

# DWARF

ISSUE 16  
NOVEMBER 2009

WAIT, WHY  
DOES IT  
SEEM LIKE  
I'VE  
SEEN  
THIS  
BEFORE?



## EDITORIAL

By: Warlord Ghazak Gazhkull

Hi fellow readers,

welcome to another great issue of DWQ. In this issue, we have not 1 but 2 battle reports. The first one sees a 4 way battle between 4 greenskin warbosses fighting for the title of greenskin warlord of the local gaming club. The second battle is a sea battle in which Kaptain Blacksquiqs Pirate Orcs take on some dwarves.

In the same line of the battle report, there is also an article about the ecology of orc pirates.

Once again we have a great article from Groznit, this time about our footsloggers, and an interview with warboss Hazm about his Fire Goblins.

I hope you'll enjoy reading the issue

Greetz  
Warlord Ghazak Gazhkull.



## CONTENTS

Editorial	P1
Games Workshop News	P2
Interview With A Warboss	P3-7
What's My Theme?	P8-16
Footsloggers	P17-19
Ecology Of The Orc Pirate	P20-21
Battle Report - The Big Waaagh!	P22-29
Battle Report - Sea Of Blood	P30-37
Da Warpath Needs You!	P38
Da Credits	P39

## DA GOOFY WUN

By: Goofycabal

Okay, before you pull out the pitchforks and flaming torches, I know this issue was meant to be the October issue of Da Warpath Quarterly.

For various reasons, this one just got terribly delayed.

One of those reasons was that the email-through-thr-forums system seems to have some gremlins (or a pair of mischievous Snotlings - yes I'm looking at you Chug an' Lug), so the photos needed for one of the articles sort of went missing, and had to be re-shot...

So, to make up for it, we've got two mighty battle reports for you this time around!

Hopefully we'll be able to get the next issue out on time for January 2010. No promises - since almost anything could happen between now and then...



## DA SNOTS!

By: Chug an' Lug

so, did weee actually 'ave anyfink ter do wiv dese photo fings going missing?

oi tole yer to keep quite abart dat lug. weee dun want master goofy ter blame is fer dat too, even if weee did see who came an stole dem.

bu' if weee tell 'im, why would 'e get mad at us? weee din do anyfink wrong dis time!

yeah, bu' weee was stealin' all da cookies from 'ih cookie jar when weee saw dat gremlin - so shhhhh!

oh yeah, 'ow could oi forget abart dose cookies? dey were really tasty. shame dey 'appy birtday goofycabal written on dem...



**Warhammer: Skaven**

That's right, the new Skaven forces have hit the shelves recently, and along with the new armybook, there were a fair few new plastics released.

As you can see from the pictures here on this page, they got a massive plastic kit for the Screaming Bell and their new unit the Plague Furnace. A lot of their units got some massive overhauls by way of design and look, and they also brought back a few of the older units.

The Vermin Lord and the Doomwheel both made their returns to the Verminous Horde's ranks, with the Doomwheel getting its own brand new plastic boxed set too!

There's more releases for them coming out soon too - so expect to see a whole heap of new troops for your Greenskin Horde to clash with!

**Warhammer: Rumours**

Speaking of the Green hordes, rumor has it that 8th Edition Warhammer is coming soon, and that the starter box for this new edition is going to include Orcs and Empire. This looks like it might be confirmation of the new Boar Boyz previously discussed in Da Warpath Quarterly.

For more details on the rumor make sure to check out the topic in the Stronghold forum on Da Warpath.

This certainly sounds like a rumor worth keeping yourself updated on - more Greenskins sound like they're on the way!

If the rumors are true, it sounds like Brian Nelson is working on the new Boyz too, so you know that they're going to look Awesome!



Left: The New Deathmaster Snitch Model.

Who Could Have Guessed That They Could Make Such A Great Model Even Better?

Shame He's Not A Greenskin On Our Side...



The New Screaming Bell In All Its Plasticity Glory

# INTERVIEW WITH A WARBOSS

By: Hazm

This issue, the Warboss being interviewed is Hazm.

really finishes the model off nicely.

## What got you into painting Greenskins?

The first thing I bought was the 6th Ed. starter set so I got the Orcs from there (clearly they were much cooler than the Empire), I painted them horribly (complete with gold fingernails...) and added a few more models until I had an army. So they were really my first test models where I learnt how to paint and if you look at the army you can see a clear gradient of painting skill, from my early chimpanzee standard right through to barely acceptable. I then took a long hiatus with a Tomb King army, and (regrettably) some 40K, until I finally saw the light and returned to do the army you see here.

The inspiration for this army was partly from an old White Dwarf article about "Goblin Types" in which Fire Kobolds were mentioned as Goblins living in volcanic areas, inspiration was also provided by the Balrog from Lord of the Rings which I based the look of my fiery creatures which accompany the Kobolds around. So with these ideas in mind I set about building the army.

## How many points of Greenskins have you painted?

My first Orc and Goblin army totaled around 3000pts, and the current Fire Kobolds are at 2500ish. But given that I ended up reusing a lot of my older models in the new army (after a good stripping and a healthy dose of flames) the total is probably something like 5000pts.

