

DWARF

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WHAT
FEAR OF
SPIDERS?





EDITORIAL

By: Warlord Ghazak Gazhkull

Hi fellow greenskins,

It is finally time to welcome a new issue of DWQ. We had some issues with making the deadline, because there were some annoying Snotlings around that messed up the programs. But I find that it was worth it to wait for it.

First of all we have an interview with a warboss, one that has gathered a massive army during the years: Kaptain Blacksquig.

We also have a review of the new Chaos Warriors and how Greenskins should take them out, of course there are other ways to kill them. And we also have two articles from Groznit Goregut, one on how to build a greenskin army and the other one about how to use the scenery to your advantage.

And I would like to thank Grupas for his awesome cover that he made for this issue.

WAAAAGH

Greetz

Warlord Ghazak Gazhkull.



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DA GOOFY WUN

By: Goofycabal

Okay, so we had a few technical difficulties in getting this out to you, but this one's a real cracker!

First up I have to give full credit to Grupas for his outstanding Spider Rider artwork. He originally posted this as a "Work in Progress" on the forums, and was gracious enough to allow us to use this for the cover of this issue. As you can see, the piece is full of great little touches and PLENTY of character. You did a great job on this Grupas.

Next up, as Warlord Ghazak Gazhkull mentioned, Kapatin Blacksquig is the Warboss we interviewed this issue. I've got to say this now: He gave us so many photos to work with that I was spoilt for choice! Hopefully we can get him to post the ones you didn't see in this issue on the forums. I'd have loved to have included them all, but there wouldn't be any room for anything else.

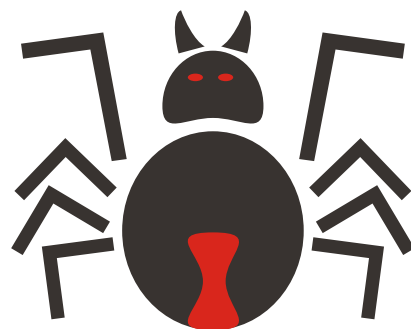
Finally, I'd like to once again apologize for lateness of this issue. I'm sure that Chug an' Lug had something to do with this again.

it weren't us, master goofy. weee's were outta town fer a few weeks 'cause of the big metal fing weee broke.

oh lug, oi tole ya not ter tell 'im dat weee broke dat ... oh, dat's right... oi knew dere was sumfink oi wasn't meant to tell 'im. at least oi didn't tell 'im dat weee chucked it inna river too!

yeah, at least 'e doesn't know abart dat bit!

I do now, you little blighters! I was wondering why there was a fish In my computer...





GAMES WORKSHOP NEWS

By: Goofycabal

Warhammer: Orcs And Goblins

This time around we finally get back to looking at rumours for our very own army. And this one looks set to be a pretty good one for us.

From the sound of it, it would appear that the plans for the 8th edition of the Warhammer rules includes releasing a starter set that includes Greenskins versus either Empire and/or High Elves.

What's even more interesting is the contents of the rumored starter set: Plastic Boar Boyz, a new plastic Boar Chariot and possibly a plastic Orc Shaman.

Unfortunately, even though we seem likely to be getting plastic Boar Boyz, the 8th edition starter set isn't scheduled for release until 2010, so we've still got a bit of a wait before we can get hold of them...

It's also quite likely that we'd be looking at another armybook for our beloved Greenskins.

Other details are a little thin at this stage, but keep your eyes peeled to see what else you can find out!

Additionally, though this photo has been floating around the forums since earlier in the year, it would seem that this is the current pre-production concept model for the new plastic Boars.

This shot was taken at the UK Design Studio open day earlier in the year:



DA WARPATH NEWS

By: Goofycabal

Brand New Gubbinz!

If you hadn't already noticed, we've got a bunch of new shiny artwork floating around the forums. The most important of these is the brand new banner for Da Warpath itself.

Drawn and animated by Grupas, this impressive new banner has replaced our older banner that we've had for a number of years now.

Not only does this new banner look really great, but it also helps us move away from using artwork that Games Workshop has under IP copyright.

In addition to the new banner, our very own WarbossKurgan and Draig have worked together on

providing us with artwork for our own Warpath Medals.

A number of forums have already had this kind of system for sometime, but until recently we had not instigated one for ourselves. We've had Member of the Month awards for many years now, and with our new Medals system, I can finally award actual medals to the winners.

As it stands, we've got a pretty big list of available medals, with an intention to expand the list in the future (especially in regards to new online campaigns that Da Warpath members are involved in (more on this later on in this issue).

Go get involved and earn yourself a medal!



INTERVIEW WITH A WARBOSS

By: *Kaptain Blacksquig*

This issue, the Warboss being interviewed is Kaptain Blacksquig.

What got you into painting Greenskins?

"I really enjoyed the look of the early Orc models. Since back in my days of role playing I have always been drawn to greenskins. I think perhaps I was an Orc in a previous life! When the Orc & Goblins starting coming out from GW, I was amazed at the detail and features the models had. Remember, I was still a young man of 16 back in 1982! These were some kind of minis beyond what we had in the early Ral Partha figures, like Dungeon Dwellers and other such sets"

How many points worth of Greenskins have you painted?

"I have at present 19, 257 points worth of painted greenskins, with another 15000 odd points of unpainted stuff waiting in the wings! I am presently adding to this as I work towards the gargantuan horde of greenskins I want to have. Basically my plan is to divide the army into "fluffy" components that I can either field in a pinch or draw different units from. For example I am working on a 2000 block of troops that are siege artillerists. War machines, missile troops and siege equipment. They can then be fielded as a 2000 point legal army or I will draw units from this block as I need them for other battles. Either way they will have their own background, conversions and characters. Insane? Yes! But its part of what playing a greenskins army does for me. Plus I have to keep one step ahead of WWG!"

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

"Converting! Seriously though, I find that getting the miniatures base coated is my favorite part. I, as a rule of thumb, do not field a unit or character until it is at least base coated. I have been gaming for two plus decades and I still can't stand to play in a game or tournament against the primered white legions! While my green stuff work is suspect, I have several friends that are pros at using it so if I am not able to do something on my own with green stuff, I can always press gang them into helping me out! We all need friends, right?"

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

"I find that, for me, the toughest part of the whole painting procedure is the preparation. Clipping, sanding and removing flash are a

mind numbing process but a vital one before moving on to the painting process. I don't really like doing it at all and a lot of my early minis show this dislike. I still come across some where I find I missed some flash or something. Just prior to a legendary battle the other day I found a twisted piece of flash on the earlobe of one of my River Trolls!"

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

"If I had one word, it would be patience! A true greenskins army will be a massive one and you will end up painting a large amount of miniatures. Many of these will be repetitive paint jobs as well. So it is a vital requirement that you have reams of patience. You will soon find it is not just a job, it's an adventure! You really just have to WANT to get the minis painted. It will be a long process but the end results will be well worth it. I try to mix it up when I am painting Orcs & Goblins. I work on maybe a unit of Boyz, and then I set them aside and do some converting on a new Wyvern. The key is to keep focused on the end result of the unit, but give yourself a little break once in awhile and switch to something else. But make sure you go BACK and finish the unit you started once you have had your little diversion"



Arguably One Of The Most Impressive Shaman Beards Ever!

INTERVIEW WITH A WARBOSS

Continued From Page: 3

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

"My favorite miniature? That is indeed a tough question as I have so many of them that have fond memories for me for various reasons. Picking one would be hard but I did narrow it down to two choices. The first choice would have to be Grumsnot, aka Grom the Paunch on foot. He was the leader of my first all Goblin army which I created for use in an Escalation League. I needed a Goblin Boss with a Great Axe to lead my army on the field of battle and the Grom mini fit the bill perfectly. I added that Grumsnot was fat and lazy and it became part of his character. He would hang back in battles because he was too winded to fight, or not march during

turns because it was too exhausting. Things like that. And then there are my Ice trolls. I count them as River Trolls, similar to Yhette in that they are -1 to be hit in combat due to the extreme cold they radiate. I just like the way they turned out and I use them once in awhile now when I want to field a different unit of Trolls. Grumsnot wasn't all that hard to paint but he took on quite the history during the campaign and even went on to fight in the Nemesis Crown campaign where he took the field against the Empire army of Wissenlander! The Goblin army did well, winning the league and that carried over into the Nemesis Crown campaign. While he met his end at the hands of Wissenlander's Empire army he is/was one on my favorite minis out of my Collection!"



A Large Chunk Of The Army Shown Arranged For Battle - With 3(!!) Giants Towering Above Everyone!



A Much Closer Look At The Three Gigantic Brutes, And Don't Forget The Equally Impressive Horde Of Trolls!



INTERVIEW WITH A WARBOSS

Continued From Page: 4



Top: The Whole Army Is Arrayed To Face Off Against Another Force Inside An Empire Town. Lucky They Could Find A Table Large Enough To Accommodate The Entire Army.



