

DWARF

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BETTER THAN
A KICK TO THE FACE



EDITORIAL

By: Warlord Ghazak Gazhkull

Hello fellow readers,

Welcome to the new issue. In this issue you'll find a battle report from Kaptain Blacksquiq, where his gobbos fought against a dark elf army. As usual, we have an interview with a Warboss, this time with Milamber (most of the fellow Warpathers have probably seen his blog, but now you can see more of his beautifully painted models).

Next issue will contain a brief report about how I did on the ETC, I hope I do better then last year but that can't be hard since last year I didn't test my list and this year I did it quite a lot, also it will contain some pirate goodness.

I hope you'll enjoy reading this issue as much as we enjoyed writing it.

Greetz
Warlord Ghazak Gazhkull.



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DA GOOFY WUN

By: Goofycabal

Gah, this is getting to be too much of a regular thing...

Again, I would like to apologize for the lateness of DWQ15, but I'm sure you'll agree that the issue is jam-packed with goodness, so that kind of makes up for the lateness.

I'd just like to say, having read through the articles as I was doing the layout, that I've certainly learnt a few things from the advice on offer, so I'm sure there's something here for everyone else to get some great help from too.

Also, I'd like to once again thank Grupas for the cover for this issue! He's a very talented artist - it's a pleasure and a privilege to be able to use his art for DWQ.



DA SNOTS!

By: Chug an' Lug

yeah, an' dat orc inna picture dere deserved ter get dat kick inna face too! 'e stole all da cookies from owa cookie jar.

er, lug, dat weren't da orc wot stole all da cookies. it were mubbo wot took all da cookies.

oh, well, dat orc smelled like da squig pens anyways, so dat's a good enough reason. right?

yeah, besides, oi dun fink weee wanna tell on mubbo anyways. 'e'll beat us up if 'e found out dat wee squeeled...

hey, din't master goofy ask us ter write sumfink fer dat quarter-fingy dat 'e's always goin' on abart?

yeah, bu' dat's not owa problem if we're late. 'e's da wun dat evrywun will blame for it anyways. so, weee can do it later...





GAMES WORKSHOP NEWS

By: Goofycabal

Warhammer: Orcs And Goblins

Unless you've been hiding out under a rock with your fingers in your ears and your eyes firmly closed, you will have no doubt heard the latest news. It looks very much like the Azhag the Slaughter model, with the superbly sculpted Wyvern is set to hit the shelves very soon.

The model, sculpted by Trish Carden (née Morrison), has been floating around the internet for quite a long time in photograph form. There were suggestions it was never going to be released, suggestions it was a conversion, and so on and so forth.

At this stage, it appears that everyone is in agreement that the Wyvern is one of the greatest models Games Workshop have ever made. Though, support for the Azhag sculpt himself has been somewhat divided - mostly due to the look of his face.

Still, it's hard to deny that there have been a LOT of Greenskin (and non-Greenskin) players waiting with baited breath for a long time for this model. To be honest, I

don't blame them - just take another look at the model below, and tell me you wouldn't want to own one!

In addition to this huge piece of news, there has also been a great set of models hitting the Collectors Range for Greenskins - The Chase. Featuring a small Squig being chased by a Night Goblin, who in turn is being chased by an enormous Squig, this set is full of character and very funny!





INTERVIEW WITH A WARBOSS

By: Milamber

This issue, the Warboss being interviewed is Milamber.

What got you into painting Greenskins?

While the Greenskins are actually my third army, they are easily my favourites. My first army were Tomb Kings and after painting bone and cloth for 3 years, I was ready for a change. I am a huge fan of GW's early greenskin models as to me they truly capture the fantasy style of the Old World. It was pictures of those early models that got me interested, and the variety of the army and character of the models that drew me in.

How many points of Greenskins have you painted?

At the moment I have about 3,000 points worth mostly. I'm working on adding a few bits and pieces here and there until the end of the year and will then look at continuing with my Ogres. I've increased my participation at tournaments this year and will look to carry on in the future with the goals of attending the New Zealand Masters, and eventually at overseas tournaments. This means that while I'll be keeping the Orcs and Goblins, I don't have big plans to expand them as they are predominantly a tournament army. That said, my to do list includes a unit of Savage Orcs, another Pump Wagon, and a few more character options/mounts so there are more models on the horizon.

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

For me, it is always learning new ways of doing things and seeing my painting skill progress. My style has really begun to mature with painting this army as I've been braver with NMM, metal oxidisation and even small things like colour choices. I also love putting the final highlights on models and seeing them finished.

What's the toughest aspect of the painting procedure?

I think the hardest part is learning what you did wrong and how you can improve. I remember reading a blog a while ago where the poster was pleased with his progress, but was clueless as to how he could turn out models to Golden Demon standard. So for me the toughest and best parts of painting are linked; it's hard to improve but so satisfying when you see you have.

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

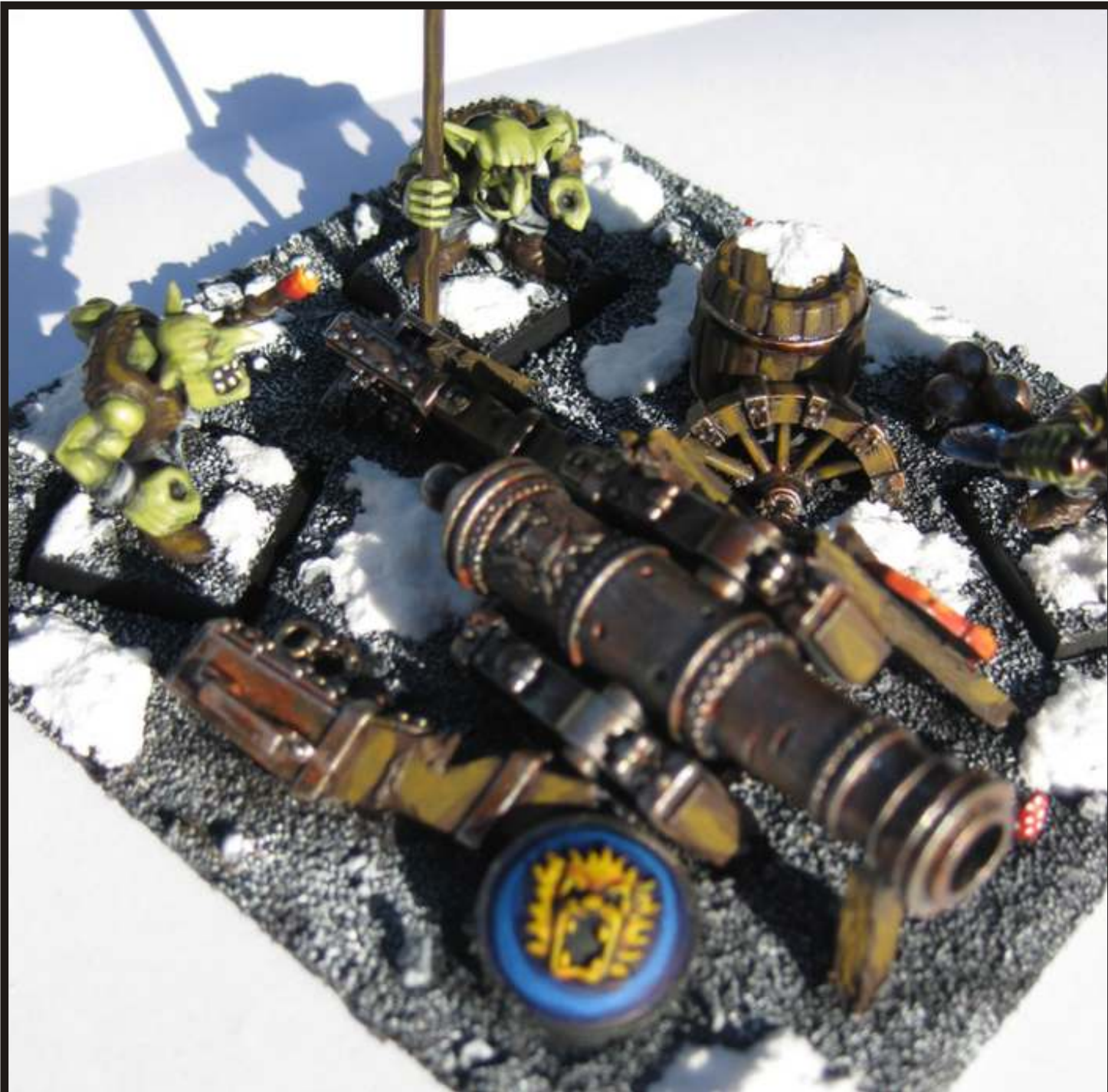
Well, understanding the basics is the most important part for



Above: This Night Goblin Shaman Has His Very Own (And Very Impressive Looking) Scratchbuilt Mushroom



Left: These Night Goblin Fanatics Have Some Very Unique Markings Added To Their Ball And Chains. It's Not Everyday You See A Smilie Face Hurtling Towards You At Breakneck Speed!