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

For this army I've really enjoyed doing the lighting effects from the flames, it's really easy to do and it adds a lot to the model. It's usually the last thing I do and it

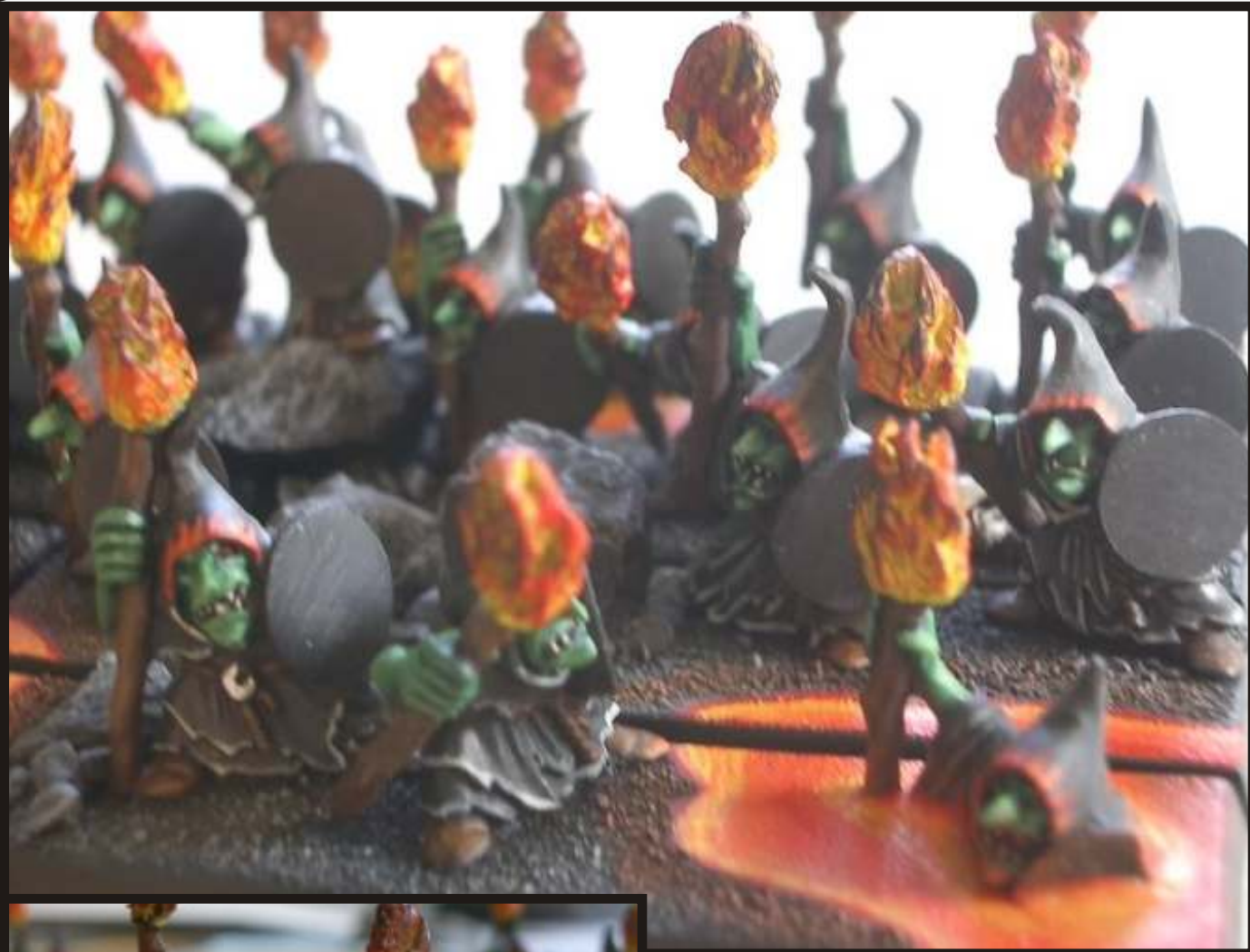
## What's the toughest aspect of the painting procedure?

The toughest thing for this army was probably the preparation process for the normal Night Goblins, I'm a major control freak and perfectionist (not good traits for a Greenskin painter...) so I have to scrape all the mould lines off, I also decided (for some reason) to file all of the shield designs off because I didn't want to use the moon symbol. This was fine for my first test models but once it came to doing it for every Goblin in the army it wasn't such fun... And I still haven't got around to actually paint my shield designs (which will probably be even more



Above And Left: These Squigs Certainly Look More Impressive Than The Regular Red Skinned Squigs!

# INTERVIEW WITH A WARBOSS Continued From Page: 3



**Above: This Unit Of Night Goblins Has Been Sculpted To Reflect The Goblins Carrying Flaming Torches Around In Reverence To The Volcano They Live Near, And To Goad Fire-beasts Into Battle.**

**Left: Here's A Close Up Of Two More Goblins With Flaming Torches. Note The Freehand Artwork On Both Of Their Shields.**

painful than scraping the moons off in the first place). Once this was finished I then had to cut off the spear tips and sculpt the flames... All before a paint pot had been opened.

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

I think the most important thing for completing an army to a good tabletop standard is to decide on a strong, effective colour scheme with at least one bright colour to attract people's attention, and that uses simple

techniques which are quick and easy. Drybrushing is great for this, also layering is good for Greenskins, people probably won't be looking at the individual models so you can afford to use very stark layering/highlighting without worrying about a gradual progression of highlights so much. This technique also creates good contrast between light and dark areas, which is very eye-catching.

**What is your favourite Greenskin miniature?**

It's hard to pick one, but I really like the new Goblin character models, especially the toothless Goblin Shaman and the Night Goblin Warboss with hand weapon and shield (neither of which I actually have in my army...). I'm also a big fan of the Stone Trolls (they need a bit of fire on them first though!).



# INTERVIEW WITH A WARBOSS Continued From Page: 4



Left: This Is The Way This Fire Troll Started Out. Here You Can See The Sculpted Flames On His Back Before Being Painted. A Fairly Straightforward Addition That Dramatically Changes The Nature Of The Whole Model!

Below: A Close Up Of The Same Fire Troll Once He Had Been Finished. Even The Troll's Beady Little Eye Looks Like It Is Filled With An Inner Fire!



Right: The Whole Unit Of Fire Trolls Standing Together.

Below: The Fire Troll's Flame Breath Was Sculpted On A Pen.