Above: A Close-up Of Some Of The River Trolls Standing In Front Of The Giants.

Left: A Doom Diver Ready To Dive Into The Enemy Lines!



INTERVIEW WITH A WARBOSS

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To Add To The Impressiveness Of The Army, Not Only Does Kaptain Blacksquig Have A Horde Of River Trolls, But He Also Has A Number Of Regular Stone Trolls. The Ones Above Have Been Converted Into Ice Trolls; Kaptain Black Squig's Take On Yhettes - Complete With Ice Weapons!



INTERVIEW WITH A WARBOSS

Continued From Page: 6



Left: One Of The Best Uses Of The Metal Dragon Model - Converting It Into A Wyvern For The Orcs And Goblins To Command!

Bottom: Not Only Is The Nigh Goblin Unit Full Of Character (the Taunting Fellow On The Shield For Example), But In The Background We Get To See Two Massive Units Of Black Orcs!





INTERVIEW WITH A WARBOSS

Continued From Page: 7



Here We Get To See Some Close Up Shots Of One Of The Orc Units (above) And One Of The Black Orc Units.





INTERVIEW WITH A WARBOSS

Continued From Page: 8



And If All The Other Models Before Didn't Impress You Enough, Here Are A Selection Of Captain Blacksquig's Sea Orcs!

Each One Brimming With Character.





TALE OF "X" GAMERS

By: Fauthsie

Unfortunately, this issue we have only got the progress of Cloudburst. Both Eyestabba and Mostyn have been far too busy with other commitments to even have time to work on their forces. Since Cloudburst joined the Tale of 'X' Gamers after Eyestabba and Mostyn, this single entry pretty much brings him up to date with the other two.

We'll be trying to see what we can do to get a 'final wrap' on this for DWQ15. Hopefully we can show you what all three of the armies now look like at the same time.

-Ed. Goofycabal

Welcome to another addition of why Cloudburst is a slow painter, the saddest part is that I had 6 months to paint a whole mess of points and still failed to hit the proper amount. I have enjoyed doing this Tale of X Gamer, but have found that I am just not a fast enough painter to keep up with the required point totals.

Here is what I did manage to paint:

- 4 Squig Hoppers
- 20 Night Goblins, hand weapon / shield, musician and netters
- 1 Black Orc Warboss
- 3 fanatics
- 1 Giant
- 1 Orc Banner Bearer and 1 Orc Musician

Which adds up to a grand total of 609 points (musician and banner go with the 2 choppa Orcs, and the Black Orc Warboss is 141 (50 points of gear).

In this time I also put together a bunch of models, but sadly not a lick of paint on any of them. I did manage



The Giant. Certainly The Largest Model In This Army.

close to 1200 points during my time as a Tale of X Gamer though, and am happy with how my army is growing.



Squig Hoppers - Full Of Teeth And Attitude!



TALE OF "X" GAMERS

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Top: Night Goblin Mob.

Above: The Accompanying Fanatics For The Night Goblin Mob.

Right: The Musician And Banner Bearer For The Orc Boyz.



For each of the above models I learned something new, the most obvious is the freehand banner for the Orc Unit, while simple I think it is a great job for a first ever freehand attempt. The Giant was another interesting model to do, and the first one that I have done that is bigger than an Orc, towards the end it was hard to keep motivated with all the straps.

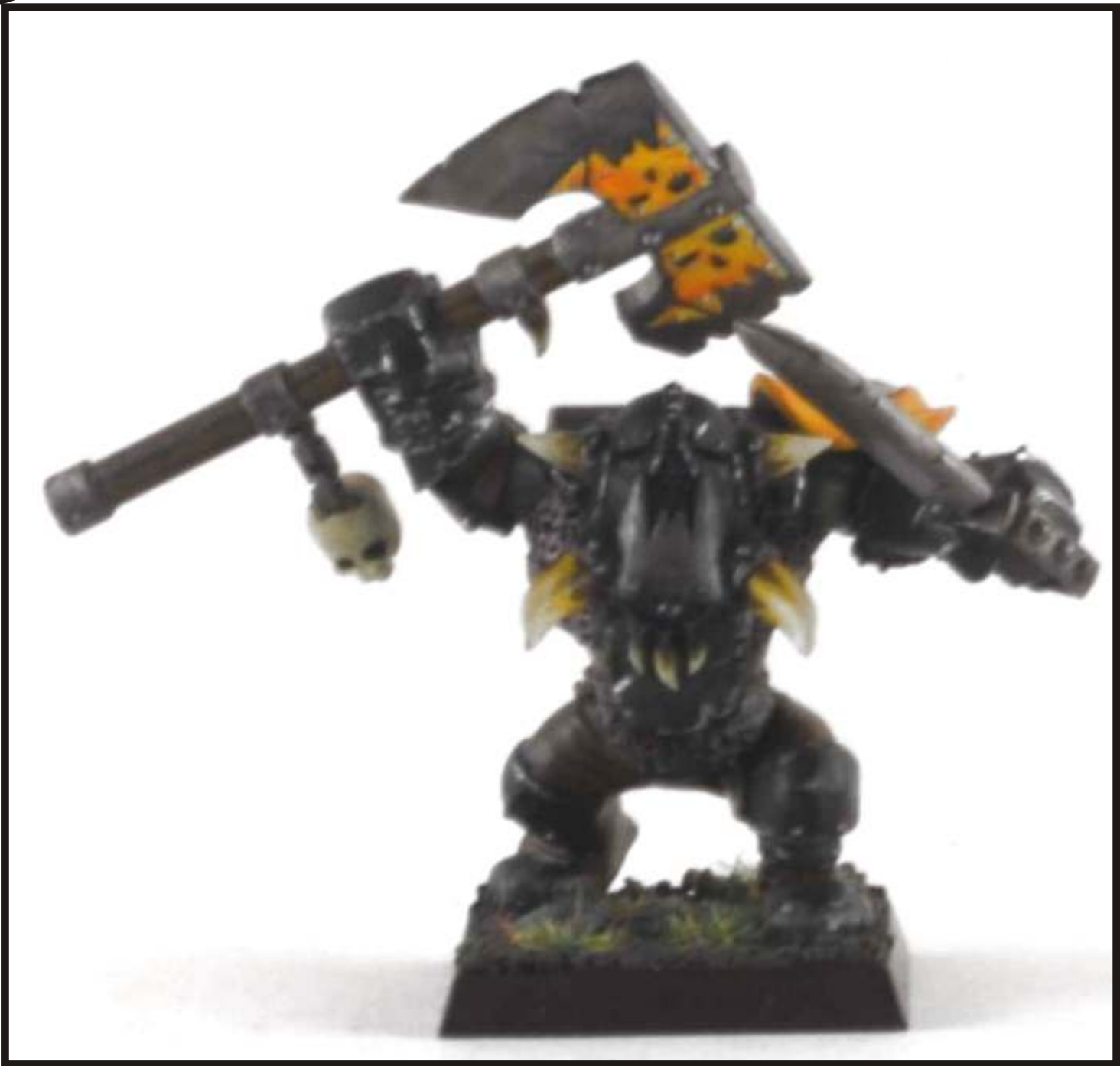
To build my current army to 2k points I have a Wyvern, Night Goblin Shaman, Black Orc Battle Standard Bearer (need to finish the conversion), a second block of Orcs (and add shields to the current 2 hand group), a couple of warmachines and some Wolf Riders. I am figuring that I might get all this done by next year





TALE OF "X" GAMERS

Continued From Page: 11



Above: Cloudburst's Black Orc Warboss

Below: The Entire Army As Is Currently Stands





CAN'T SEE THE FOREST

By: Grozmit Goregut

Terrain is an aspect of the game of Warhammer that can drastically change the outcome, yet is often overlooked. Most table setups will often have hills in deployment zone and woods or buildings on the flanks with a wide and empty field in the middle. This is often done with an attitude of speeding the game up and not letting anything really ruin the fun. A distinct lack of terrain, though, can cause a lot of issues with Orcs and Goblins, especially when facing off against a gunline or any army with war machines. There are a few advantages for our army list that are eliminated when you take away terrain.

Have you ever heard an Empire or Dwarf player bemoan the fact that there are no hills in his or her deployment zone? An open field should elicit the same response from Orcs and Goblins. Why, you ask? I'll be happy to tell you. With 7th Ed, there is a new rule about keeping the middle 12" free from all terrain. Still, that leaves a lot of other places where there could always be something there. I used to think that all the terrain was just going to get in my way. Why would we want there to be more things on the table?