These Resourceful Goblins Have Looted An Old Empire Cannon - Counting As A Rock Lobber In Game

sure. When I started painting, I was horrible because I didn't have a clue on the basics. Here are three quick tips...

#1 Model preparation. Mould lines are my biggest pet hate when looking at models. Clean your models properly and fill the gaps with greenstuff. Seriously, filling gaps isn't hard and everyone should do it. Undercoat is essential.

#2 Thin your paints. 50% water and 50% paint is a good place to start. As you get better, you can start toying with blending, etc which may require a higher water content for smoother transitions.

#3 Highlights/shadows. There's nothing more boring than monotone miniatures. Don't drybrush highlights either, always paint them unless it's fur or a similarly dense pattern. There, you'll be a master in no time!

What is your favourite Greenskin miniature?

Oh, tough one. I think it's got to be the Pump Wagon I built. It just turned out so much better than I hoped! It was that mini that helped me rediscovered my love for my bits collection. It also captured all I wanted to get out of the army: colour, character, and NMM/weathering techniques.



INTERVIEW WITH A WARBOSS

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Left: This Animosity Marker Has Been Made From A Gnoblar And A Barrel. Certainly One Of The More Endearing Animosity Markers Around - Showing That The Unit Is Being Lazy, Rather Than Fighting!

Below: Milamber's Favorite Model - His Heavily Converted Snotling Pump Wagon. Looking At This Mighty Model, It's Very Easy To See Why This Is His Favorite Model From His Collection.





Above And Below:
Milamber's
Black Orc Unit.
You Can See
The Detail Of
The Orcs'
Armor More
Clearly In The
Shot Below -
And The Eager
Fury Of One Of
The Orcs Too!



Above: The Army's Battle Standard Bearer. Riding On His Boar, He Proudly Holds Aloft The Banner Bearing The Phrase "Ome Sweet 'Ome"



INTERVIEW WITH A WARBOSS

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All Of The Shots On This Page Show The Extensive Conversion Work And Impressive Paintjob Of Milamber's Wyvern Riding Warboss.

The Warboss's Spear Is Almost As Dangerous Looking As His Wyvern!





INTERVIEW WITH A WARBOSS

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Top Left And Top Right: This Is Milamber's Giant. The Model Itself Is Converted From A Hordes Trollbloods Mauler Model.

The Tribal Tattoo Was Added After Inspiration From Coolminiornot, And Based Off A Samoan Style.



Above: This Ninja Styled Goblin Used To Ride On The Chariot, But An Unfortunate Accident Meant That Milamber Lost Him!

Right: The Chariot As It Now Looks.





INTERVIEW WITH A WARBOSS

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Last But Not Least:
 Above: One Of Milamer's Wolf Rider Units - Another Unit Can Be Seen In The Background,
 Below: Spider Riders Painted In A Blue Theme.
 Left And Right: These Banners Show The Theme Of Red Vs Blue That Milamber Uses Throughout The Entire Army.





TROLLS!

By: Groznit Goregut

Trolls are an uncommon sight on the battlefield these days. Why is that when they are considered one of the Rare slots in our army list? Orcs and Goblins are a random army. Animosity and poor leadership hampers our forces and we are usually required to use two units to do the job that one should do. Will a unit not move when you need it? Or maybe charge forward when you want them sitting still? Squig hoppers either bounce too far or not far enough and your crucial unit fails that fear test and that costs you the game. So, who wants to compound the randomness further by adding in a unit of something Stupid? Ask around on the forums and that's the story you will get. I'm guilty of saying the same thing myself. What sometimes happens on various game message boards is a bit of conformity of thought. General ideas become prevalent and the forums become an echo chamber. The same army builds are used over and over again. Thankfully, Orcs and Goblins have quite a varied list and many army types are available. Still, it can be hard to find an original idea at times. Marster_the_Slaughterer showed up recently with an idea that got me thinking. I liked it so much that I've tried it out: a large unit of trolls!

When I am talking about a large unit, I mean a large unit! Think about a unit of ten trolls marching across the battlefield! With the unit sizes requirements dropping to just a single troll and ranks being increased to five, who in their right mind would want to use units of ten trolls?!? The point costs for such a unit will make it one of the most expensive units in your army. How can you entrust such a valuable portion of your army to a group of slobbering idiots? Part of the answer lies in the point costs. It's such a large amount of points that your enemy will have to deal with a huge pack of trolls. If your enemy is to get victory, he must take points from you.



A Unit Of Kaptain Blacksquig's River Trolls From DWQ14

What better place to put them in than a group of regenerating monsters? If you are smart and are able to use it in conjunction with the rest of your army, it will become a nasty unit that must be dealt with. While not quite a "death star" unit (a unit that is unbeatable and unstoppable), it does become quite a menace. Let's look at the idea further.

First, let's look at the biggest problem, the leadership issue. With a low score and being stupid, these mouth breathers will need to be babysat. One way to do this is to have them within range of the general. To be honest, that's not too bad of an idea. Your general is usually one of the hardest things on your side of the table. You will want him in the thick of it and cracking the enemy skulls. Your trolls are best used in the thick of it, as well. You create a hard center to your horde that must be faced by the enemy and not easily turned aside. Should you put your general in with the trolls? It would guarantee that they will always be in range, but it also puts a lot of eggs in one basket. It could become a true death star unit, but if it was destroyed, a lot of points would be gone in your list.

The other option for dealing with the troll leadership is to place a hero in with them. An orc on a boar or a goblin on a spider is a great choice. These characters can take up a slot in the ranks and when you add them to a unit of 10 trolls, you even have a spare or two for casualties and still have a rank. This will give the trolls a much greater range of action. You don't have to place them in the center of line or directly tied to your general's side. Watch out, though. If someone is able to kill the character and the unit is away from the general, they will be stupid for the rest of the game.

How do you use your trolls? Well, when you are thinking of placing them on the board, you will want them to face off against the bulk of the enemy. You certainly don't want to put them down too early and on a flank, just to have the enemy put most of his units on the far flank. While you should watch out for putting them down too early, you want to make sure you have enough room on the table to place them! Five trolls can take up a lot of room and if you don't plan it well, you will be snookered. Most likely, you will want to place them at some midpoint of deployment and in the center of your line. In fact, your troll units make great anvil units. The Hammer and Anvil tactic is where one unit is the Anvil and holds against the enemy charge. The Hammer then hits that unit in the flank and breaks it. Trolls, with their regeneration, they can be a fantastic anvil unit (i.e. the anvil shouldn't break). Another great reason besides regeneration that trolls make good anvil units is that they have three wounds



TROLLS!

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each. It takes three wounds before you suffer a single casualty. This allows you to get many attack backs when a normal unit of orcs or goblins is unable to fight after five wounds.

Trolls would also be great in combination with the Fanatic Slingshot. This is where you place a night goblin unit with fanatics behind or to the side of the trolls. When the trolls get charged, the fanatics are released (make sure the night goblins are within 8" of the enemy) and go through your own unit! They should pop just on the other side of the trolls and right where the enemy is planning on ending up after his charge. This makes them take 2d6 hits from each fanatic. This shouldn't bother the trolls too much, as they will regenerate a lot of that damage.

When you get into combat with trolls, most of your opponents can be broken down into two types of targets: ones with high armor saves and ones without. The reason is which type of attack should you use? Don't forget that trolls can forgo their three attacks to get one vomit attack. It auto-hits and is S5 with no armor save. Even though trolls get three attacks, the chances of hitting and wounding someone like a mounted knight are pretty slim. It's usually much easier to just go for the vomit attack. Against human knights, that's a S5 vs. T3 hit. This is one of the great strengths of trolls. If you are fighting some low armor targets, you should rather go with the three hand-to-hand attacks. You will be hitting on a 4+ for all targets with a WS 3 or better. When you hit, they will be S5 still, which will negate or greatly reduce most low armor saves. You should be able to chew through cheap rank and file with ease. If you are lucky enough to fight undead (or anyone else with a WS 2) you will be hitting on a 3+ and should rip through them with contemptible ease. Hopefully, you should kill more of them than the Vampire Counts are able to raise back!