# INTERVIEW WITH A WARBOSS

Continued From Page: 5



Above: The Entire Force At This Stage Consisted Of 2 Night Goblin Mobs; Squigs, Trolls; Spider Riders And Characters.

Left: The Other Night Goblin Mob.

Bottom: Fanatics. Each One Is Actually Burning Prisoner!



# INTERVIEW WITH A WARBOSS

Continued From Page: 6



Left And Far Left:  
These Are The Two  
Characters From The  
Middle Of The Group  
Shot On The Prvious  
Page.

Below: These Are The  
Spider Riders Of The  
Army. Hazm Has  
Intentionally Left The  
Riders Off Of The  
Spiders As He Says "It  
Would Look Strange  
With Guys Riding  
Them In Some Of The  
Poses I Have Them In"



Right: Hazm's Force  
Is Still Expanding.

Here You Can See  
A Work In Progress  
Shot Of A Unit Of  
Night Goblins  
Armed With Short  
Bows.





## WHAT'S MY THEME?

By: Goofycabal, WarbossKurgan,  
Arfa and Kiour\_gr

*With all the hype about the reworking of Da Warpath's very own Pirate Orcs armybook (in an effort to bring it in to line with the 8th edition rules) you may have noticed that this issue of DWQ is somewhat themed towards the Pirate Orcs. In that vein, it seemed somewhat appropriate that we also had an article covering the theming of armies in general.*

*To this end, I've gone and interviewed 3 high profile Warpthers who have very nicely themed armies. First up, we've got WarbossKurgan. As many of you may know, his themed army is, well, Pirate Orcs. With this in mind, I figured it'd be somewhat remiss of me to ask him some questions. Next up we've got Kiour-gr. If you haven't already seen his army, you're going to be in for a real treat Lustrian Goblins, mostly based off of Forest Goblin styled Greenskins with a Lizardman/Lustrian element to the whole army. Last, but certainly not least, we've got Arfa's wonderfully converted Chaos Orcs. I'll let each of these guys tell you more about their armies, and give you some general pointers for those of you interested in theming your own armies, and I'll keep out of the way.*

**What made you choose the theme that you went with for your army?**

**WarbossKurgan (WBK):** That's an easy one (long winded, but easy!): obsession.



I went to a (GW) Conflict North event in 2003 that had a large game of Warhammer Ahoy! running. I joined in, had a blast and thought "I want to play that again... with my own ship!" By the time I got home the idea had fixed itself in my imagination and drawings of Orc ships started appearing in my notebooks. Roughly built hulks with slab-sides and crudely patched sails. I went online and downloaded the Warhammer Ahoy! rules and articles, from there my drawings started to get more accurate in terms of overall size, open deck area, height above the "water line", mast size, etc. Over the next three or four months the drawings became a model ship and the Hogwasha was born!

This process re-awakened my childhood fascination with pirates, and soon it seemed logical (to me at least) that the Orcs crewing my ship should be Pirate Orcs! Orcish skull and crossbones flags started appearing in my notebooks, alongside the ship drawings.

In a campaign played over the September 2003 to January 2004 we included rules for looting enemy artillery and warmachines and when my army captured an Empire Great Cannon I made a model for my new possession, not content to use a borrowed Cannon I bought a new one and mounted it on an Orc Chariot as a an oversized gun carriage. It seemed natural for this new technology too be added to the bows of the Hogwasha.

By the time Conflict North 2004 rolled around and the Storm of Chaos was brewing I had a Mordheim warband of pirate-themed Orcs painted and ready to use. At Conflict North that year the activity that used up most of my time was the "Build your own Flayerkin" table (Flayerkin were a troop-type for Chaos armies during the campaign; siege troops with hooks for hands who could climb walls). The Flayerkin were made from Marauder and Orc components, I had but one thought: "Hook hand = piratey!" I built my "Flayerkin" with just one hook and I left the Marauder heads unattached. When I got home I just glued an Orc head on and quick as you can say "Hoist the main sail!" I hand hook-handed pirate Orcs added to my warband.

Over the next year the "pirate continent" grew into a unit in my Warhammer army, then a 500 point force for a doubles competition and pretty soon they took over the whole army. More Looted Cannon (standing in for Rock Lobbers), a new piratey Warboss (Adm'ral Kurgan!) and black banners completed the force.

I was heavily involved with the Da Warpath creating an unofficial Warhammer Armies book for Pirate Orc about this time, which did wonders for my motivation – I churned out new green buccaneers on an almost weekly



basis!

Since then the only Orcs and Goblins I ever make are new units for my Pirate themed army or pirate themed Mordheim warbands. I just can't stop!

**Arfa (A):** After finishing my goblin Wolf Rider army I decided to go for something completely different, but still sticking to my beloved greenskins. After seeing a few inspiring conversions by the likes of Bane & Gashbad Beergut I bit the bullet and decided to make an army with a real 'Ard Boyz' feel about it. A life-long love for Goblins and Imperial Guard have left me with endless ideas and army themes for the weaker forces, but not since my very early days of Space Marines have I had an 'elite' army that can hold its own in combat without the use of tricky tactics or combos. Ultimately it was the inspiration from the other members that sent me down the Chaos line (Borzag for his Undead horde, Gashbad & Bane for their amazing conversions) so yeah, bill's in the mail guys!

**Kiour-gr (KG):** Before the Lustrian Goblins I solitarily played Lizardmen; I enjoyed their theme, storyline and purpose in the Warhammer world. Goblins however fascinated me for their self-destructive gaming rules, their crazy looks and every thing else that a goblin represents. Once I decided that "yes I too want to do a goblin army" the theme was easy; forest goblins from Lustria.

**When you decided on the theme for your army, what reasearch did you do?**

**WBK:** Movies and books:

I read a lot of historical naval fiction (Patrick O'Brian's "Master and Commander" series and C.S. Forester's Hornblower series are both major influences), as well as pirate fiction (mainly "Treasure Island" by Robert Louis Stevenson and "Captain Blood" by Rafael Sabatini) and pirate histories ("A General History of the Robberies and

## WHAT'S MY THEME?

Continued From Page: 9

Murders of the most notorious Pyrates” by Captain Charles Johnson).