The biggest reason to want terrain is due to two of our special units that no one else happens to get: Spider Riders and Squig Hoppers. These two unique units are able to move through any non-impassable terrain with no penalty. Having large pieces of terrain that no one else is going to be able to move through but us gives us an advantage. Imagine a large wood in the (relative) middle of a table. The enemy is going to have to maneuver around it to get to us and will probably set up defensive channels on either side of it to handle what we

throw at them. Both our special units will be able to bypass these entirely to cause havoc on the enemy ranks. Many people forget about squig hoppers and how they can "charge" 360-degrees. They will be able to jump into the middle of the woods and not be targeted by shooting or most magic. From here, they will be able to go in any direction on any side of the woods, and with good dice rolling; they could hit an enemy unit in the flank. Spider riders are also able to jump out the back side of woods and have a slew of options available to them. I recall Turn One in a tournament where I had the first move. My spider riders moved max speed to just peek out of woods in the middle of the table. My Dark Elf opponent had put a lone sorceress in the back corner on a cold one steed. She was just barely in long range and I was going to hit on 6's. I managed to get two hits, two wounds, and the sorceress failed two armor saves! The caster was dead before she was able to contribute a thing to the battle.

Other units can also benefit from terrain. The best use is to avoid war machines. Hills, buildings, woods, and rocks all block line of sight for enemy cannons, bolt throwers, and even just plain missile troops. By moving up your important units to use these as a screen, you will be able to advance on the enemy more intact. How many times has your giant, wyvern, or chariot succumb to cannons or missile fire before they reached the enemy lines? If you had some terrain to hide behind, you might be able to save your hard units for when the fighting breaks out. Often, you can combine hiding behind terrain and a properly timed Waaagh! to pop a unit out from behind cover and still get a charge off. Even if you just had your best units covered for the first



Kebabi's Goblins Face Off Against @nder's Dwarves On A Table Covered In Trees, Rocks And Even A Hill.



CAN'T SEE THE FOREST

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turn in case your opponent gets the first turn is a good thing. Who wants a dead giant on Turn 1 before you move?

Terrain will also funnel your opponents for when they want to surge across the field. This can be used to good affect if you are able to capitalize on it. I've often put a chariot, giant, or even common goblin unit behind a woods or building that the enemy will have to pass by to get to your lines. That will guarantee a flank charge or even hold the enemy up for a while until they can deal with your threat. I've been able to neutralize an entire flank with a giant for several turns before.

Further review of each type of terrain and its impact is below:

One trick used by generals is to have a vulnerable unit in front of a wood. This unit is bait and is supposed to get charged. When someone charges the bait unit, it flees backwards and through the woods. It draws the enemy to pursue and land in the middle of the woods. This will force the enemy to spend a few turns just trying to get out of the woods. It is a good trick that Orcs and Goblins can use against our opponents, but it is also one to beware of when you see an easy target.

When there is a wood near your deployment zone, don't forget that some enemy armies have scouts that can be placed close to your enemy lines. They can march block, flank charge, or just shoot at your units early on in the game. Placing squig hoppers or spider riders to rush through these woods early can help clear out enemy scouts. Spider riders aren't the best combatants, but I've

seen them defeat High Elf scouts in woods before. Squig hoppers are your better bet to clear out scouts. Also, both of these units are vulnerable to missile fire and you can use woods as cover while you advance.

Lastly, if you have woods in your deployment zone, you can use that to your advantage, too. Enemy flyers make great war machine hunters. If you can put your spear chukkas, rock lobbas, or doom divers in the woods, but within the 2" to give them line of sight, then enemy flyers will not be able to charge you. They will

have to spend a turn landing, then charge, and another turn to get out of the woods. With our cheap war machines, it is usually worth it to tie up enemy units this way, even if we lose our war machines. Lone Shaman is also worth it to stick in woods. The enemy will suffer a -1 to hit anything in the woods, but you should still get line of sight. 10 Arrer boyz used in a defensive position could also make it harder for the enemy to shoot at you.

Hills: These are the other most common piece of terrain on the table. How often, though, do you see them outside of deployment zones? Hills are an excellent piece of terrain to put throughout the table and can work greatly to our advantage. They block line of sight and make advancing easier, but they don't restrict movement. This is quite an asset for an aggressive army like ours. Your units can advance under cover until they crest the hill. Hills also are great places to defend on for the +1 CR they offer.

One aspect of hills that needs to be mentioned is that they block line of sight. That means that if you are



Woods: This is one of the most common types of terrain that you will find in a game of Warhammer. It is rare to find a table with no woods located on it. Wood Elves get to add an extra woods to each table after regular terrain is placed. Woods will block line of sight for war machines, missile weapons, and spells. It is one of the most invasive pieces to affect the battlefield. Flyers cannot fly through it. You can't march through it and it slows you down to half movement. Trees will break the battlefield up into various lanes as you or your opponent will need to move around it to get into combat. Trees are excellent terrain for your spider riders or squig hoppers to move through to hit the enemy in a surprise attack. It will be difficult for your opponent to shift troops back to handle something that is going to break through his lines. Woods are also great for forcing your opponent into combat with units that you want. You can set up traps to charge the flank of any unit that tries to go around woods, as well. Woods are also great cover to advance your units and shield them from unwanted attention.

CAN'T SEE THE FOREST

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behind a hill, you cannot charge another unit on the other side of the hill. This can be used to your favor when you are facing off against a faster moving opponent. It can also hurt you when you need to advance, as the first person to crest the hill will be charged. I played in one tournament where a large hill was directly in the center of the table. It became a big obstacle as neither player wanted to crest the hill first. A Waaagh! could give Orcs and Goblins the advantage for cresting the hill and getting the charge off in the same turn, but that is not always something that can be counted on.

Don't forget, though, about the rules for line of sight while on a hill (page 9, left hand column, last paragraph). They say that units that are on a hill can be targeted by an entire unit of missile troops, no matter how they are ranked up. This makes small units of goblins with short bows quite deadly if the circumstance allows. If you use small units of 20 night goblins for Fanatic Delivery Systems or just as speed bumps, I've found that they are best to take with short bows. Why? Sometimes you find yourself near a large creature or a unit on a hill. If so, the entire unit of 20 gobbos can fire. Their range is short. Their chances of hitting can be slim, but with enough dice, you will most likely get some damage done. If there is a hill in the mid-point of the table, a unit of 20 goblin archers behind it might be able to defend it quite easily. The unit will crest the hill to get a charge next turn. You can fire on your turn. When he does charge, you can Stand & Shoot as a reaction and get the entire unit to fire again. If the enemy is fond of having hills in his deployment zone for his shooting units, you can always march a large unit of arrer boyz or goblin archers straight at it. When you are in range, you can just start to fire at the target until it is destroyed. If this happens a few times to your opponents, then he will start to take large units of archers as a serious threat to his defenses. Your opponent will have to deploy resources to counter them instead of other units in your army that might not make it into combat.

Swamps, Ponds, Scrub, and other Rough Terrain: There are a number of terrain pieces that do not block line of sight, but is considered difficult terrain and slows movement. Often, these pieces are the worst for our



Items Of Terrain Like WarbossKurgan's Above Could Be Used As Impassable Terrain Or A Building.

forces. They stop the progress of the Green Tide from hitting the enemy, but don't hide our forces from the ravages of missile fire and magic. Still, a good general can try to twist anything to work in his favor. Placing war machines or arrer boyz behind these obstacles will always slow down anyone trying to charge them. That can always work in our favor. If the enemy treats it as impassable and offers a flank through the terrain, then we might be able to take advantage of it. Units of wolf riders could charge, and with their incredible charge range, still make the charge and hit the enemy unexpected. Of course, spider riders and squig hoppers won't be slowed at all by these obstacles. Once again, our terrain infiltrators can easily bypass these obstacles and get into the enemy rear.

Impassable Terrain: There is not much that can be done with impassable terrain. It can be used as cover or to create avenues of attack on the battlefield. These things have been discussed in previous entries. Most impassable terrain is smaller and not very useful. Beware of putting units around these, though. A failed panic test will cause your unit to flee into it and automatically destroy it. Keep this in mind for how you charge the enemy and hope he decides to flee. You might also want to focus your magic and/or Shooting at a unit in front of this deadly terrain.



Hobby Tip #50:

Save all your extra sand, static grass, flock etc in a separate jar. (You know you don't want to toss the static grass back in the original container, once the sand has come off with it as well.) This random mix of left-over stuff (heck even snow flock) makes for a great texture mix.



RANDOM TERRAIN GENERATOR

By: Grozmit Goregut and Dan Rothrock

A smart and generous man at my local game store by the name of Dan Rothrock has developed a random terrain generating system that I have found quite to my liking. It involves a random system of using cards and scatter dice to put terrain throughout the board in a random fashion. Most people who have played with the system have found it quite to their liking, as well. It's neutral and does not favor one type of player every time.