The biggest bonus of a large unit of trolls that I have found is the Fear that they cause. A unit of 10 trolls is Unit Strength 30! If they win a combat against a regular unit, the enemy auto-breaks! With the ability to regenerate many wounds and the amount of attacks that trolls can dish out, they have a good chance to win combat. As long as the enemy doesn't cause Fear, is Immune to Psychology, or Unbreakable, you could break the enemy automatically. You could use trolls to hit enemies at their weakest points and break through their lines. It's also possible that you could hit them at their strongest unit and still break through!

With the Movement of 6", it might be tempting to get the trolls out in front. Your trolls can charge the enemy lines before your orc units can get there. The biggest weakness that I have found is your trolls getting flanked.



This Troll Was Convered By WarbossKurgan For His Fishmen Orcs Warband For Mordheim. Though It Is An Awesome Model By Itself, An Entire Unit Of These Guys Would Be Quite Fearsome Looking!

I have found it best to keep them in line with your orc and goblin blocks. If you do get locked in combat, it will help to have units on your flanks to charge in and help break static combats. It would do well to at least have a diverter unit on their flank. This is a unit that stays on their flank and is tilted in such a way that anyone who hits them and breaks them in combat will then overrun away from the trolls' flanks. Once again, placing your trolls in the middle of your lines is a good place to guard their flanks.

So, by now you might see the benefits of using large blocks of trolls, but what about the trollish sub-types? They both increase the cost of the trolls by 50%. A unit of 10 will jump from 400 pts to 600 pts! That's over a quarter of a 2,000 pt army. So, are the upgrades worth the point increase?

Stone Trolls: I think the most interesting choice is the stone troll option. It will increase your Armor Save to 5+ and add Magic Resistance (2). The Armor Save increase is almost negligible, but will save you against many weak attacks. Some enemy shooting can be shrugged off and a unit of spearmen isn't as nasty as they could be. Most likely your trolls will be fighting against something with a high strength score and the small

TROLLS!

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A Unit Of Stone Trolls Like Bjork's Above, Is Able To Withstand Magical Attacks A Little Better Than Other Types Of Trolls. They're Also A Common Sight In Night Goblin Hordes.

Armor save will be negated. The Magic Resistance (2) is the real benefit for the upgrade. A large unit of trolls is going to get the enemy's attention and if it is a magic heavy army list, you can guarantee that many spells are going to come their way. Fire magic is a popular choice for magic lores for many casters, but with so many trolls around, you can bet that it will be used often against you. Imagine a Slaan with Lore of Fire on the other side of the table and you might think that the extra 200 pts well worth the extra cost! A medium magic defense and your nastiest unit with MR 2 can help shut down an offensive magic heavy list. Besides the immediate blasting spells, you will need to watch out for a myriad of other spells that can affect your unit. There are spells that limit your movement, lure you out of the way, or drop you through a Chaos Gate! When so many of your points are spent on a tough unit, isn't it worth it for a little extra insurance?

River Trolls: The points spent on river trolls need a little bit more investigation. You get a -1 to hit in combat. Is it worth it? When people think about statistics in a combat, one of the uncertain ones is

actually wounding. How often do you have a big combat and not even land a blow? Also, one of the strengths of a troll is its ability to regenerate attacks. If less blows hit, it's even more insurance to win combat. The troll WS 3 is going to give an advantage to almost every enemy unit on the table. By making it a 50%-50% chance to hit, you can increase the odds in your favor as to how many regen checks you will have to make. Most opinions I have found by other warlords will say that the point upgrade for river trolls just aren't worth it, but I think (much like the idea of large troll units, itself) that it needs further investigation before it can be ruled out. Even if a unit of knights happens to charge into your flank, the chances of them bouncing off are much higher.

What types of armies can use trolls? When you decide to go with large troll units, you will need to think about how else to build out your army to support them. I've found having a good infantry horde to work with troll packs is great, as they can guard the enemy's flankers and have a good static Combat Resolution score. I also find that having some war machines can really help pressure the enemy into facing your advancing infantry rather than sitting back too much. It's possible to use The Hook strategy with the trolls as the advancing center. I'm sure that there are a lot of ways you can use the trolls and I hope that this article will encourage people to experiment. Share your experiences or even argue the merits of large troll units on the Tactics section of Da Warpath.

See you there!



More Of Captain Blacksquig's River Trolls. See Them In Action Later!

THE ART OF ARMY BUILDING

By: Grozmit Goregut

When people start off playing Warhammer, they don't know much about the game and read through the army book and think it looks like a lot of fun. When they make their first few army lists, they might look at all the different choices offered and make up an army list piecemeal. For their first few games, they line up their forces and march towards the enemy. Many of these games don't end well. This is particularly true for Orcs and Goblins, which have one of the most varied army lists around. We have so many choices, it's hard to know what to use in your army list. Many times on the forums, you can see people trying to build a list or having a frustrating time trying to win for the first time against experienced players.

A good general will have an overall strategy as to how his army works and will understand the component pieces. Using good tactics is important, but it should always be tied back into the overall strategy of the army. Some other army lists are rather overpowered at this point in time and a player doesn't even have to be very good to win half of his games. Orcs and Goblins have some disadvantages in the current environment, but that doesn't mean we can't win. A good general will win most of his games, even with Orcs and Goblins.

There are many types of overall strategies that can be used by Orcs and Goblins and none of them are right or wrong. Some people are drawn to some while considering others heretical. I will go over some of the major and most popular strategies. It is important to figure out the type of strategy that you prefer and works for you. If you find one that works, but you don't like to play in that style, than you should work on a different strategy. The finer details and tactics of each style could represent an entire article of their own. Once you have a basic idea of how you want to play, you need to start figuring out what types of units you will need to create this strategy.

The Hook: This strategy has become popular, mostly due to the thread in the Tactics section of Da Warpath forums. The basic idea is to have a solid center to your army. One of your flanks is weak while the other is

stacked with fast and heavy hitting units. Your center advances, perhaps cautiously, while your "Hook" side smashes into the enemy flank. It is most effective when your Hook side finishes up the flank it is facing and can then smash into the flank of enemy's center at the same time your center units engage the enemy's center to the front. It creates charge combos, and if done in the right sequence, can see your Hook participate in several combats in one turn as you are able to completely break the enemy center.

An important aspect of this strategy is good deployment. A good start is to put down either some fast cav that won't give away your intentions, or build your strong center. You don't want to have your opponent know that you are going to go heavy on one flank. Some of your last items to put down before you start to place The Hook would be your war machines. When you are thinking about what units to put on your Hook flank, you will need to think of fast and hard units. Wolf riders are good to add in, but a unit of 10 wolf riders with armor will not be heavy enough. Giants are good. Wolf chariots have great charge range, but they cannot march. They would be a better choice than boar chariots (who are too slow). Boar boyz or Savage Orc Boar Boyz are ideal. Warlord on wyvern can really add punch, as well. You will need to make sure you have more than a unit or two. You will need 3-5 units to make it powerful enough to push through. Fast cav can be included in this number, as they can cover some of the other units and will still be able to flank charge or charge small units. The important thing to understand with your Hook side is that you want to break through the enemy lines. Don't engage big enemy units that you cannot win in one turn. Just go around them and make sure they can't charge you while you handle easier targets. You should always be able to mop up these guys once you have punched through the enemy lines. On the weak side, some bolt throwers and night goblin archers with fanatics can really hold their own. A small unit of arcer boyz can help, too. I recommend archers as they will be able to shoot at enemy fast cav and 20 night goblins will be able to fire at large creatures that get too close. The idea is to be able to scare off anything that



When You've Got An Army As Massive As Gashbad Beergut, You Can Field Almost Any Combination Of Forces!

THE ART OF ARMY BUILDING

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comes for the war machines or tries to flank charge. For the center, standard orcs with shields are great. If you find yourself running low on points, consider 'ard grotz. That's common goblins with armor and shield. They cost 4pts each, but will have an armor save of 4+.