The “Pirates of the Caribbean” trilogy obviously was a major source of reference material along with the Russel Crow film “Master and Commander: the Far Side of the World” (based on Patrick O'Brian's books).

**A:** 'Chaos' is a very broad term when it comes to the Warhammer universe, so firstly I had to decide what 'type' of Chaos the army was and why. Although commonly disputed within my gaming group, I still swear on Gork an' Mork that somewhere I've read Orcs/Orks are highly resistant to mutation and the general lure of Chaos, so that ruled out having a mutated Orc freak army. I eventually decided that the horde would be from the Chaos Wastes rather than be a force of Chaos itself. Their gear would be stolen or patched up from the Chaos armies they fought, as would their banners and iconography, but it would be 'fixed' by the greenies with proper Orcy glyphs nailed or painted over the top.

Once that was decided I had to establish why the Orcs were in the Chaos Wastes, and why they had decided to call it their home. The Storm of Chaos became the answer. Grimgor and his horde of 'Ard Boyz might have run away from the fight, but as we all know far too well there were a lot of Greenskin Boss' that believed the

battle was only over when everyone was dead! I used this to create Garazad da Mitey, scourge of the Darklands, and the 'Orned Skullz tribe. It would've taken a long time for the word of Grimgor's gigantic WAAAGH! to reach the corners of the Old World and by the time Garazad got to the fight it would've been near its climax. Eager for a share in the bloodshed he and his troops charged into the fight only to have Grimgor sod off without finishing. Deciding not to be un-orcy they kept chasing Archaon's hordes and eventually settled permanently in the wastes, fighting the never-ending war that a true Black Orc can only dream of!

**KG:** The theme was pretty much known to me, it was the army composition I needed to research. I had a look at older goblin army books for inspiration and a white dwarf article about goblins from different areas of the world. I knew from the start that I would include the giant spider and normal spider riders in the army. Also I decided to use quite a few war machines since they don't really exist in my other army. Anything random had a place in my army: Doom diver, squig hoppers and fanatics.

### What kinds of problems did/have you encounter/ed while constructing the army itself?

**WBK:** Ideas for units to begin with; for a long time I just had Orc Boys and Rock Lobbers with a few characters. A very poor army on the table top! When we were working on the army book loads of new ideas were suggested by the team and things got a lot easier.

**A:** Army list restrictions! Im still working on a Wyvern and Giant for the horde, as well as some regiments of foot-goblins, but I just cant cram all the cool things I wanted to make into a tournament-compatible army. I also never intended for the army to be a top-tier list, but I wanted to make sure I could win at least half my games. With this in mind a couple of the cooler conversions had to be left out of the main army, and a couple of theme-restrictions slightly lifted. As the horde emulates the Chaos style of fighting I wanted it to be 'ard & hitty with minimal shooting and magic. Originally I had decided to have absolutely no shooting whatsoever in the list, but I changed my mind at the last second and added two spear chukkaz (firing flaming bolts no less).

Modelling wise it was a bit hard to get a few of the bitz I needed, especially the warboss kit boars, but luckily I had some help from a few of the members here on Da Paff (cheers Borzag, Zorg & Kurgan!) and traded elsewhere online for various other bitz. The 5th-ed Chaos Warrior box has some neat shoulder pads on it too, but it was a real pain cutting them off the arm and shaving them down so they could fit the boyz, worth the effort though. Finally ranking up a unit of Boyz is hard



## WHAT'S MY THEME?

enough as it is, but with a gigantic warboss in there it is a disaster! I had to build the front two ranks of my 'Chozun' bigunz around the warboss himself which was painful but necessary, and the end product looks fantastic so I'm not too worried about how much effort or sleepless nights went into it; it paid off ten-fold.

**KG:** Well, there is not a specific army list for forest goblins nor are there any bonuses for taking a goblin only army. Then I even excluded several goblin units from the army (no wolfriders, no chariots in the jungle and no plain goblins, as playing night goblins and normal goblins would be just confusing). I enjoyed making all of the units, there was loads of converting and scratch building. So the creation was no problem, except painting all those spider riders.

**What was your favorite part of working on the theme?**

**WBK:** Converting and painting Pirate Orc infantry.

**A:** The conversions! Converting is my #1 favourite part of the Warhammer hobby and having such a broad range of miniatures and bitz to choose from was a dream come true. By the end of the army I had used bitz from no fewer than nine different races in the Warhammer & 40k universe's and luckily having the cash to splash at the time meant that I was not restricted as I had been occasionally in the past. The heroes are the perfect example of the variety of bitz I used to build my army. Luckily I was able to purchase the parts I required from GW Bitz orders before they (sadly) took the components sales from their websites, so I was able to go through the GW catalogues and online stores to find the individual bitz I wanted. Garazad has a chaos

ogre torso fleshed out with 40k and boyz shoulder pads, a 40k Ork warboss' head and left arm, a minotaur lord's right arm and axe, a chaos space marine icon bearer's back-banner, Black Orc drums for leg armour, Chaos warrior shoulderpads for kneepads, ogre kingdom shoes and rhinox and even Morglum Necksnapper's boars head!



**KG:** Because a Lustria goblin force is quite rare I could do pretty much what I wanted. The theme was inspirational and a great motivator for finishing the army. I really enjoy making themed armies. I like my armies to stand out a bit from the rest and adding a cool theme is a great way to achieve that.

**What kinds of comments have you received from other people?**

**WBK:** Mostly positive! A few people wanted to see a less "Caribbean/Disney" look to the pirates, with a wider world of piracy represented, but I'm only really into like the Caribbean/Disney look for pirates so I stuck with it.