The system is to have a number of cards that have different terrain types placed on the table in a symmetrical pattern and then use scatter dice to determine where it goes. The cards can be made from anything. I've seen sports cards, 3"x5" index cards, home printed card stock cards, or even "Magic the Gathering" cards used. Each card will have a terrain type listed on it and the entire deck is shuffled. A player shuffles and then places the cards symmetrically around the table. The standard method is three on each side of the table. They are placed 12" from each table edge and 12" apart from each other. A few people like to use only two cards per side, but most prefer six. Experimentation on your own part can determine the number you like. Scatter dice are then rolled. Some people prefer the scatter direction and a 2d6 method instead of the standard artillery dice, but the difference is minimal. The 7th Ed rule book states that no terrain can be within 12" of the center of the table. Most players follow this rule and they just have a terrain piece stop when it hits the 12" boundary. Other players don't mind something in the middle to shake things up and play where the terrain lands. Other people dislike if two terrain pieces end up closer than 12" of each other. Some people let them overlap. The best part of this system is that you can customize it to fit your own preferences.

A standard deck of terrain cards can be customized to follow what terrain pieces you have on hand or even what you prefer to use, but a standard deck usually includes: 2-4 Woods; 2-4 Hills; 1-3 Buildings / fences; 1-2 Swamps / Lakes; 1-2 Rough Terrain; 1-2 Ruins; 1 special feature *

* Special Feature cards are based on the rules on page 117-119 of the Big Red Book. Just follow this table below to find out what feature it is:

| D6 Roll | Special Feature |
|---------|---------------------|
| 1 | Historic Landmark |
| 2 | Arcane Monolith |
| 3 | Acropolis of Heroes |
| 4 | Ancient Idol |
| 5 | Fell Ruins |
| 6 | Monument of Glory |

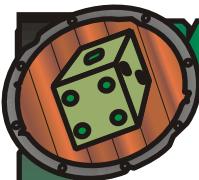
It is true that some of these terrain pieces could give one side an unfair advantage. The random natures of the cards are as fair as chance can be, though. Only having one card in there for special features should make it a rare occurrence and even if it is drawn, it should be a different terrain piece each time. Hopefully, the special feature will add some spice to a normal game of Warhammer without tipping it too much in one side's favor. When something appears to be a bonus to one player, it might actually work against them. A player might put a unit in that terrain for the whole game to use the special benefit of the terrain, but this could keep that unit out of action to where it is most needed. While it would appear that the terrain would benefit one player, it ends up as a bonus to his opponent as it takes an enemy unit out of action for the game! To make things even more interesting, feel free to give 100 VP to the side that is in control of the special feature at the end of the game.

Hopefully, this article about terrain and this new random terrain generator system (also called the Rothrock Random Tool) will spice up your games and give you more to think about than just army composition. I've read a number of people complain on the forums about facing gunlines and having a hard time. When asked, I usually find out that the table is an open killing ground. No wonder people have a hard time against a shooty enemy! Any player should be open to using the Rothrock Random Tool to make an interesting table and hopefully a good Orc and Goblin general will take advantage of what is on the table! A good general is someone who uses all tools available to him or her when facing an opponent. Terrain is often overlooked and a sneaky git that is ready to exploit an opponent's oversight can win big. Don't be guilty of not seeing the forest because of all the trees.



Idols Of Gork Make Great Special Features.





INTRODUCTION TO CAMPAIGNS

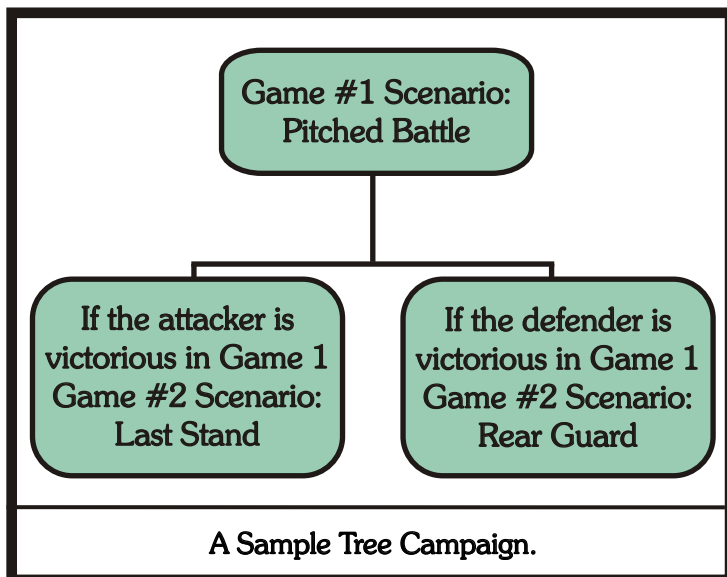
By: Draig

A Brief Introduction to Online Campaigning

However long you have been collecting miniatures, posting on forums, learning tactics, modeling and painting there is one area of our hobby that remains a little mysterious – online campaigning. Some of you may not have even heard of online campaigns and those who have may not know exactly what they involve. This article will give you a bit of information and hopefully get you inspired to participate in online campaign next time one is run.

What is a Campaign?

A campaign in its most basic form is a structure that links battles together and uses them to tell a story. Think of the battles like episodes in a TV show, each with their own individual plot, while the campaign itself is like those slow burning story arcs that develop over the weeks and months as the show progresses. A very simple campaign between two players could go something like this:



As you can see the second battle is dependant upon the first. Campaigns can be as long as you like and as complex or as simple as you like but the more complex campaigns feature maps where players fight each other for territory and can have five, six or even more people involved.

The Mighty Empires supplement has rules for more complex campaigns if you are interested and the latest White Dwarf (348 UK) has an article about a Mighty Empires map-based campaign in the Chaos Wastes.

What is an Online Campaign?

An online campaign is not a campaign where you fight battles online as people often think. It is a map based campaign that is run and organized on the internet and as a result can bring in players from all over the world. You fight real battles against your friends and gaming group and report those battles to the Games Masters who run the campaign.

The players divide up into teams called factions, usually split approximately by race. As an example in Animosity 3, Da Warpath's last campaign, there were 4 factions:

- Army of da Godz – Orcs & Goblins, Ogres, Tomb Kings
- Imperial Merchant Council – Empire & Dwarfs
- Araby Reclamation Pact – Bretonnians and Wood Elves
- Covenant of Shadow – Chaos, Dark Elves and Skaven

Each faction is trying to win the campaign and though the exact details can vary, they usually do this by capturing territory on a map. The campaign itself is divided up into turns which usually last 2-3 days. During a turn each member of a faction can report a single battle to a location on the map that is open for attack. Each faction will have their own way of deciding where to attack but usually a commander is elected and the factions will have their own private forum to discuss tactics and strategy away from prying eyes.

When you report a battle to the GMs you are fighting on behalf of your faction. Massacres are worth the most points, with losses worth the least, but everything counts. Any battle you fight can be reported and it doesn't have to be played against someone else who is fighting in the campaign!

The GMs keep a tally of all battles reported by a faction and at the end of the turn they will crunch the numbers and if a faction has reported enough battles they will capture a location. Of course, with four factions, there will be a lot of conflict and other factions can take territory from you if you are not careful! In this respect it is a little bit like the game Risk, with the dice rolls replaced by Warhammer battles. As an example over the page is the map from Warhammer Empire's latest campaign, Crisis in Marienburg.

The red, blue and green factions are all closing in on the city of Marienburg in the middle. Each location is bordered by a black line. In this picture we can see 8 locations controlled by the red faction, two by the blue faction and four by the green faction and poor old Marienburg about to be engulfed!

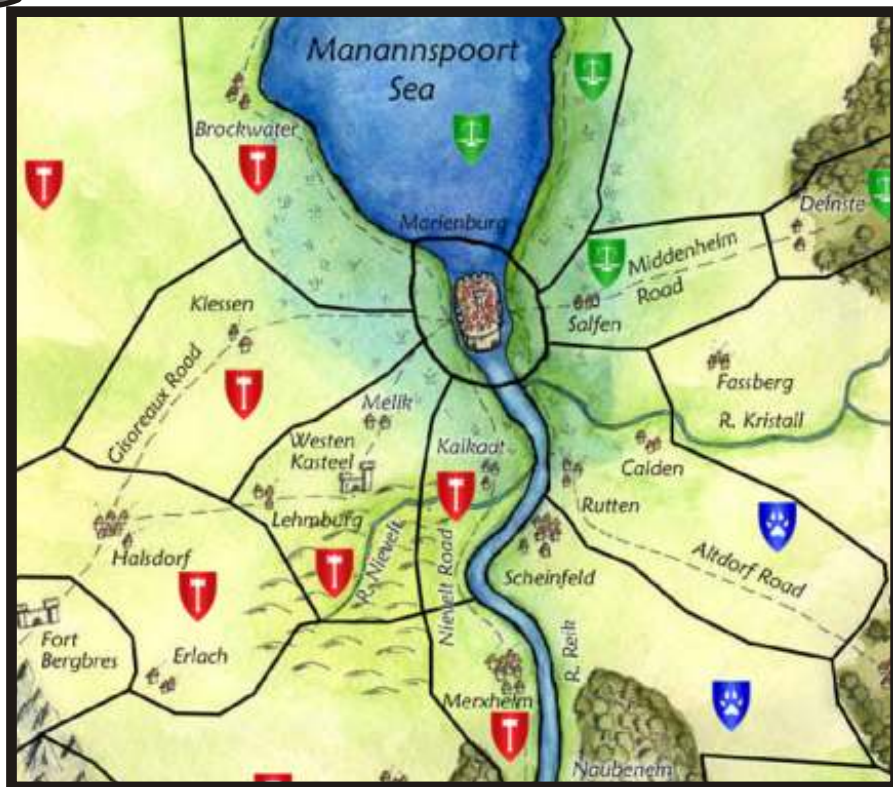
As you can see the premise is simple. Each faction uses its member's battle reports to try and capture territories, but lots of other things come into play and this is where online campaigns really become interesting.