When you consider that an orc will be 6 pts with shield, any points you can skim will help you out. If your center units are just meant to hold enough for the Hook to slam into them, then 'ard grotz should be good enough. Fanatics should not be considered for the center as they will just slow you down or perhaps hit your own Hook as it swings into the enemy. Your BSB would be good to have in the center. If you don't use your general on the flank, then it's best to put him in the center, as well.

For more information on this strategy, go to the Tactics forum on Da Warpath.

Greenskin Gunline: Everyone should be familiar with the Empire Gunline or the Dwarven Gunline, or a variety of other similar tactics that involve sitting back and shooting you to death (Wood Elves, anyone?). Greenskins are capable of doing the same type of tactics with our troops, in a way. We don't have cannons, but we do have a large variety of war machines at our disposal. Spear Chukkas are 2-for-1 choices and many

Since our war machines are not as powerful as the opposition, it is important to back it up with magic. The amount of magic is up to you, as some people will say that a BSB is a solid investment in a gunline while others will disagree. It is quite possible to go with a lvl 4 and three lvl 2's. It is also important to pick between the Big and Little Waaagh! spell lists. Both lists have some very useful spells, but I find that "Gork's Warpath" as the ideal spell for this army type. It is also good to include any bound spell items to drain away the enemy dispel pool. Don't forget that "Mork Wants Ya!" can be used on the actual war machine. Most cannons or hellblasters can't take being crushed between giant, green fingers.

What troop types should you use in your gunline? Arrer boyz and night goblin archers are the best. Fanatics are great to use, as well. This should stall any incoming forces and force them to charge through fanatics to get to your lines. Even using night goblin archers with no fanatics can cause fear for your opponent as he wants to avoid the possibility of whirling, maniacal death. Spears are also a good choice if you have the points. Your opponent will most likely be charging you all the time. Nets are worthwhile, too. Even 'ard grotz with their good armor save can hold up the enemy. Instead of two doom divers, you can spend some points on trolls.



A Greenskin Gunline Wouldn't Be All That Good Without A Spearchukka, Or 4...

They are stupid, but you don't really need them to move anywhere. They are almost immune to missile fire and are tough combat troops. They would be great to put into your army center. A big unit of squig herders can be marched alone against the enemy lines. If it is big enough, it won't be shot to pieces by the opposition. It is mean in combat and even if it breaks, you can hope that it will take a lot of enemies with it! Just march them straight for the guts of the enemy line. Don't discount fast cavalry, as they can go after the enemy war machines, march block your opponents, mage hunt, or even just threaten a unit's flank. Snotlings can also be used to march forward and delay the enemy for a short bit. Snotling pump wagons would also be good to send forward. They might attract enemy cannon fire or cause significant damage on their own.

Not everyone will like a defensive Greenskin Gunline, but it might be fun to use every once in a while to make your opponent come to you! Try it out on any of your opponents that like to do a gunline and see how they like the game. This type of a list could be outclassed if it faces off against a real powerful gunline, unless the enemy misfires and your magic is able to destroy their cannons before your war machines are destroyed.

people say we need 4 of them just to be effective. Rock lobbas can cause a lot of damage, as well as doom divers. If you wanted to go crazy, you could have 4 spear chukkas, 2 rock lobbas, and 2 doom divers in a 2,000 pt game!

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The Checkerboard:

This is a strategy that worked great in 6th Edition, but has seen some use in today's game. The rules for Orcs and Goblins have changed enough to not make it quite as effective as it used to be, but it can still work. The idea is to stagger your units like a checker board as you march your infantry horde towards the enemy.

Animosity can always slow your units up, but now, units should be spaced out enough that they will not slow each other down if one of them halts or surges forward. The front units should be ones that can either hold or will want to flee. Goblins are great to put in the front as orcs in the second rank won't be affected by them. If your unit holds, the ones on the side of it should be able to charge into the flank of the enemy unit fighting the front rank. If your front unit flees, it should put itself in range to be counter-charged by the next row of your units, possibly in the flank. Fanatics can also be used in the second row to do a "fanatic slingshot".

The rest of the army is handled like a typical Orc and Goblin army. Fast cav and boar boyz are used on the flank to gain advantage. Magic can be heavy or not used at all, if you want. Chariots can zip between the infantry blocks and be used to smash into opposing enemy units. Trolls can be a good front unit or a good second row unit. Black orcs or big 'uns might not be good as it tends to allow the enemy to focus on one of your units. More standard Core infantry is better than a few elites. A giant might work, but would become a missile magnet, which some people take just for that reason.

This strategy also has its own thread on Da Warpath forums where you can learn more details.

All Mounted: Personally, I have used this type of an army for the past year and a half. I've had great success



Arfa's All Mounted Goblin Army Deployed For Battle Against The Forces Of The Empire

with it and found it to be a lot of fun. The idea first came to me as a way to use a warlord on wyvern. The biggest complaint that people had was that the warlord's leadership was needed with the rest of the troops and not rushing off towards the enemy. I figured that maybe the army should keep up with the warlord! Core units are all fast cav. Boar boyz, savage orc boar boyz, chariots, and squig hoppers are your special units. Rare can be giants, snotling pump wagons, or Dogs of War (heavy cavalry unit or a Regiment of Renown). Giants aren't technically mounted, but they are fast enough and having two large terror causers is nasty. I've even tried using two giants at times.

For heroes, I used a BSB with boar boyz, for the added CR to break the enemy lines. Goblin shamans on wolf chariots are great to use. They can be scroll caddies and slam into the enemy during the mid-game when all his scrolls are gone. I've found a suicide goblin (goblin hero with OHW and tricky trinket/brimstone bauble) to be affective, as well. Savage orcs on chariots will give frenzy to the boars and crew on a chariot and offer increased wounds on the charge. Black orcs in chariots will get auto-Waaagh! to get the surprise on the enemy to hit him when he isn't expecting it.

What I have found effective with the All Mounted is similar to The Hook. It all depends on smashing through the enemy lines and hitting them from the side or rear. It is best to hit the enemy on the flank and to concentrate your hammer units, wyvern lord, and any

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Giants Are Very Able To Keep Pace With Faster Moving All Mounted Armies

Giants you have on one flank. It is not worth it to have your heavy hammer units try to smash something that isn't going to break in one turn. The best hammer units that I have found are boar boyz (savage or otherwise) and they just don't have the strength to break the enemy without the charge. I will often put the War Banner in one of these units and put the BSB in the same unit. I know it may be putting all your eggs in one basket, but I have found it's better to have one unit you know you can smash the opponent with instead of spreading out the power.

It's important to for your giant, chariot, or fast cavalry to join in any combats where your boar boyz did not break the enemy in the first turn. Any prolonged combat will allow your opponent to flank your boar boyz and if you lose one of these units, you will not only lose a considerable amount of points, but you lose one of the few effective units you have.

When I take boar boyz, I usually put them in units of 10-12. With those numbers, they can take a few casualties and still be considered an effective fighting force. If five boar boyz lose 2-3, then the unit is drastically reduced. With the high movement of boars, your main fighting forces should be charging the enemy on Turn 2. Worst

case scenario, the enemy has the first turn and you will suffer two rounds of shooting before you are hitting their lines. Boar boyz have T4 and AS 3+. Savages have AS 4+, but get a ward save. I've found these guys can take a lot of punishment and press on. I've seen 20 dark elf crossbow bolts fired at a unit and they suffer not a single casualty. The amount of firepower to turn one of these units ineffective in a turn or two would be hard for your opponent to muster. It is also important to note that you should only be facing off against half his army as you hit the flank.

Some people worry that giants, wyverns, chariots, and expensive boar boyz units will just be fodder for enemy cannons. The idea is that there are so many targets that the enemy can't possibly take care of all of them. If you aren't charging his lines on Turn 2, then there is a problem and you could give your opponent enough time to shoot all of them.

Squig hoppers and spider riders are great terrain infiltrators and can sneak through enemy lines to hit them where they are most vulnerable. They are also good at clearing out scouts. It will be tempting to throw your fast cavalry out early as bait to save your better units from shooting, but these guys really shine in the mid to late game. Your opponent should be whittled down a bit and your fast cav units can be great at picking weak units off, destroying fleeing units, taking out war machines, and even just taking table quarters. One of the problems with this type of a list is the lack of magic defense. Mage hunting is an important tactic to use. I've thrown my wyvern lord at fully ranked units just to kill the mage lord. I may retreat, but most likely I will rally. Suicide Goblins are great for this, too. Large creatures / Monsters are also a problem for this list. If the enemy has hydras, giants, treemen, or dragons, I try to throw the wyvern and giant at them as soon as possible. I have also used two spear chukkas in an All Mounted list. You can always get around the all mounted part by converting them to be on boar chariot bases.

