIS WAY! WE'LL
TAKE THEM FROM
BEHIND!

COULD WE JUST
STAY HIDDEN?



BE READY TO
WELCOME
THEM!

I'M GOIN' I'M
GOIN'! LET'S
FIGHT!

ZOG! I JUST FORGOT MY
WELCOME SIGN...



HEY! THAT'S
NOT THE
WELCOMING
PROTOCOL!

POOR HIM,
HE'LL DIE
FOR SURE!

WAAGH!
WAAGH!
WAAGH!



KLING!



ZOG! I DID IT...
HE'S DOWN!

WAAH! THIS
GUY IS
SERIOUS!



BATTLE REPORT 2

Continued From Page: 37



TOO COOL!
HE GOT HIM!

GO FOR IT
DUDE! WE'RE
WITH YOU!

WAAAAGH!

COME ON! KILL
DEM ALL! ONLY A
DOZEN LEFT!

HE'S MAD!
KILL HIM!

I'M
IMMORTAL!
WAAAAGH!

I HOPE HE HAD
GOOD
INSURANCE...

IT WASNT A
GOOD IDEA TO
COMING BACK...

I DONT
WANNA
DIE...
AGAIN...

WHAT
THE...



I GUESS WE
CAN'T
NEGOCIATE?



AAARG! I'LL TAKE
THAT FOR A NO...

SPLASH!

TAKE THIS
SCUM!



GULP!

TOLD YA WE
COULD GET
THEM!



NICE PUPPY!



SPLASH!

SIT DOWN!



BATTLE REPORT 2

Continued From Page: 38



FORWARD!
FINISH DEM
ALL!



SO... WE MEET
AGAIN...

NOT LIKE I'M HAPPY
'BOUT THAT!



WE'LL GET THEM
FOR GOOD THOSE
BONES!

WAAAGH!

IT'S
MY
TURN!

WAHA! WHO
WANT SOME
MORE?

KLANG!

IT'S
LOOKING
BAD...

NOT
AGAINIIIIIIIN...



THIEF! HE
WAS MINE!

THERE!

SPLASH!



WE'LL SEND
YOU BACK FROM
WHERE YOU
CAME!

SPLASH!
GUUH!

NO WAY! GET OUT, I WAS
ALMOST THERE!



THERE WE GO!
TOLD YA WE COULD
DO IT!

SPLASH!

YA, ALL THAT FOR A
SINGLE DIRTY
WOLF...



BATTLE REPORT 2

Continued From Page: 39



WAAAGH!

SPLASH!

CHARGE!
CHARGE!



BBQ!

EASY!



IT'S A CARNAGE... AND NOT REALLY FOR US... THAT'S PRETTY ANNOYING...

RUN!



GET OUT AND NEVER COME BACK!

WHAT? ALREADY TIME TO FLEE?

IT'S CALLED STRATEGIC WITHDRAWAL!

WAAAGH!



WAAAGH!

WAAAH!

I'M TOO YOUNG FOR DYING!

DAMN GREENSKIN...

MOMMY!

WE WAS JUST STARTING TO HAVE FUN!

COME BACK HERE SO WE CAN PLAY MORE!

I GOT A BAD IMPRESSION OF DÉJÀ VU...



BATTLE REPORT 2

Continued From Page: 40



IT'S THE LAST TIME I COME HERE! ENOUGH FOR ME!

OWW! MY SKULL!



COME BACK! YOU'RE NOT FUNNY!

BAH, YOU'RE NOT THE ONE CLEANING UP!



BUT ON THE EDGE OF THE WOOD, SOMEONE ASSISTED TO THE WHOLE SCENE...

WE'RE NEVER BETTER SERVED THAN BY OURSELF... TIME FOR PLAN "B"!



I THINK IT'S TIME FOR SOME EXPLANATION GROTESK---

DAMN!

... DESPITE A SECOND DEFEAT, THE LORD OF THE DEAD WASN'T OUT OF RESSOURCES... AND THEIR EVIL PLAN WOULD GET MORE TERRIFYING THAN EVER...

END



BATTLE REPORT 2

Continued From Page: 41

We'd like to thank Big Bubba and his buddy mioumboy who have chronicled one of their Warhammer Skirmish battles in Comic Book format. Last issue, we gave you part 1 of their battle.

This time around, we got to see the second part. Once again, the Greenskins were victorious over the Undead - just as it should be! Both sides were played with around 150 points worth of troops.

Orcs

Fugliork - Black Orc Champion

Grotesk - Orc Champion with 2 choppas
2 Body Guard - Black Orcs
1 Orc with choppa and shield
9 Orcs with 2 choppas

Undead

1 Grave Guard Champion with shield
1 Grave Guard with shield
2 Grave Guard with great weapon
4 Dire Wolves
4 Zombies
5 Skeletons



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!

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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.

an' since weee caused master goofy ter cut 'is 'and open weee' made sure ter keep outta 'is hair while 'e worked on dis wun.

wait, master goofy dun 'ave any hair anyways...

Well, neiva do weee, bu' ol fink 'e's more worried abart not 'aving hair, than weee are!

DA LEGAL BITZ

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