Diplomacy

Bashing your opponent is not the only way to win. In campaigns factions are free to form alliances and treaties, break them and do anything to gain an advantage. Worried an enemy might be trying to creep

INTRODUCTION TO CAMPAIGNS

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can work with the GMs to get your own individual characters involved in the fluff.

Faction Camaraderie

The bottom line is that online campaigns are a lot of fun. There is a great atmosphere among the group of players, all of whom are Warhammer fans. You feel every win, every loss and there is a good deal of banter, bluster and taunting that comes with it. There are always some amazing stories and some hilarious jokes that spring up from the players. Have a look at 'Mugruk's Grog Hut' and Orc Padre's 'Rembrandt's Tales' threads in Wot Weeze for excellent examples. But remember that you are free to get as involved as you like. You can simply show up every turn and report your battle and help your side to victory. Alternatively you can treat a campaign like an experience. You can write fluff for your battles, help out with

into your territory? Suggest a non aggression pact. Trying to creep into an enemy's territory? Suggest a non aggression pact then hit them anyway! In other words there is a lot of freedom and a lot of fun to be had for those who want to do something more than report battles.

Special Events

From time to time the GMs will get involved with events, rewards and penalties. Perhaps your army has secured the capital city on the map – you may be rewarded with additional troops from the local militia to help you out. Perhaps you captured all of the forests on the map – the GMs might give you the ability to build siege engines and attack cities. The possibilities are endless.

Lists and Scenarios

Many online campaigns will feature special characters, army lists and scenarios written especially for the campaign. You will never be forced to use these but they are often great fun and add a lot of character to your games.

Fluff

Around all of these battles and the advances and retreats on the map the GM team will craft a story. Every turn there will be a fluff update telling you what has happened in terms of the developing story rather than just a bland 'Faction X advanced into Faction Y's territory' update. As a result the campaign really comes to life with characters and legends all of its own and becomes as much about the developing story as capturing locations. Rivalries and grudges, alliances and treaties, all of it contributes to the story and often you

diplomacy and strategy, and perhaps even rise to become the commander of a faction itself. The possibilities are endless and as a result the campaigns take on a life of their own that is shaped by the players themselves. They become, in essence, dynamic representations of a real war, not just a single battle like a one off game of Warhammer and I heartily recommend having a go if you have never participated in one before.

Getting Involved

Campaigns take a good deal of organization to set up and run so they don't occur every month, but there is usually one or two every year, sometimes more if you are lucky! Games Workshop also runs online campaigns like the 'Nemesis Crown' that draw in huge amounts of players and though these are not as involving or as interactive as the player run campaigns, they are still good fun and are a great introduction to the concept. Da Warpath's campaign team of Goomb, fauthsie and Draig run a campaign most years under the Animosity label and are currently planning the fourth campaign though it will be a while before it is open for business. You will usually find adverts on the forums when a new campaign is about to start so keep your eyes peeled.

In the meantime keep your eyes on the 'Wot Weeze Wrote' forum in the New Year. The Animosity Team will be running a small Orcs only beginners campaign there to give you all a taste of what we are talking about before next years campaigning season kicks off! In the meantime do contact anyone on the campaign team with any questions and hopefully we will see You next time the call to battle sounds!





TIDES OF CHAOS

By: Barney

New Warriors of Chaos- What's an Orc to do?

Greetings, fellow Greenskins!

It's been a few months now since the schism of the sixth editions Hordes of Chaos was completed. Warhammer world now knows three separate Chaos fractions- Daemons, Beasts and the mortal Warriors of Chaos (WoC).

In this article, I'll try to give a brief overview of the new mortal units, their pros and cons and most importantly, I'll try to give a rough idea about what's an Orc to do when facing the new WoC.

Please, bear in mind I only present my personal opinions, and that nothing written here is set in stone. If this article brings you to question my ideas or think about different ways of defeating the WoC, then I have succeeded. Because the goal of this article is to make your Warhammer grey matter work, not to make you follow my advice blindly.

In the following lines, we'll go through some general tips, which will be followed by a brief overview of WoC units with some specific hints to deal with them effectively.

The first step to victory in a game of Warhammer is to know your own army, but at least as important is to know the army of your opponent. When you know what to expect, you can react better. Surprises lead to panic, and panic leads to bad decisions, which often cost you the game. Having played both with and against the new WoC for some time now, I feel competent to give some basics about the army as a whole.

At first sight, WoC army seems like a very tough nut to crack for the Greenies.

First of all, let's look at their universal special rules. First, it is the Eye of the Gods, which forces all the characters to issue and accept a challenge whenever possible. If the WoC character kills a character in challenge, or kills a Large Target, it gets to roll 2D6 on the table and can gain a neat bonus, like higher strength, Armor save, Magic resistance, Fear or Terror etc. That looks pretty dangerous on the paper, but in truth, it is a double-edged sword. Why? Ever used a Goblin Big Boss with One Hit Wunda and Tricky Trinket/Brimstone Bauble? Just run this 70 pt guy into his general. In challenge, you either kill the Chaos the guy with One Hit Wunda, or he chops you into steaks. But then you explode in his face, causing D6 S6 hits, probably killing him as well. Really dirty, and worth every penny if it works. I admit it's easier said than done, but just do it once and see how your opponent will fear your Goblins from that game on.

As the Chaos heroes generally are fighting monsters, I don't recommend accepting challenges with your own

general, or any champion, as even Black Orcs will end up killed more often than not, and will give away precious overkill combat resolution bonus, as well as a chunk of VPs.

The next best thing about this rule is that even Sorcerers are subject to it. Don't think they are an easy prey, though. Unlike most other magic users, these gits have S4, T4, wear Chaos Armor and can use magic shields! Mounted on a horse they can muster a 2+ save, which is quite unusual for a wizard. They only have 2 attacks, though. Some of the WoC generals tend to run true Battle Wizards, they equip their Sorcerers to fight and such mighty sorcerers can be quite dangerous, even though they shouldn't be able to kill an Orc hero in hand to hand combat. But you can never be too sure, so watch out for Sorcerers that act very aggressively...



The next special rule is the Will of Chaos, which lets the WoC units reroll any panic tests.

Then we have the Marks of Chaos. Almost every unit can be marked now, and the marks add following bonuses:

Khorne- makes a unit frenzied. Unlike the 6th edition, it does not grant any free dispel dice. Most likely to be seen on Knights or mounted Marauders, Chaos Ogres aren't uncommon either. Your best way to counter this is, obviously, baiting it with Goblins or Goblin fast cavalry, or anything expendable, really.

Nurgle- grants a -1 penalty to hit with shooting and -1 WS for all units in close combat. Pretty nasty, especially on Knights or other expensive mighty stuff, as it makes even your Orcs hit on 5+.

Slaanesh- grants the unit immunity to Fear, Terror and Panic. Note that it now allows the bearer to flee as a charge reaction. This mark can be very annoying especially on march blocking fast cavalry, who cannot be panicked by shooting and won't even fear harassing your Giant!

Tzeentch- the Lord of Change, now grants the sorcerers a +1 to cast, and also +1 ward save to any unit. Most commonly seen on Sorcerers (for the +1 to cast) or warshrines (for the better ward save). Luckily, it no longer grants any additional Power Dice.

Ok, with the special rules settled, what are the general



TIDES OF CHAOS

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strong and weak points of a WoC army? What do the WoC excel at?

Fighting, of course. The basic Chaos Warrior has WS 5, S 4, T 4, I 5 and two attacks, not to mention the possibility to gain 2+ armor save in close combat.

That's pretty bad news, especially since close combat is supposed to be our strongest phase... The good news is, that all of this fighting prowess comes at quite a hefty price. The same basic Chaos Warrior with no upgrades costs as much as two and a half orc equipped with light armor and shield. From this example, it is quite clear what our biggest advantage is. Numbers. As with many other elite armies, our best chance is to simply overwhelm the opponent with a tide of green bodies. Always keep the numbers on your side so you can rely on the comfy +5 static combat resolution. Apart from Marauders (who aren't really that scary), no Chaos unit has static combat resolution worth mentioning, so they rely on kills to win fights. And as we all know, dice are a fickle thing...