## WHAT'S MY THEME?

Continued From Page: 11

**A:** I have been truly overwhelmed by the sheer number of comments I've had towards my army regarding its unique nature and feel, but by far the single greatest compliment I've had came from Aus GW heavy-weight (and former WD editor) Laurie Goodridge. A big name in the Australian Warhammer scene, he came up to me on the first day of the Tasmanian State Championships and said that in all his years of looking at Warhammer armies for a career, my warboss was the best he had ever seen, and that it captured every possible aspect of what it was to be truly 'Orcy'. Needless to say I was pretty blown away! Throughout the days he was dragging every GW-staff member, pro Aussie tournament players and general passers-by over to whatever table I was playing on and showing off my army. Quite a humbling experience I must say! By the end of the tournament I managed to beat some seriously stiff competition to come 3rd in Pest Painted (Judges vote) behind two Golden Deamon winning painters, and 1st in Best Army (Players vote)! Even if I did only manage one win, two draws and two losses over my games my army had exceeded every expectation I had for it and I was elated, especially being the butt of most bad-painting jokes during my early years of the hobby. Truly a weekend I'll never forget, when all the cash, man-hours and downright hard work you put in pays off in ways you thought you could only dream of, no better feeling in the world.

**KG:** Peoples' comments were great. Actually, peoples comments were the major motivation that truly kept me going. People loved the army, the theme, the models, the bases, everything in general. I think my most popular units were the stone elemental (giant), the frog hoppers and the fanatics. My personal favourite is my lord and my stone elemental.

**Do you feel that your themed army is finished? Why/why not?**

**WBK:** Hell no! I have lots of projects on the go (and even more in the "planning" stage); the army can keep growing and growing as I work on them. A giant sea monster, a rocket-powered Doom Diver, more ships and other small craft, a Wyvern and themed scenery are all on the list! Lots to do yet...

**A:** Not yet. I still need to add details to the banners, finalise a few of the bases and properly magnetise & organise my units into their movement trays. After that the 2500pt army will be complete, but I still have a bit more work to complete the full army. I have still got a few goblin regiments in the mix, along with another regiment of 'Goblin Spawn' squig hoppers, a gobbo chariot & a chaos giant based on a 40k Soul Grinder. I've also almost finished modelling the head of my Wyvern (based on that of a Carnifex) and then I'll start

sculpting the neck and upper-body from scratch to curl around the lower part of the lower-half of a Shaggoth, complete with the impressive wingspan of the Balrog. I have some practice first though, I've promised my flat-mate I'll help him convert his Caledor list, my major project being a great Carnosaur to Star Dragon conversion.

**KG:** The army has reached 2300points and is legal even for ETC games. I don't think I need anything else for the army with the exception of a troll/kroxigor /gorilla unit. But I have so many other miniatures to paint and create that it's not likely to happen, besides that would mean I would need to replace my doom diver. I have used all my rare and special slots and I think I have enough spiders. So yes the army is completed.

**What tips, suggestions or other comments do you have for those people contemplating their own themed army?**

**WBK:** Choose a theme that really inspires and excites you. If you get bored of the theme before you start the second unit then the army will just be a chore!

**A:** Do it. The greatest feeling you can get in gaming is not wiping your opponent off the table, but having someone you've never even met come up to you at a tournament or event and say "Oh hey, you were that guy with the awesome Greenskin army at the last tourny, that was awesome!". There are thousands and



## WHAT'S MY THEME?

Continued From Page: 12

thousands of Warhammer armies out there and its very easy to forget most of the ones you see, but its the ones with that little extra theme and detail that stick in peoples minds forever. Even if you have the worst dice in the world and cant win a single game, people will still comment and congratulate you on a well themed, well presented army. It doesnt have to be GD winning army Either, a simple theme put across the entire army can go a long way to turning it from a regular old greenskin army to your greenskin army.

**KG:** Originality is always good.

Do some research; ask around for advice, present your idea to others for criticism.

When you have thought out the concept of the army, check the army list and think of what your 3 core choices will be. Maybe proxy it to see how it plays, it doesn't have to be a very competitive list, but it should be able to hold its ground.

Have in mind that it's most likely that you will decide to make some changes to the army list half way.

Do a couple test models (especially the conversions) and ask yourself, if you'll be able to repeat it x-times required? Is it really as good as you thought it would?

**Finally, why do you think that modeling a themed army is a good idea?**

**WBK:** Originality and inspiration: A good theme can set you tabletop force apart from everyone else's and provide the source of endless ideas for the next unit to add. Even in a fully painted 2000 army that works well on the table can use a new unit if it fits the theme and cries out to be added!

**A:** For me a nice theme to your army is the most appealing part. You can get thumped 20-nil by any old tournament army, but regardless of the score you will always remember a truly unique army and comment on it for months, even years to come. I dont want any of my armies to blend into the crowd and be forgotten, I want them to have my stamp and for people to remember them. As I've said above, it truly is the most rewarding thing in the hobby.

We are so lucky in this game that we are provided with a rich, lustrous background to our beloved universe. Its not just a game of chess where you set up your pieces and everything ends once the game is over, it is an every changing, never-ending tale of heroic deeds and dastardly evils that we all play a part in. Your army isn't just assigned

a spot on the good or evil side and that's it, we have diverse backgrounds established over years and years of literature and results that have all come from fellow fans of the hobby. We are showered with every possible inspiration down to detailed maps and descriptions and its up to us where our individual forces fit into this amazing fantasy realm, and how we portray them. No two armies need be the same, and your imagination is the only limit. That is what truly makes this game as fantastic as it is.

**KG:** Modelling a themed army will make your army stand out, and will most likely drive you away from dirty lists (eg. A Tzeentch lord controlling an army of Nurgle chaos warriors). It will probably motivate you more towards its completion (comparing it with a non themed army). And it's a good chance to show off your sculpting and kit bashing skills.