Once you know what type of strategy you are going to go with, you will need to think of tactics of how to deal with your enemy. You must understand the main thrust of how your army is going to deal damage to the enemy army. The Hook and All Mounted use fast forces to punch through their lines and encircle the enemy. The Greenskin Gunline will use missile troops, war machines, and magic to destroy the enemy. The Checkerboard uses an infantry horde to swarm the enemy and cut him down to size. While you are trying to do this, though, the enemy will most likely be trying to implement his plans to destroy your forces! It is important to understand the main types of enemy threats and how to counter them. The way to counter

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them will differ depending on your strategy, but it's also possible that you create your own hybrid strategy that incorporates various elements of the major strategies I laid out.

To make a good army strategy, you must understand the threats that your army will face. While every type of threat cannot be fully explained, I can at least list the major types of threats you could face.

Large Monsters: These are nasty beasts and range from random chaos spawn to lords riding dragons. Most all of these are Fear or Terror causers and very hard to actually wound. Orcs and Goblins especially have a hard time with these nasty beasts. Our low leadership makes us victims of Psychology and cheap troops have a hard time actually causing wounds to the monsters. A Greenskin general will often feel like in an old Godzilla movie.

Counter: Spear chukkas are the best method of dealing with them. Goblin ballistic skill is not good and even if I hit, it seems I have a 50% chance to roll a "1", but these are still the best way to defeat monsters. Some people always take four spear chukkas in each army list. Other people have had good results getting direct hits with rock lobbas to kill monsters. Giants can also be very effective when handling monsters. All three results against large opponents are good for the Giant. Wyvern lords can also take out monsters. Suicide Goblins (sometimes on chariots) might be able to wound a monster, but I have not seen one destroy an enemy monster. Archers are a great way of dealing with monsters. 20 night goblins with bows can all fire at large targets and while they may not kill it in one turn, they can wound it. All wounds will stack and that's how you eventually bring it down. It also might be worth it to use a throw away unit at it and maybe cause it to overrun into a corner that will spend a few turns to get out of.

Fear and Terror Causers: There are a lot of things out there that will cause Fear and Terror these days. Sometimes, you will have a whole army of them! Between animosity and low leadership, Greenskin warlords will be hard pressed to bring your tough combat units to even get into combat with the enemy! If you do, you need to beware of losing combat and having less Unit Strength and auto-breaking. This is one of the largest problems for our army list these days.

Counter: Anything that is Immune to Psychology is a good way to get around this, but that can be hard to do. This is one of the hardest types of unit to counter for Orcs and Goblins. Using the general's Waaagh! or the spell of the same name can help to get units into combat without having to make a leadership check. It can't hurt to blast these units any way you can from a distance!

Flyers: Many of these are war machine hunters or act

the same as fast cav. They can destroy our war machines and still have time to flank charge units in combat.

Counter: Fanatics make flyers land to take hits. Arrer boyz or goblin archers can try to panic them off before they get to your war machines or flanks. Magic is good to take these fast units down, too. Snotling pump wagons charge 360-degrees and might be able to catch the enemy flyers as they maneuver towards your soft spots. Wolf riders and wolf chariots, with their 18" charge range can catch these guys, too.

Cavalry: Heavily armored and fast moving, these units are often used to destroy slow-moving infantry. It's almost impossible to get the charge on these guys or avoid their charges. A small unit of them can break a unit easily, and overrun through your entire battle lines. If you survive their lances, it's hard to get through their high armor save.

Counter: With a high movement, these guys will be hard to counter. You can try to march block them with fast cav or even re-direct them with bait-and-flee units. War machines negate armor saves and are worth using on them. Suicide goblins can often take out a unit of



Terror Causing Dragos Can Cause Many Headaches For Greenskin Armies



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knights. The OHW will destroy their armor and the tricky trinket will break any Brettonian ward saves. Chariots have the potential to take them down, too, but it's not guaranteed. Fanatics are the most tried and true method to get rid of cavalry. If you can arrange it for them to end their charge on top of the fanatics, then so much the better.

Fast Cavalry: Faster than cavalry, but lacking some of the punch, fast cavalry is still something to watch out for. Since most Orc and Goblin units are M4, it is easy for these guys to avoid us. They can march block us, combo-charge us in the flank, or go for our war machines or mages in the rear. If they aren't handled, they can cause a lot of havoc.

Counter: All fast cavalry units hate archers. 10-12 Arrer boyz are cheap and can take down enemy fast cav. They can probably even withstand a charge from them. Our fast cav can usually charge first and most often take them down on the charge. Beware of Stand & Shoot reactions, though. Chariots of all kinds can eliminate them, too.

Scouts: These fellows are similar to fast cav, except they can appear anywhere in terrain. They won't move around as much, but they can be a real nuisance and ruin your plans.

Counter: Squig hoppers and spider riders can get to these guys with no fuss. Spider riders might have a hard time winning some combats, but they are worth the try. Magic is also good to try to hit them. Doom Divers might also work. Sending a ranked unit of goblins into the woods after them isn't a bad idea. How much did the unit cost you? How much did the scouts cost him? You can counter one of your cheap units to get rid of something worth more points.

Unexpected Flankers: These are units that appear later in the game at places on the table that you are not expecting. They can be dwarf miners or burrowing tomb scorpions. Many war machines have been destroyed by these or even key combats have been lost to a sudden flank charge from an unexpected source.

Counter: These can be hard to deal with. Snotling pump wagons can help. They can stay in your flanks and just wait for them to arrive. Alternatively, use fast cav to get to them quickly. A unit of 20 night goblins with a fanatic might work, as well.

Mages: High level lords or regular hero casters can cause a big problem to your army. These individuals are usually a bit behind the battle line, but can inflict massive casualties or problems with their magic.

Counter: You can mage hunt with fast cav pretty easily. Your unit charges the unit that the mage is in and all units that can direct all their attacks at the mage. Hopefully, you can kill it with three wolves and goblin

attacks. Suicide goblins are also good to go after enemy mages. Even if these resources are destroyed, they take at least the same amount of points when they kill the enemy mage. There are a lot of other ways, such as Nibbla's Itty Ring and the "Eadbutt" spell. Even a wyvern lord charging in to make all attacks against the enemy wizard can work.

War Machines: Cannons are the ultimate war machine as high strength cannon balls tear through units, slaughter giants, and turn chariots to kindling. Elven repeater bolt throwers can also cause severe pain to your best laid plans. There is a number of tools at hands of the enemy to rain death and destruction on our heads from afar.

Counter: Fast cavalry are the best war machine hunters we have. They can move fast to take them out. If the enemy war machines are on hills, you can use cheap, massed archer troops to fire at the war machine and crew. "Mork Wants Ya!" spell can also be targeted on the war machine itself.

Missile Troops: Bowmen, hand gunners, crossbowmen, and even blow pipers can hit us where we don't want them to from a distance. They can kill our fast cavalry, blunt a charge, destroy chariots, and cause panic in units when they concentrate missile fire. Counter: Our missile troops can get into a shooting duel with enemy missile troops. Arrer boyz are better than goblins. Magic can also destroy them, especially magic missiles. Fast cav can get close enough to charge and not get a Stand & Shoot reaction or you can attack from a flank. A cheap unit of 20 goblins steadily marching at an enemy archer unit will eventually reach them and most likely win (or get them in protracted combat).

Elite Infantry: These guys are either tough, have a high armor save, high strength attack, special ability (like killing blow) or a combination of these. Units of standard Core troopers don't stand much of a chance when facing off against one of these units.

Counter: These are good war machine targets. Anything that is high strength and gets rid of armor saves will usually work. Combo charges could also take them down. Chariots are also good to hit them with. They might flee afterwards, but if they rally, they can just try again! Giants can also do some damage. It might be just as effective to avoid these units all together. Just throw a cheap throw away unit of ranked goblins at them and destroy the rest of the army. Magic is a good way to deal with them. Flank charge them. Throw fanatics at them. Anything sneaky that doesn't involve a frontal charge is the best way of handling them.