The next thing these evil 'ummies excel at is magic. Chaos always inclined towards magic, and now, with the renewed lores, the marked Sorcerers are even more dangerous than before. Apart from generic lores of Fire, Metal, Shadow and Death, the Sorcerers with appropriate marks can use the lores of their patron God. I won't describe every spell of the lores, just say that Lore of Slaanesh generally affects Leadership, or needs Leadership tests and doesn't in general work on units that are Immune to Psychology. As we don't have many of those, and our Leadership pretty much sucks, this is a dangerous lore to face. Pappy Nurgle and his Sorcerers can bless the WoC units with Regeneration, make your units slower or rot them into oblivion. The first spell of the lore is also pretty dangerous to all characters, as it inflicts a wound with no AS allowed on any model picked by the caster. Ouch!

Lastly, the lore of Tzeentch is probably the most universal one, playing with leadership as well as doing direct damage or transforming regular WoC troopers into mighty Exalted Heroes. It contains the dreaded Infernal Gateways spell which can obliterate whole unit in a blink of an eye. At least it is cast on 15+, but that's no guarantee of safety given the WoCs magic capabilities...

Always bring adequate magic protection- BSB with Morks Spirit Totem is almost mandatory, as is a Goblin shaman with either Staff of Sneaky Stealin', or, in this case even better, two dispel scrolls. 6 dispel dice and two dispel scrolls should help you shrug off the worst spells, even in 2000 pts battles against magic heavy builds, but they do not by any means mean you're safe.

Remember that your big blocks can soak up lots of magic missiles, so don't be afraid to let some of them through.

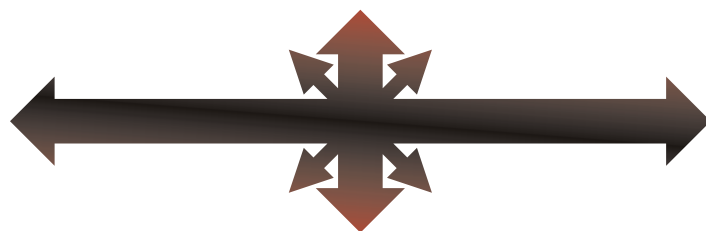
Ok, we're depressed enough now. Are there any weak spots?

Of course there are! First, and most obvious one, is the price of the units. You can, and you certainly should, outnumber every WoC army you will face. Apart from outnumbering, you should also consider deploying your garbage units (most likely Goblins) to face his expensive hitty stuff, which will buy you time to get your strong troops into a desirable position. Also, take full advantage of all the sneakiness of the Night Goblins. No WoC general will fear charging a block of NGs with his Warriors or Knights. And this is where the fun begins! Unleash your fanatics upon them, and if they get to base contact, use your nets. The Warriors aren't really that scary when they hit with S3! Sure, your goblins won't probably kill anyone, but with the static CR and some luck, they can win the fight and maybe break the proud Chaos gitz!

The next big weakness of the WoC army is maneuverability (skip this paragraph if you're facing cavalry heavy build. The usual weakness turns into a big advantage here...). The mortal warriors always were an infantry heavy army. Infantry can be outmaneuvered easily, and our Waagh! Ability should give us a much needed charge bonus when everything else fails. Also, march blockers and fast cavalry are excellent at making the slow WoC even slower. And with many more units on the table, you should always have an opportunity for a flank charge when one is needed..

It is also worth mentioning the WoC have next to no shooting, bar the Hellcannon (which is more useful in close combat anyway...). That means our blocks won't get shot to pieces and our fragile cavalry won't be so prone to panic. And, most importantly, we can safely bring out Giants and Wyverns! Fast, hitty Terror causers are very handy against the new WoC, as they generally have Ld of 8 or less across the board, and failed terror test makes a great difference.

Plus, we do have a shooting phase of our own, not a really strong one, but we have useful and cheap warmachines. Always take at least two chukkas to take out the armored stuff, and if you can get a free rare slot, bring a Doom Diver as well. All of these can turn the tide of battle steeply. And if they die, so what? They only cost like 150 pts altogether...



With the general tips and advice successfully settled, for those determined readers who still want to reach the end of this article, I present a brief overview of the WoC units.

TIDES OF CHAOS

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Characters: I won't mention any special characters as I don't like them, and our group doesn't play any.

The generic characters include Chaos Lords, Exalted Heroes, Sorcerers and Sorcerer Lords and also Daemon Princes. They're very strong, well equipped and ghastly expensive. Also, they have great mounts, which are god-specific, and add a lot of punch to the characters (Juggernauts of Khorne), can make them fly (Discs of Tzeentch), grant them M10 and 360° LoS for casting spells (Steed of Slaanesh), or grant them Poisoned attacks (Palanquin of Nurgle). They also make the characters cause fear and still count as cavalry mounts, so you cannot attack them specifically. The Chaos Lord and Sorcerer Lords can also ride Dragons or Manticores.

What's an Orc to do: Either send a suicidal gobbo their way, or try to keep them out of combat with anything of utmost importance. With plenty of goblins running around, this shouldn't be too hard. If they're riding large Terror causing flyers, aim your artillery at them, as you don't have many other ways of dealing with such creatures.

Core:

Chaos Warriors: Have mostly been covered in the lines above. Skilled, well armed and armored, but also slow and again, very expensive (12 Chaos Warriors, the most common unit number, are more expensive than our Giant!)

What's an Orc to do: Either lead them around the table and make them never see combat, or, as they tend to be run in small units, you can try to outflank them with fast stuff, heavily outnumber them or get them in combat with something sneaky and expendable (Night Goblins with nets and fanatics come to mind). Also, Giants come in very handy. They make good targets for spear chukkas, if they expose a flank.

Marauders: Cheap troops with good WS and Initiative,



Spear Chukkas Make Short Work Of Chaos Warriors

shouldn't have much trouble with them. Just watch out for the flail armed ones.

What's an Orc to do: Usual stuff. Crack their heads in close combat.

Marauder Horsemen: One of the best units in the whole list, they're cheap, expendable, and if armed with flails and marked by Khorne, they're also ridiculously hitty. And they're fast cavalry. Apart from killing, they excel at march blocking and warmachine hunting, the usual fast cavalry stuff.

What's an Orc to do: Shoot them if you have any bows, or charge them with wolves—they are fast enough to do so and should be able to take them out on charge.

Warhounds: Cheap, expendable screeners/ baiters. Most likely seen screening Khornate units, especially Knights.

What's an Orc to do: Nothing much, they don't really pose a threat unless you do something really stupid. You should focus on taking out the stuff they're screening.

Special:

Chosen: Basically better Warriors, who are blessed with one roll on the Eye of the Gods table before the game. Again, very hitty, well armored, but slow and ridiculously expensive. They are cool models, though.

What's an Orc to do: The same as with Warriors.

Forsaken: Warriors who have had a little too much mutations. They're subject to frenzy and have M6 and D3 attacks each, but only WS 4, Heavy Armor and no weapon options. Plus, as always, heavily overpriced. I don't think we will encounter many of these lunatics, though their high movement could bring some nasty surprises. Don't underestimate them.

What's an Orc to do: Frenzy always indicates baiting around, and we have good fast cavalry that is more than capable of such deeds. Also, unless they flank charge you, Orcs should be able to handle them in close combat.

Chaos Chariot: Fast, hitty, durable, and expensive. Basically the same as it was before.

What's an Orc to do: What we always do with chariots. Shoot it with Chukkas or Doom Divers. If frenzied, baiting the thing into a forest is great tactic.

Chaos Ogres, Trolls, Dragon Ogres: Fast moving, multi-wound heavy hitters, who cause fear. The Trolls have a funny rule, when they successfully regenerate two or more wounds in one phase, they get to roll on the Eye of the Gods table. But, they're stupid, which limits their uses. The Dragon Ogres are as fast as our cavalry, and hit like ton of bricks, be wary of them!



Savage Orcs Clash With A Unit Of Chaos Knights.

What's an Orc to do: Unless marked by Khorne and unless they flank charge you, you should be able to win head on with Ogres. Just don't forget those have 12" range and watch out for baiting/ fleeing traps. With Dragon Ogres, the safest thing is to shoot them with chukkas, even some bows might do the job well. Also, they all cause fear, so try to keep your general nearby, or get some of those ugly, but useful Savage Orcs.

Chaos Knights: THE bad boys of this army, one of the best cavalry units in the whole Warhammer world. They now have 2 attacks each, S 5, 1+ armor save and cause fear. Plus, their weapons grant magical attacks. Again, they do cost a hefty sum of points per piece.