*So there you have it everyone - three viewpoints on theming your army. As you can no doubt see from the photos accompanying this article, each one of the themes has been completed with great detail. With inspiration like this (and more from other members can be found in the Blogs forum at Da Warpath), what's stopping you from doing something great with your own army? The sky's the limit!*



# WHAT'S MY THEME?

Continued From Page: 13



Since We Only Showed A Few Shots Of Themed Models Over The Previous Few Pages, Here Are Some More To Whet Your Appetite.

These Are All From WarbossKurgan's Pirate Orcs. The Orcs Above (And The Fellow On The Right) All Have Heads Made By The Company Maxmini. Below, We Have The Whole Mob Of His Squid Hoppers!



# WHAT'S MY THEME?

Continued From Page: 14

On This Page We've Got A Few More Of Arf'a Pieces.

Left: The Massive Frame Of This Orc Barely Even Fits In The Back Of His Boar Chariot!

Below: An Unfinished Garazad Alongside A Mob Of Boyz. Look How Huge He Is!





## WHAT'S MY THEME?

Continued From Page: 15



Last, But Certainly Not Least, We Come To Kiour\_gr's Lustrian Goblins. Practically Every Single Model In His Army Has Been Extensively Converted - And Loads Of Green Stuff Was Used.

The Model Above, For Example, Is His Force's Rock Lobber - Notice The High Level Of Detail. Every Little Thing Makes It Quite Clear That These Gobbos Are In Lustria,

For More Shots, And Much More Detail, Check Out The Blogs That WarbossKurgan, Arfa And Kiour\_gr All Have At Da Warpath!



# FOOTSLOGGERS

By: Groznit Goregut

Orcs and Goblins are primarily an infantry army. We are an army of foot sloggers. We slowly march across the field to get shot at and fried by magic. When we do get over to the other side of the field, we tend to get combo charged by elite units and what greenskins are left are smashed. We have the standard M4 rating that is only matched by humans and faster than Dwarfs (who never move). Many people say that Movement is the most important phase in the game. It controls what combats take place and who fights in those combats. If you have the faster and nimbler army, you can pick the combats you want to fight in. Also, speed determines which unit is going to charge, and since chargers usually have the upper hand in combats, you can bet the faster force is going to win.

So, what is a Greenskin general to do? If you are as clever as a goblin, there are things you can do to help control the movement phase of your opponents. If you can do this, you have a better chance of winning the game. What is it that our army has that few other armies do? Cheap troops! It's been said many times, "Orc and Goblin tactics are about finding creative ways to sacrifice your own troops for strategic gain". With Core fast cav units, cheap goblins, fanatics, and even snotlings, we can dictate the way the game goes. How so? With march blocking, baiting, and re-directing.

What is march blocking? When an enemy unit is within 8", you cannot march move. That means you cannot move double your movement rate. Everyone knows that fast cav are great at running up the sides

and trying to take out war machines or flank units, but what about not attacking? If you get near a nasty unit (or group of units), but don't attack, you can force them to move half speed. This is march blocking. You send out your fast cav to slow the enemy line down. If half his line is not moving at full speed, his battle line will be haphazard. We know full well how that causes problems.

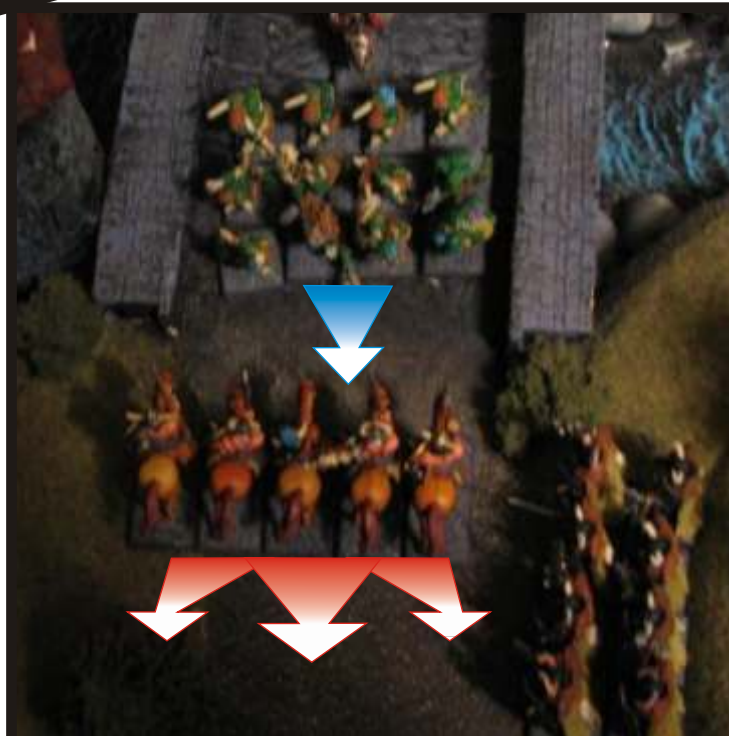
There is another tactic that could be considered one of the other techniques, but I am going to classify it as march blocking. If you move your fast cav right "in the face" of an enemy unit, they have no way around your blocker other than charging. Of course, your unit flees. This forces a failed charge and the enemy unit gets stuck with half movement again. There are other ways to use this setup to your advantage, though, and that moves us into the next technique.