Death Star Units: These are units that are elite and very nasty. Either the unit on its own is hard to deal with (Blood Knights) or has a character or three that turn it into something that can destroy any unit it touches. An

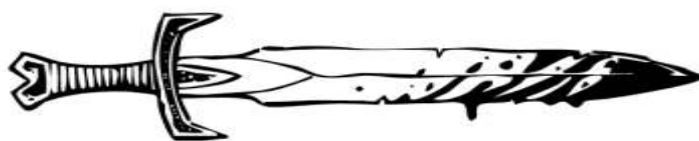


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example is a unit of ogre bulls with a Tyrant and two heroes in it. The fast movement of ogres is combined with some of the nastiest fighting characters you can face. Not many units are able to stand against it.

Counter: These things are just like Elite Infantry, but worse! They usually kill anything they touch. Give it throw away units and try to lure it into corners where it will spend a few rounds turning around. Shoot it with everything you have. Magic is a good choice, too. If you have to get into serious combat with it, try to do it with as much stuff at one time as you can. The only way to defeat it is to just annihilate it on the charge.



It is important to know the threats of the enemy, because your overall strategy must include a way of dealing with each of these. You can design an army list that you believe is perfect, but if you don't know how to handle enemy cavalry, then your entire battle plans can fall into ruin when you face off against them. Each strategy could have a different way of dealing with each enemy threat. The counters offered above are just some of the ways to handle each of them.

The trick is, that the strategy you go with should have a way of handling anything your opponent throws at you with the troops you put into your list. Every unit in your list should have a purpose. The best units are the ones that have multiple uses. A unit of 20 night goblin archers and one fanatic has many uses. The fanatic can be used against tough units. The unit can fire at large creatures or units on hills. The unit is cheap enough to be used to redirect an enemy or to be thrown to a tough unit to distract it for a bit, while you deal with the rest of the army. Fast cavalry has a number of uses, as well.

Most people tend to use them for one or two reasons, but don't forget about many other uses available to such a unit. Tailor the unit to your enemies list.

It is also good to pair units together to form teams with the same objective. Maybe your giant and wolf chariot work together and try to get combo charges on the same unit. Such a combo charge would be nasty. Perhaps you have a unit of 10 arcer boyz, 20 night goblins w/ 1 fanatic, and a unit of wolf riders working together to guard a flank. The arcer boyz try to move up on the far flank and shoot. If the enemy charges them, have them angled so that the enemy will pursue off the board and have to spend a turn coming back on. The fast cav can try to get around and march block the opposition while they take pot shots. The night goblins can be used as a last line of defense and throw their fanatic at anything that makes it through. Or maybe they are close enough that if the enemy charges the arcer boyz, they can launch the fanatic so that the enemy will end its charge on top of it. If the enemy charges the night goblins, maybe the arcer boyz will then charge the enemy in the flank while the wolf riders hit them in the rear? As a single unit, each of these are not considered strong, but when teamed up together, they can be quite an effective grouping, and all for under 300 pts. The important thing is that they have a purpose in your overall list. They are a tool for you to accomplish your strategy. They are distractions while the main part of your army gets strategically in place.

Experience will be the best teacher, but having a good understanding of the purpose and abilities of all your units will go a long way to improve your game. As you can see, there is a lot more to designing an army than just picking units that sound cool and marching them across the table at the enemy. If the enemy is experienced and prepared, you will most likely not stand much of a chance.



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FORCES OF LUSTRIA ANEW

By: Barney

An Examination Of the New Rules

Greetings, fellow Greenskinz!

February 2009 brought us all yet another Valentine's day. Apart from all the chocolate, roses and romantic dinners, it also brought us another 7th edition army update release, this time a jungle oriented one.

The Lizardmen.

In the next few lines, we'll be looking at some general points of interest, what has changed and what hasn't, and if there's something to fear from the new cold-blooded ones.

First of all, let's take a look at the book itself. The cover features a fiercely looking Saurus Scar Veteran, with a sea of random blue lizards everywhere around. Not really the most inventive cover, they could have done something more visually stunning. No mater, at least we still retain the coolest armybook cover.

Inside, you'll find full 39 pages of fluff, including a brief overview of Lizardmen cities, deities and even glyphs and spoken language, which is a nice touch. We may live up to a day when the Lizardmen players will speak Lustrian among themselves. That would be hilarious. But let's get to the most important part of every Armybook, the rules themselves.

The Lizardmen keep their Cold-blooded armywide rule, as well as the Aquatic special rule. What's (sort of) new is the Jungle poison rule, which makes all non-magical Skink shooting count as poisoned attacks. Not really a major change, as all the skinks were blowing their poisoned darts in the previous edition most of the time, anyway.

Following the trend of multiplying special characters into ridiculous numbers, the Lizardmen Armybook contains 9 of them, with 4 Lords and 5 Heroes. I don't like special characters, as they unbalance the game by a fair bit, especially the newer ones, so I won't go in-depth about them.

The generic Lord choices consist of the usual two options, Slaan Mage-Priest and Saurus Oldblood. The Slaan generations are no more, but the Slaans get some neat special abilities, called „disciplines“, one of them for free, each other at +50 points, up to maximum of four per Slaan. The most annoying, and the one I'm sure every Slaan will have, is the Focused Ruminantion power, which adds a free power dice to any single spell the Mage-priest casts. Really nasty, and it makes the Slaan a truly powerfull magic beast. The other disciplines include things like MR(3), Terror,

Regeneration, invulnerability to mundane weapons and some other stuff. Personally, I think there won't be many Slaans with more than two disciplines, as they get quite expensive then...

The Oldblood is a generic fighty Lord, with one more attack, one less WS and same cost as our Black Orc

Warboss. What makes this guy dangerous (well, even more dangerous) is the option to ride a Carnosaur, Terror causing monster with 4 Attacks, Strength 7, doing D3 wound with each strike. And, it isn't even a Large target! It only has WS 3, though, suffers from Frenzy after inflicting the first wound and costs more than a Wyvern. Still, the Carnosaur is one of the best monstrous mounts in the Warhammer world now and it is unwise to underestimate it.

The hero choices stayed the same as well, with Skink Chief and Skink Priest, plus the Scar Veteran (who costs the same as our Black Orc Big Boss, but has better strenght and one more attack). Certainly one of the best fighty heroes of the Warhammer world now.

In the Core section, Saurus Warriors became cheaper and better, now able to fight with two attacks even when armed with spears, and they get 5+ scaly skin save now. This edition also re-introduces the old favourite, ranked Skinks with the ability to take a Kroxigor into their ranks, one for every 8 Skinks. To be honest, this combination seems a bit weird, and though it can support the Kroxies with some ranks, the Skinks in the front rank are easy to kill with only T2 and no worthwhile save. If you manage to hold the charge of this unit, you'll most likely break it in subsequent rounds of combat, thanks to the easy kills.

In the Special section, we have the old Cold One Cavalry, essentially the same as they were, with a 2+ save now, Chameleon Skinks with no change as well, the ever so annoying Terradon Riders (now able to drop rocks onto units they fly over) and the generic Kroxies. The Temple guard is here as well, but they have gotten way better in this edition (and they got new plastic models to boot!). Able to get a 2+ save in close combat, with 2 attacks and a halber each, they are a fearsome foe. When joined by Slaan, these warriors become Immune to Psychology and Stubborn. And since Slaans



**The Common Skink -
Something You'll Find In Many
Lizardmen Armies**



A Unit Of Saurus Temple Guard. Even Without A Slann, This Unit Is Still Pretty Powerful!

count as BSBs, the unit practically equals unbreakable, as you won't see a Stubborn unit with Ld 9 testing on 3 dice and with a reroll break often. Be wary of those, they combine a great staying power as well as hittyness! The specials section also includes a Stegadon, a large Terror causing monster with a giant bow and some D6+1 Impact hits. Practically stayed the same.

Now we move to Rares. Salamanders, despite the rumours, stayed rare, now use flame template that is moved with the roll of an artillery dice, fire at Strength 3, with a -3 save modifier and Flaming special rule. Misfires kill Skink handlers, as usual.

Then we have a brand new unit, Razordon Hunting Pack, which is another shooty monster unit, each of the Razordons fires artillery dice worth of shots at S4 and they (thankfully) still have to roll to hit. They are obliged to stand and shoot when able, and get 2 Artillery dice worth of shots when doing so. Nasty, nasty unit that is quite difficult to get rid of. Misfires kill Handlers again.