What's an Orc to do: Avoid them hitting your important stuff. Feed them Goblins, send Fanatics to their face and shoot all the chukkas and Doom Divers you can towards them. You really want these guys out of combat and, more importantly, dead. Shooting them is the safest thing to do, really.

Rare:

Chaos Spawn: Basically the same as in previous editions, they move 2D6" in the compulsory moves phase, have a random number of attacks, are unbreakable and cause fear. Most likely used as tarpits, or surprise charges. Their unreliability cuts them down, though.

What's an Orc to do: Because of their randomness, all I can say is watch out for them and react appropriately to the situations that arise on the tabletop.

Chaos Warshrine: The ultimate support unit, it grants the Eye of the Gods blessing upon one unit in shooting phase, plus it makes all the champions subject to the challenge rules for characters. Commonly seen with

Mark of Tzeentch to get a 3+ Ward save.

What's an Orc to do: As it has T6, 4 wounds and 3+ ward, I say leave it alone and try to get the WoC important stuff out of it's blessings range (which is 12").

Hellcannon: A Stone Thrower with a bound Daemon who constantly wishes to charge instead of shoot. Funny misfire table, and a great model (especially the Chaos Dwarf handlers).

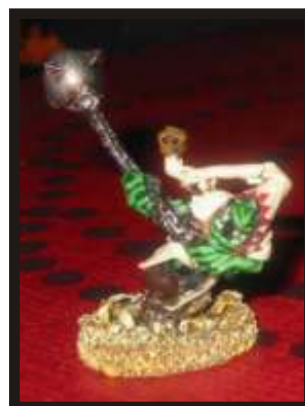
What's an Orc to do: It fires as a stone thrower, but also causes Terror and is a Large Target. If its 3D6" charge range takes it into combat,

you're in trouble...If you really feel like it, zap it with chukkas and Doom Divers, otherwise just leave it alone. Don't send any Goblins near it, as it is not an ordinary war machine and the Grotz won't be able to touch it.

Chaos Giant: The big guy has one different special attack and is 20 pts more expensive than the one we have, other than that just a regular Giant. He can be marked, with different effects, like Mark of Slaanesh making him always strike first! Ouch!

What's an Orc to do: What do we do with Large, Terror causing monsters? Shoot the hell out of them with spear chukkas! Alternatively, you can park a nice 21 man strong unit (or two) of Goblin bowmen nearby (preferably Night Goblins, as they are cheaper and can have fanatics), and watch him turn into a pincushion. And if you feel really crazy, send your own Giant after him, for a battle of truly epic proportions! The same is applicable when facing Dragon Ogre Shaggoths.

I hope you now have solid basic knowledge about what each of the WoC units can do, so you can start poking your brain cells into scheming a master plan, that will lead your green horde to inevitable victory. After all, under all that shiny armor, they're still only 'ummies!



May Gork and Mork bless your animosity rolls!



Left: The Humble Fanatic Tends To Be A Favored Tool For Taking Care Of Chaos Troops Of Any Sort!



BATTLE REPORT I

By: Warlord Ghazak Gazhkull

This time around we have a short campaign played out between Goblins and Dark Elves, with our very own Warlord Ghazak Gazhkull commanded the Goblins. The first game was 750 points and both sides had to try to secure a Magic Item. Whoever got hold of the item could then use it in the second game, which was set for 3000 points. Read on to see how things went!

It was a dark day when two small armies were arrayed for battle, one of those army was a scouting force from Ghazhkull's army, the other one was the Dark Elf house of SaroKhadath that came to the desert to find an ancient item.

Dark Elf Forces

Characters

Shioa. Level 2 **Dark Elf Sorceress** equipped with a Dispel Scroll.

Core

15 **Dark Elf Warriors** armed with hand weapons. The unit has a full command.

10 **Dark Elf Crossbowmen** armed with repeater crossbows.

5 **Dark Riders**

5 **Harpies**

Special

5 **Shades**

1 **Cold One** chariot

Goblin Forces

Characters

Grishnûk. **Goblin Big Boss** armed with a Great Weapon and wearing Light Armor.

Zapp. Level 2 **Night Goblin Shaman** equipped with a Dispel Scroll and Nibbla's 'Itty Ring.

Core

25 **Night Goblins** armed with shields and hand weapons. The unit has a full command; netters, and 1 Fanatic.

21 **Night Goblins** armed with hand weapons and short bows. The unit is accompanied by a musician and has 1 Fanatic.

21 **Night Goblins** armed with hand weapons and shields. The unit is accompanied by a musician and has 1 Fanatic.

2 **Snotling Swarms**

2 **Snotling Swarms**

Special

1 **Goblin Wolf Chariot** with an extra crewman.

2 **Squig Teams** consisting of 4 Night Goblins and 8 Squigs.

Rare

2 **Snotling Pumpwagons**



The Two Forces Arrayed - Ready To Do Battle To Secure The Magic Item.

BATTLE REPORT I

Continued From Page: 23



Above: This Is How Things Looked After Goblins' First Turn

Turn 1

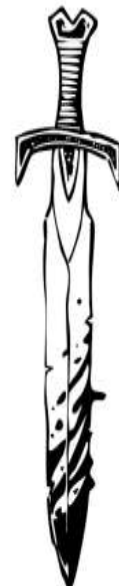
The small armies quickly arrayed for battle, and the goblins started the advance. They were clearly outnumbering the enemy, so the greenskins got excited and surged forward, even the Pumpwagons were excited for once. Ghrisnuk knew that this was a bad sign - Goblins and excitement are a very bad combination.

Shioa ordered the Harpies to lure out the Fanatics from the main Goblin units and the Harpies succeeded and even survived there whirling onslaught.

The Dark Elf Crossbowmen got over excited and killed the Wolf Chariot, and the Shades in the forest killed a few Goblins.



Goblins and excitement are a very bad combination.



Left: Dark Elves Turn 1



BATTLE REPORT I

Continued From Page: 24

Turn 2

The Snotlings got over excited and charged the Harpies that had survived the Fanatcics. When a massive pile of rubble that the Snotlings call a Pumpwagon made impact, the cheering Snotlings swarmed over the dead Harpies' bodies.

But soon the cheering vanished, as the Pumpwagon was charged by a Cold One Chariot that quickly destroyed it and then killed the 2 Snotling Swarms!



Above: The Goblin's Centre Looks Somewhat Empty...

Turn 3

On the flank things were going well for the Greenkins. The Dark Riders charged the Pumpwagon and the Pumpwagon stubbornly refused to flee.

Zapp and his ladz saw this and quickly charged into the combat to help break the Dark Riders. The Dark Riders were scared by the sheer Numbers of Goblins and ended up fleeing to fight another day.



Above: The Dark Riders Charge Into The Snotling Pumpwagon.



Left: The Goblins Charge In To Aid The Pumpwagon And Fight The Dark Riders.





Above: As The Battle Draws To A Close, The Forces Are Still Very Close To One Another...

Last Turn

Things were looking bright for the Goblins, but then it went all wrong. The Dark Elf Warriors charged Grishnuk and his unit who decided to flee from the Dark Elves!

And that was where the game ended.

Grishnuk and his ladz laughed and called it a day. When Gazhkull heard of this farce he was angry - very angry. You could hear his shouts in every corner of the wide desert.

"It wuzz a tactical retreat, boss" squeeked Grishnuk

"Tactical? We gonna show those pointy ears wut taktick iz".

Once the dust had settled, it was time to determine the winner. Unfortunately for Warlord Ghazak Gazhkull, this battle was a small win in favour of the Dark Elves and he got to choose a item from the OnG book for the next battle.

The Dark Elf player choose to use the the Screaming Sword and gave it to his Noble on a Dark Pegasus.

Over the page we will take a look at the next part of the campaign, with the Dark Elves and the Goblins once again taking to the battlefield against each other.

The second game in the campaign was fought with larger armies - 3000 points for both sides. Let's hope Warlord Ghazak Gazhkull can avenge his loss from the first game!



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BATTLE REPORT 2

By: Warlord Ghazak Gazhkull

Goblin Forces

Waaagh Gazhkull

Characters

Ghazak. Goblin Warboss armed with Martog's Basha and wearing Morks Armor and the Amulet of Protectyness.

Blugnot. Night Goblin Great Shaman armed with Shaga's Screaming Sword and wearing Warboss Um's Best Boss 'At and Nibbla's 'Itty Ring.

Brugza. Night Goblin Big Boss wearing light armor. Brugza is the Army Battle Standard Bearer and carries Rowdy Grot's Raggedy Banner.

Gaaluk. Night Goblin Big Boss wielding Wollopa's One Hit Wonder and equipped with Guzzla's Backbone Brew. He rides to battle on a wild **Giant Squig**.

Zapp. Level 2 Night Goblin Shaman equipped with the **Staff of Sneaky Stealing**.

Bish. Level 2 Night Goblin Shaman equipped with 2 Dispel Scrolls.