Baiting is one of the best ways we have to help control the movement phase. There are a lot of different ways to use baiting, but the general idea is that a sacrificial unit is moved out in front of the enemy's battle line. If the enemy unit doesn't do anything, you can most likely march block the enemy line and block their movement so that they will have a hard time getting around you. The true beauty of baiting, though, is when they decide to charge. The classic baiting unit runs out in front of



**With Their Close Proximity To The Marauders, These Wolf Boyz Are Doing Their Part To Prevent The Chaos Forces From Marching Efficiently. Plus, Being Out Of Line Of Sight Also Allows Them To Cause Interference For Longer.**





**These Marauder Horsemen Are Setting Up The Savage Orcs For A Flank Charge...**



**...The Frenzied Orcs Charge Right After The Horsemen, Leaving Their Flank Wide Open.**

your battle line and convinces the enemy to charge your unit. Your unit flees and the enemy gets a failed charge response. While this is annoying and will slow your enemy's advance, it can be turned to your advantage. A clever general will try to set up his own battle line so that when the enemy fails their charge, they are within range of a counter charge. This way, your orcs can get the jump on many units, including enemy cavalry. It's also possible that you can charge with multiple units. As stated earlier, when you control the movement phase, you can create combat situation that you'll most likely win.

Since this is a classic move, a lot of people will expect it. Still, that doesn't mean you can't use it to your advantage. If you have your units more than 8" away, the enemy might still want to charge, but expect himself safe from counter charge. This might be the perfect time to Waaagh! or to use the Waaagh! banner. You might even get lucky enough to have some spells that can move your troops farther than you want and push you into that unit that the enemy thought was safe.

Another trick that you can use with the bait tactic is not to flee. You can place your sacrificial unit at an angle towards the enemy. Your opponent will expect you to flee. You hold and the enemy auto-aligns to your unit. If your unit doesn't break, you might get a chance to have a juicy flank charge on them. Of course, if the enemy unit is truly a combat beast, you can't expect your sacrificial unit to last. That can be used to your advantage, too! When your unit flees from a charge, you flee directly away from the charger. If the enemy hits

your unit, they will auto align to your unit. The enemy will break your unit, but then pursue the way they are facing. The charger auto-aligns to your unit. If you angled it right, pursuit will pull them along the front of your battle line and offer a flank to your units. If they hold, you should still have something within range that can flank charge them. This way, no matter what happens, it's a win-win situation!

If your opponent has frenzied troops, baiting should always work for you. The enemy will be forced to charge you.

Re-directing is a technique that can be even sneakier than the others. It is about you placing sacrificial units on the flanks of important units to protect them. If you go with a standard battle line, it's certainly possible for a flanking unit of knights to slam into a unit, break them, and then slam into the next ranked unit's flank. This can destroy an infantry horde battle line. So, what can you do about it? Instead of marching all units up in a row, you place some units so that they are covering the flank of your main unit, but if the enemy hits it, they will overrun away from the combat. What better use for your night goblins after they have released their fanatics than to sacrifice themselves to save your best unit? This can be a real life saver for your army as it causes your enemy to waste many turns to get back into combat. Once the enemy unit overshoots, it will take a whole turn to turn around and face the combat. They won't be able to charge until two turns later.

It's also possible to have units on the table edge to be

# FOOTSLOGGERS

Continued From Page: 18

angled and cause the winner of the combat to run off the board. You can put arrrer boyz on the table edge. Getting the enemy to overrun off the board will delay him for two turns. That's one third of the game. It will surely stop someone from trying to run up your flanks and hit your main line. It usually takes two rounds to get in a place to charge, and then two rounds getting back on the board. That means they are coming back on Turn 5. Most games are decided before then. So, you are taking a unit off the table and effectively out of the game until the end. If I could do that to an opponent's unit of chaos knights, then I would be happy!

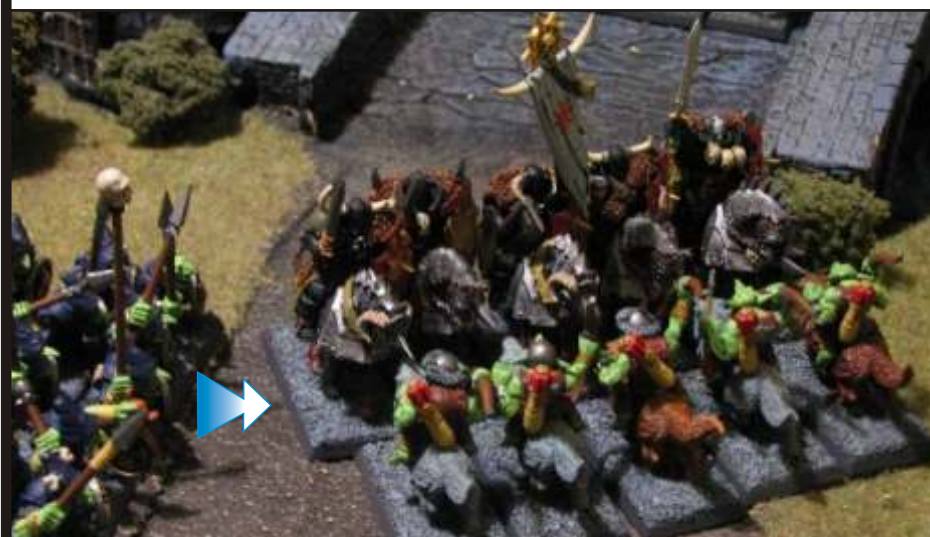
Fanatics are also a way to control movement on the field. If you have a number of fanatics in a strategic place, it can help delay an aggressive enemy from getting to you. Even if enemy fast cavalry makes you release all your fanatics early, if it's in the proper place, it could cause significant delays to the enemy. Who wants to march their battle line close to three to six loose fanatics? Sure, all of them are not likely to move your way, but some of them should. You can delay enemy advance for a couple turns while the fanatics whirl out of the way, kill themselves, or are killed. Of course, this only works if the enemy is advancing towards you! If you are the aggressor, you want to ensure that your own fanatics don't get in your way. They can cause you to halt just outside of charge range while the enemy shoots war machines, bullets, bows, and magic at you.