And now we come to the last rare choice, the Ancient Stegadon. This beast is similar to the Stegadon, being Large Terror causer with high Strength and Toughness. But what makes this monster very dangerous is that it can be bought as mounts for Skink Priests, and can be upgraded with Engine of the Gods. This device grants the Skink Priest riding it a free power dice to every spell, and can bestow one of three blessings in the shooting phase (5+ ward against shooting, D6 S4 hits to enemies in 2D6", and the ability to give all the casting attempts from one lore +1 to cast, which is really nasty especially

combined with Slaan Mage-Priest). And since Ancient Stegadons bought as mounts do not take up rare slots, it is possible to field 6 Ancient Stegadons in a 2000 points army (and probably some more regular Stegadons)! This cheesy tactic is even encouraged by GW on their website, presenting it as a perfect way to play!

This is, of course motivated by profit (as almost everything GW does is). With the new Lizardmen also



Stegadon Carrying An Engine Of The Gods



The Newest Addition To The Army: The Razordon

A great one! It contains the whole Stegadon, five Skink crewmen, a Skink Chief and a Skink Priest, not to mention the bucketload of bits and baubles, for less than 25 pounds. Some people might even be tempted to buy the model only because of its sheer awesomeness. I've yet to come across a painted one on the tabletop, but judging from the pictures, the model looks fantastic!

One thing I haven't mentioned yet are the magic items. These vary quite greatly in cost, restrictions, and of course, usefulness. What surprised me the most was the number of magic weapons in the book. The most feared will of course be The Blade of Realities, which (aside from denying Armor Saves) forces a Ld test upon each unsaved wound, and if the victim fails, it is slain outright (yes, I could hear the „Gulp!“, dear reader). Considering our crappy Leadership, this means serious threat to our Heroes and Lords. Also, the Piranha Blade, doubling each unsaved wound, is a nasty character killer.

The Enchanted items section is also quite big, with some interesting stuff, but mostly quite situational. The Arcane Items also contain some very useful stuff, like the Cupped Hands of the Old Ones, which make an

enemy wizard within line of sight suffer the miscast instead of you on a roll of 2+, or the Rod of Storm, containing Uranon's Thunderbolt cast as bound spell with power level 6 (for only 25 points!) and the like.

The Talismans only contain three items, a -1 to hit amulet, a generic 5+ ward save and a one use only 2+ ward against the first wound. Meh.

The Banners section is also a bit disappointing, with no interesting or uber-useful stuff, except for a 50 pts banner that forces each enemy wizard in line of sight and 18" take a stupidity test (this might be a bane of all the magic heavy O&G armies, who tend to lack leadership even more than normal O&G armies do).

And that's pretty much it.

Overall, I feel this new incarnation of the Lustrian host is geared more towards close combat than it used to be, with the emphasis on Saurus and Temple Guard, and great magic weapons to choose from. Also, the magic capabilities are not to be taken lightly, especially with Slaans backed up by Ancient Stegadon riding Skink Priests. And lastly, the Lizardmen can still pack a punch in the shooting phase, making them one of the most versatile armies out there.

The list is quite powerful and some combinations are rather cheesy (especially the heavy stegadon build or some magic phase combos), but overall, I must say I like the new book. Seeing what absurdities GW is capable of producing (*cough* Deamons, Dork Elves and Vampire Counts *cough*), the Lizardmen are surely one of the more balanced books out there.

Good luck on stomping da jungle gitz!



(A very special thank-you to Dimitris Kiourtsoglou (Kiour_gr) for letting us use photos of his Lizardmen collection for this article

- Ed Goofycabal)



Skinks Are Capable Of Easily Flying About The Battlefield On The Backs Of Terradons



BATTLE REPORT

By: *Kaptain BlackSquig*

For this battle, each side would field a 1500 point army. With the terrain setup we felt too many points wouldn't give us a lot of movement options so we opted for a smaller game. I would be fielding my Goblins against my friends Dark Elves. We decided to use the rules for Lustria to add some character to the battle. We generated 8 Encounter Points each and gleefully started planning where to spring them! I lost the roll for table side and setup so the Dark Elves appeared to have the early advantage as I had the thick jungle side and would start deploying first. I generated spells for Oddgit and got Foot Of Gork and Gaze of Mork. I placed Oddgit in the with the General, and deployed Zogger on my left flank. The game would last for six turns. The Dark Elves rolled high got to choose to go first and promptly did as battle was joined! A unit of Scouts were placed in the undergrowth on my right flank.

Dark Elf Forces

Heroes

Master Leroxst armed with Crimson Death, Blood Armor, and wearing a Sea Dragon Cloak.

Sorceress Sheba. Level 2 armed with the Tome of Fury and Whip of Agony.

Sorcerer Anghus. Level 2 armed with a Focus Familiar and Pearl of Infinite Bleakness.

Assassin Hurshyll armed with an Extra Hand Weapon and Rune of Khaine. Hurshyll is concealed within the Corsair unit.

Units

20 Corsairs. The Unit has a Full Command.

10 Crossbowmen.

10 Crossbowmen.

7 Dark Riders. They are armed with Repeater Crossbows and accompanied by a Musician.

6 Shades

2 Reaper Bolt Throwers

'ey lug. member dat time weee went ova ter dat
Lustria place?

um, no. not really...

sure yer do! yer get eaten by dat big plant
fing. dat won wiv all dose sharp leef.

oh right! at least it weren't a squig. again...

Goblin Forces

Heroes

Hak Veinthrob. **Night Goblin Bigboss** wearing the Armor of Gork and wielding a Great Axe and a Shield.

Spatnatz Grimfinger. **Night Goblin Bigboss** armed with the Sneaky Skewerer and an Enchanted Shield. He wears Light Armor and rides to battle on a **Cave Squig**.

Oddgit. **Night Goblin Shaman.** Level 2 armed with Nibblaz 'Itty Ring and the Staff of Sorcery.

Units

30 **Night Goblins.** Veinthrobz Volunteerz. The unit has Full Command and are armed with Spears and Nets. The unit contains 2 Fanatics.

30 **Night Goblins.** Spatnatz Suicide Sqwad. The unit has Full Command and are armed with Spears and Nets. The unit contains 2 Fanatics.

30 **Night Goblins.** Grizvitz Dirtballs. The unit has Full Command and are armed with Spears and Nets. The unit contains 2 Fanatics.

5 **Goblin Wolf Riders.** Da Warpawz. The unit is armed with Spears and Shortbows and contain a Musician.

5 **Goblin Wolf Riders.** Da Howlerz. The unit is armed with Spears and Shortbows and contain a Musician.

20 **Goblins.** Skeeeverz Stikkaz. The unit is armed with Shortbows and contains a Musician and Boss.

2 **Goblin Spear Chukkaz.** Da Chukkaz.

3 **River Trolls.** Da Swampkin Bumpkinz





The Two Forces Ready To Face Each Other In Combat Deep Within Lustria

I had made my way to Lustria in hopes of bringing more nauglir back to the palace thereby improving my standing with the court. Also, it was necessary to repay some long-standing debts - why I have not had those creditors assassinated earlier has escaped me in the dank heat of this place.

Having lifted a map of interest from an Empire vessel not to mention the additional benefit of slaves, I had the ship landed and assembled a scouting party to make way to a forgotten temple circled prominently on the map by the former owners. In their pathetic gabbling for their lives, I could not make head or tails on whether they were going to this place to collect some treasure hoard or had just returned empty handed. The so-called captain remained mum despite the exquisite measures I used. He did not whimper or groan as I flayed him. Ultimately his insolence stirred my rage and his viscera fed the slaves for a few days.

The march was stifling. I had decided to bring reaper throwers as some of the newly acquired slaves insisted that giant lizards infested the woods. This slowed our progress considerably even with a liberal application of the whip. I hoped that they would prove their worth

even as I cursed their bulk in the overgrowth. I had also been forced to take a male sorcerer - Anghus - on the voyage - another debt that had to be settled. I included him in the party and with any luck he would not make it back.

Hak Veinthrob was miserable! The stifling humidity did little to improve his mode, the heavy folds of his cloak weighing him down as he sat upon his palanquin. While the thick jungle canopy provided shelter from the hated sun. The dankness of the jungle heat caused him to sweat unbearably, his own fragrance soon mixing with the sour smells of rotting vegetation and dung. Carried high upon his palanquin, he was forced to constantly duck to avoid low branches and vines, often times getting whacked in the face as he failed to suck in time. He was fairly gnashing his teeth as the army double timed it through the jungle, heading for the river. The rest of the Death Caps moved through the undergrowth with ease, their short forms allowing them to scurry close to the ground, where they found a variety of fungus and beetles to eat. Many were the live insects thrust into pouches and folds, snacks for later on in the day! The remnants of the Black Cowl, defeated only a fortnight ago by the Death Caps, struggled under lash to haul the



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war machines that Hak had acquired through the jungle. Many of the conquered Goblins soon fell prey to the terrible strain, unable to meet the harsh pace being set by Hak.