Core

25 **Red Guard - Common Goblins** armed with shields, light armor and short bows. The unit has a full command.

25 **Night Goblins** armed with hand weapons and shields. The unit is accompanied by a musician and has 1 Fanatic.

25 **Night Goblins** armed with hand weapons and shields. The unit is accompanied by a musician and has 1 Fanatic.

25 **Night Goblins** armed with hand weapons and shields. The unit is accompanied by a musician and has 1 Fanatic.

21 **Night Goblins** armed with hand weapons and short bows. The unit is accompanied by a musician and has 2 Fanatics.

21 **Night Goblins** armed with hand weapons and short bows. The unit is accompanied by a musician and has 2 Fanatics.

2 **Snotling Swarms**

2 **Snotling Swarms**

5 **Spider Riders**. The unit is accompanied by a musician.

5 **Spider Riders**. The unit is accompanied by a musician.

5 **Wolf Riders** armed with spears. The unit is accompanied by a musician.

5 **Wolf Riders** armed with spears. The unit is accompanied by a musician.

Special

1 **Goblin Wolf Chariot** with an extra crewman.

5 **Squig Teams** consisting of 10 Night Goblins and 16 Squigs.

8 **Squig Hoppers**.

1 **Rock Lobba**.

2 **Spear Chukkas**.

Rare

3 **Ogre Maneaters** armed with great weapons.

1 **Doom Diver Catapult**.



Ghazak's Night Goblins Are Ready To Take On The Dark Elves!

Dark Elf Forces*The Host of House SaroKhadath***Characters**

Ikku. **Dark Elf Dreadlord** wearing the Armour of Darkness and equipped with the Pendant of Khaeleth, and Crimson Death. He rides to battle on a monstrous **Black Dragon**.

Shioa. Level 2 **Dark Elf Sorceress** equipped with two Dispel Scrolls.

Ashiae. Level 2 **Dark Elf Sorceress** equipped with two Dispel Scrolls.

Kansa. **Dark Elf Noble.** He is equipped with the Ring of Hotek and wears the Cloak of Hag Greaf. He also wields the Screaming Sword looted from the Greenskins. He rides to battle on a Dark Pegasus.

Core

20 **Dark Elf Warriors** armed with hand weapons. The unit has a full command.

20 **Dark Elf Warriors** armed with hand weapons. The unit has a full command.

10 **Dark Elf Crossbowmen** armed with repeater crossbows.

10 **Dark Elf Crossbowmen** armed with repeater crossbows.

5 **Dark Riders** armed with spears, and repeater crossbows.

5 **Harpies**

5 **Harpies**

5 **Harpies**

5 **Harpies**

Special

16 **Black Guard** with a full command. The unit standard bearer carries the Standard of Hag Greaf.

5 **Shades.** The unit conceals an **Assassin**.

2 **Cold One Chariots**

Rare

1 **Repeater Bolt Thrower**

1 **War Hydra**



The Two Forces Arrayed. This Time The Forces Are Much Larger, And Ghazak Himself Leads His Boyz!



BATTLE REPORT I

Continued From Page: 28

The Game Commences

The Dark Elf force decided Gobbo lines. As the Dark Elves made their way forward, the Harpies flew ahead to lure out Fanatics but they didn't fly far enough. With their battle lines drawing closer, the Dark Elves let loose their missiles.

The Repeater Bolt Throwers killed one off the Ogre Maneaters and the Dark Elf Crossbowmen aimed their shooting at the massive Goblin units - but it had little effect.

Elsewhere the Wolf Rider unit on the right flank charged the Dark Riders via a magical movement and butchered them. But the poor Goblins were now in shooting range of the Dark Elves.

The Goblins Advance

The Goblin army had no problems with the animosity fueled riots in their own regiments so they quickly advanced. The Squig Hoppers charged foolishly into the Shades where there was revealed to be a hidden Assassin and the nearby Goblin Chariot panicked and fled.



The Goblin Forces Close In Quickly With The Dark Elf Army.

Unfortunately it fled through the Ogres and killed another poor Maneater - the lone Maneater was looking a little sad.

On the other hand, Gaaluk and his Giant Squig had more success and killed off the Dark Elf Harpies and with his overrun Gaaluk bounced into one of the Cold One Chariots.

The lone Maneater was looking a little sad

hey, chug,
weee's shuld
send mubbo to
go be friends
wiv dis lonley
ogre!



The Panicked Goblin Wolf Chariot Mows Down A Maneater As It Attempts To Flee!



BATTLE REPORT I

Continued From Page: 29



After The War Hydra Is Finished Breathing On Them, The Squigs Are Heavily Reduced In Numbers...

Notable Highlights

The Dark Elf turn was reasonably uneventful. With a few exceptions.

Barreling into the Dark Elves on his Giant Squig, the Cold One Chariot was destroyed by a massive smash by Gaaluk's weapon. With the momentum from this he overran into Kansa. The War Hydra had also got close to the Greenskin forces and toasted some Squigs and Herders. After the fiery blast, only one Herder survived the onslaught!

The Goblin Onslaught

On the other flank the lonely Ogre Maneater charged a unit of Harpies, but in a stroke of unfortunate luck he got killed by the surviving Harpy! In the centre the units shuffled around a bit.

Once again Gaaluk drunk from the brew he had with him and from the scaly back of his Giant Squig he killed off Kansa. But his success was short-lived when the Dark Elf retaliation killed him via 12 massive bolts. He dropped on the ground and died with a grin on his face,

On the right flank Ikku thought it was the right time to charge Blugnot and his regiment. The Goblin Shaman issued a challenge to the mighty Elf Lord. For some odd reason Ikku couldn't wound the Shaman and his attacks bounced off without harm (out of 6 wounding hits, 5 successful ward saves were made). The Lord broke from the Goblins and with loud cheering the Goblins swarmed over the fleeing Lord and his Black Dragon.

Once they'd done this, the Goblin unit quickly decided to hide between the hill till the battle was over,

In the centre, the Black Guard charged the Red Guard who managed to hold and the War Hydra charged Ghazkull and his Guard. Even with so many Goblins dying from the wrath of the mighty Dark Elf beast the

Goblins managed to hold. Elsewhere, the Assassin tried desperately to kill Brugza the Army Standard Bearer and failed miserably in his attempt.

But The Dark Elves Fight Back

But when everything looked good for the Goblin forces, the Red guard broke from combat and fled! The Dark Elf Spearmen also killed the Snotlings as they sat there making stupid faces.

Gazhkull and his decimated Red Guard did, however, manage to break the mighty War Hydra but it later rallied.

On the battlefield you could hear the screams from wounded Elves and Goblins. Both sides had suffered great losses, but which side was victorious?

The final result was in a draw in favor of the Dark Elves, but the moral victory was for the Goblins cause they managed to kill the Dragon.

Too bad I didn't take a picture of my opponent's face when he saw that his mighty Dragon failed to kill my Great Shaman. It was priceless.



Right In The Thick Of It. Gazhkull And His Ladz Valiantly Fight For Their Lives Against The Powerful Dark Elf War Hydra.



DA WARPATH NEEDS YOU!

DWQ is now in its 14th quarterly release and is looking for writers to help improve and the raise the standards of an already popular offering. DWQ is designed for you the Orc and Goblin followers and because DWQ is dedicated to the reader in the way it is; DWQ has numerous positions vacant for those who are able to produce an articles reporting on the topics of:

- News – Are things changing in the Warhammer world? Think the readers need to know? Well why not get involved a write an article of current and up coming events.
- Battle Reports – Know you've got a big game coming up? Want to share with the readers about how you managed to beat an unbeatable army? Write up a game your going to play and get your army shown in DWQ!
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- 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!'

yeah, master goofy's always tellin' us off fer getting into trouble when 'e's workin' on dis magazine fing. oi reckon 'e could do wiv some more work to do to keep 'im busy.

yeah, iuz dat's a good idea! da more work master goofy has to do, da more time weee 'ave to get into trouble. an' 'e won't even know dat weee's dun anyfing wrong fer ages.

Actually, if they send me more work, I can send you two away for longer and keep you out of my hair while I work. Plus, more articles and battle reports will only make Da Warpath Quarterly even better!

um, yer dun 'ave any hair anyways. 'ow're yer gonna keep us outta it den?

sumfink tells me 'e wants us to keep away so's 'e can try on dat hair squig oi found inna cupboard the other day. looks real nasty dat fing, all spikey wiv blue furry bitz all over it!

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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.

seriously, dat hair squig looks terrible. ol foughe abart eatin' it, bu' fer da first time, da foughe actually made me feel sick.

wow, it must 'ave bin real nasty if yer din want to eat it. let's go poke it wiv a stick!

yeah, dat's a pretty good idea, lug. bu' maybe weee's shuld use mubbo's club or sumfink? ol fink dat hair squig might eat any uvver stick dat weee might try an' poke it wiv...

DA LEGAL BITZ

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