In the morning of the fourth day, the weather was shaping up to be horrid as if we were thrown into a cauldron to simmer - sticky moisture clung to everything the notion of something dry was out of the question. Our already slow progress was slowed even more as the soupy humidity made everything slow to a crawl. After about an hours march, we approached our ultimate destination - an overgrown ruin. However, it was not deserted. A mass of green flesh had taken residence there and they did not appear to be willing to leave. The mood amongst the Druchii was already sour and the letting of goblin blood would probably take their mind off the conditions, if only temporarily.

Upon entering the clearing, the Wolf Riders began to howl as they spotted the army of hated Dark Elves at the edge of the clearing! Spatnatz Grimfinger lurched forward on Pong his Cave Squig, the beast smelling Elf blood and bounding into the clearing. Hak bellowed to his army of greenskins to move forward and drive da zoggin pansies from da ruins! The unorganized mass rushed forward to meet the blades of the Dark Elves! The Wolf Riders proved no match for the Dark Riders crossbows and soon fled to the river as their ranks were cut down by a flurry of black bolts. Pong suffered a bolt shot as well but continued to bounce through the underbrush....

The goblins screeched and howled and loosely assembled to face our forces in efforts to maintain what they thought was theirs. The noise must have awakened the forest as before the forces even clashed, elves and slaves were swallowed by plants or afflicted by some bug, snake, or vermin. The crews of the reapers were



The Goblin Forces Storm Forwards To Engage The Dark Elves



quickly devoured by swarms of plants. Curse their slowness serves them right to be first to die.

The heavy morning mists loomed across the clearing even as Zogger Nosebiter drew his rusty axe and charged forward with the rest of his mates, he stepped upon a giant frond. Instantly the Crimson Razor fronds folded upon him, impaling his arms and causing the Goblin to drop his axe into the underbrush. The plant starting moving its frond to and fro, the razor sharp barbs shredding his flesh and drowning the plant in life sustaining dark blood. The jungle herself seemed to come to life at that point, striking out at the invaders with all the weapons she could muster. Strangle Vines uncoiled and grasped passing Goblins, clouds of poisonous mushrooms exploded, choking the greenskins in clouds of yellowed vapors. Even the Spear Chukkas and crews were not saved, as one was overrun with fire ants, her crew screaming in agony as the ants began to sting!

We pressed our attack despite being hampered by the humidity and mists.

The place or those infernal goblins must have been a drain on the winds of magic as the fetid sorcerer and my Sorceress could not cast a single spell. And in the heat of battle, Sheba disappeared in an orb of blue light taking killing everyone around her.

As Oddgit the Shaman saw the battle about to be joined, he reached into his robes and drew forth a giant shimmering beetle. Thrusting it into his mouth, he bit

sharply, tasting the dying insect and working it across his tongue. As his magic began to fester, he looked towards the Dark Elf Corsairs and mumbled his spell as he crunched down the beetle. Something went wrong at this point, the Waaagh building in him let loose with devastating effect. Oddgit exploded in a ball of green fire and a viscus, splattering him remains across the clearing! The rest of the Goblin mob surged forward, meeting Dark Riders on the flank and Scouts on their other flank. A canny general, Hak ordered the Wolf Riders to engage with bow shot while Spatnatz and his mount sprang forward to engage the Dark Riders. A lumbering unit of River Trolls backed up the Goblin Bigboss, moving with speed to attack the Crossbowman across the clearing. The Dirtballz, led by Grizvitz himself, pushed through the heavy brush to the left, only to come across a mound of Goblin skulls and cadavers. Many of the heads were severed; mouths sewn shut and mounted on posts. Shrieking in fear, Grizvitz turned and fled, emptying his bowels as he ran. The rest of the Dirtballz saw their leader running and turned to follow, mimicking his flight and screams. Soon enough the screams were far away even as the battle raged on!

Without the heavy machines and the use of magic, we had to use our muscle and sword to dislodge the offal from the ruins. Leading the corsairs directly into the closest mob of goblins, I with Crimson Death and Hurshyll sliced and decapitated many goblins. Our attack was supported by a unit of crossbowmen and the mass of goblins fled into a rout.



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Hak saw the Dark Elf general and ordered the Death Caps to charge! As Hak raised his great axe above his head and prepared to cleave the elf in two, an assassin emerged from the ranks, piercing Hak's dark heart with an envenomed blade. Without a word, Hak tumbled from his palanquin, having a brief chance to look up as the Dark Elf general stabbed downwards with his own blade, impaling Hak through the neck. With a vicious twist he pulled back his blade and rejoined the battle. Skeevez Stikkas, a regiment of Goblin archers, had been taking the long circuit around the flank when several of his boyz fell to the ground, clutching at blackened bolts that appeared in throats or eyes. Scanning the dense underbrush, he saw the subtle movement of grass to his left. He ordered his boyz to fire there and was rewarded when a lone Scout screamed in pain, falling into the clearing with several Goblin arrows protruding from him. Skeeever ordered his ladz to charge and they swiftly dispatched the Dark Elf, only losing three of the number in the attack! The remaining Scout emerged from the under brush and charged, both sides throwing aside the customary missile weapons and drawing blades.

The River Trolls, still nursing their own thoughts, lumbered into the Crossbowmen and their Sorcerer, smashing aside the fragile Dark Elves and routing them from the battle. The Trolls pursued the retreating Dark Elves, when they stumbled upon a bed of orange fronds,



Surrounded By Dark Elves, The Night Goblins Struggle

and decided to sit down for a spell and watch them grow... Meanwhile the Goblin army was in full retreat, the Death Caps deciding that running away let one fight another day. Even Pong had had enough of the battle and bounced away into the woods, jumping just a bit too high for his master! Zogger fell like a sack of potatoes, hitting the ground hard even as a bolt sped through the undergrowth and punched home into his right orb. He



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The Dark Elves Break The Back Of The Army, Leaving The Night Goblins With No Choce But To Withdraw...

pitched backwards into the growth, a Death Decanter plant catching the corpse in its cold embrace...

After the dead were stripped of anything of value and slaves chained for another march, we searched the ruins for any signs of treasure or items of value. Though many hours were spent, nothing was found. Either the treasure was retrieved eons ago, or the map was a forgery. That evening more than a few slaves were needed to lighten my mood.

The remaining units of the Death Caps scattered into the surrounding jungle. Their leader and Shaman both down, there was to be a great fight soon to see who would rise to power.....

Well, what can I say? A sound thrashing at the hands of the Dark Elves! I had Animosity worries early on, as the entire right flank all failed their Animoisty rolls, leaving the middle unsupported. The Dirtballz falling victim to

the Native Curse Encounter and then failing for three Turns to rally was an early blow that I never recovered from. I at least figured Hak could take down the Dark Elf general. I NEVER suspected he had an Assassin in the ranks and my surprise when that was revealed was as great as Hak's himself. With Oddgit rolling double ones on 2 dice and exploding and Veinthrob being downed with ease, the starch certainly left my Goblins, leaving them looking elsewhere for a fight! Well played by the Dark Elves, we are looking for a rematch! Also, the Lustrian encounters accounted for 2 DE Bolt Throwers, 1 Goblin Spear Chukka, 3 Wolf Riders, 3 DE Crossbowmen, 30 Night Goblins and 4 Corsairs!

Night Goblin Horde

Total Victory Points: 750

Dark Elven Force

Total Victory Points: 1400

Result

Massacre!



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DWQ is now in its 15th 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:

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SNEAK PREVIEW

We haven't done one of these for a while, so I figured I might as well do one!

Coming up next time, we've got a special treat planned, so I'll let these two pictures show you what we're working on. Should be pretty easy to guess what we're doing... Or maybe not?



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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.

wait, why d'yer fink dat master goofy 'asn't been fanking us at da end fer a while?

It prolly 'as sumfink ter do wiv da fact dat weee were da reason dat dis issue was late again? bu, 'es a humle anyway, so ol guess weee'll neer be able to guess what 'es finking...

DA LEGAL BITZ

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Doh!
Ray!
Egon!