Hopefully, these lines will give an Orc or Goblin general something to think about. There are ways for a foot slogger army list to control movement and take the advantage away from the enemy. When you can pick your battles, you will most likely win the game. These techniques will stymie your opponent's movement and hand control back to you.

Let's stomp da gitz!



**The Angle Of The Wolf Boyz And The Night Goblins Means The Chaos Knights Have To Redirect Their Charge Into The Wolf Boyz.**



**Assuming The Wolf Boyz Survive This Charge, The Night Goblins Are Now In A Perfect Location For A Flank Charge On The Knights.**



**With The Night Goblins In The Flank, And The Wolf Boyz To Their Front, These Knights Now Have More Work To Do!**

# ECOLOGY OF THE ORC PIRATE

By: Kaptain BlackSquig

Township of Sutter's Point. Imperial Academy of Natural Sciences. 2089. Professor Helmut Holbeck presiding:

"...and so students, in closing we can thus conclude that the very nature of the Orc prevents him from having any sort of civilized society. We can also conclude that their culture, while deemed crude by our standards, should be viewed as for what it is. Simple, straightforward and ingrained in each and every greenskin. Something that everyone should be aware of when dealing with these brutes. Trust not the Orc, for he will betray you as soon as he deems it in his best interests. He respects only strength and the need to fight. Kulture vs. culture as it were, we must learn how to best deal with them lest we become their victims."

Students sitting at their desks continued to dip quill into ink well, scratches being heard like insects as the children finished their note taking. Holbeck strode among them, his swagger stick in his right hand. Many of his students had sore, red knuckles from raps from that stick. One thing Holbeck did not tolerate in his classes was lazy, inattentive students. The modest wages he was paid made him a bitter teacher at times, knowing this posting was a punishment for some of his off handed remarks regarding the Dean's wife in Marienburg. The decaying academy had seen better days, the walls cracked here and there; plaster having fallen into piles, pieces of shattered glass littering the floor beneath baroque iron window beams. Holbeck stood at the worn brass lectern at the front of the classroom, maps, drawings and scrolls crammed into the crannies beneath the lectern, his small wooden table upon which rested a small globe, his spectacles and a few moth-eaten notebooks. The school had certainly seen better days, funds few and far between for this most distant of outposts. Sutter's Point was certainly the rump end of the Empire, located on a small rocky peninsula several leagues upstream from Marienburg.

"So, I am sure there are still questions and we have a little time left. So who has a question?"



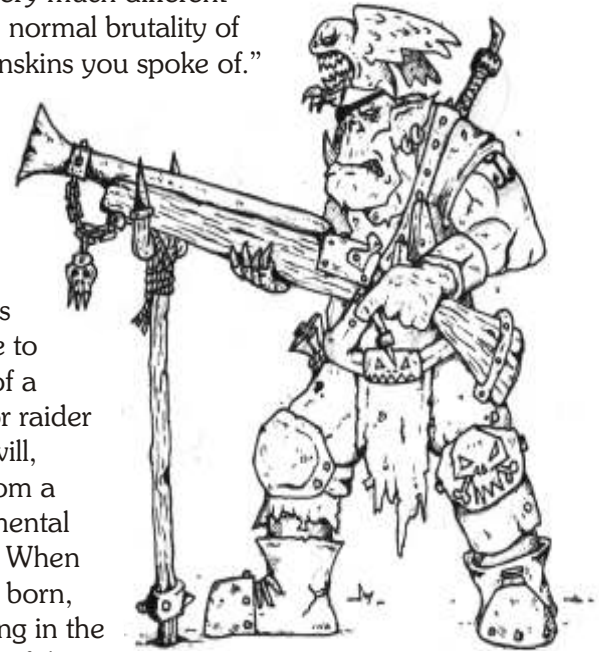
One of the children raised an ink stained hand.

"Yes Jacob."

"Why do some Orcs take to becoming Pirates? It seems to me that the lifestyle they

lead is very much different than the normal brutality of the greenskins you spoke of."

"Just so my boy! Why indeed? The Orcs that take to the life of a pirate, or raider as you will, suffer from a sort of mental ailment. When they are born, something in the makeup of their mind is different from the normal Orc. It still retains its need for violence and strength is still a driving factor in their makeup. But here is where the similarity ends. The Pirate Orc, as you will, is taken with that one trait that the normal greenskin does not possess. And that is self preservation."



More scratching could be heard as his students continued with their note taking. He continued...

"And it is that spark of self preservation that sets them apart. The Orc Pirate has an overwhelming desire to survive and prosper. Add in to this mix a natural born ability at mimicry causes the Orc to imitate other beings that they see as having the self same self preservation. Thus you will see that the Orc Pirate will wear the same clothing it sees other Pirates wear, wield them same kind of weapons, even mimic the way the Pirates speak, even though their speech is a crude rendition."

A small trickle of plaster fell upon the desk of one of the students, the girl not even noticing as she worked harder to keep up with her note taking. Another trickle of plaster fell from the roof towards Holbeck's tea cup. With practiced ease, he moved his hand across the steaming mug, catching the plaster and sweeping it away.

"Orc Pirates will often employ mercenaries and other seedy individuals with their captured gold to learn new skills. Tileans, willing to take money from anyone, are more than willing to teach the Orcs rudimentary sailing skills, wainwright skills and gunnery skills. As a result the Orc Pirates are able to learn these skills, imitate them and use them in their plundering. For Orc Pirates live to plunder. Their need for conflict is overwhelmed by their need to collect treasure, slaves and strong drink. And

# ECOLOGY OF THE ORC PIRATE *Continued From Page: 19*

plundering is the way they choose to attain these goals.”

“Sir, why do they choose to mimic cutthroats and pirates? Why not scholars or knights?”

Taking a sip of the warm tea to wet his parched throat, Holbeck cleared his throat and continued...

“A fair enough question Bess. Why indeed? A hypothesis has been bandied around that the war like nature of the greenskin still holds sway

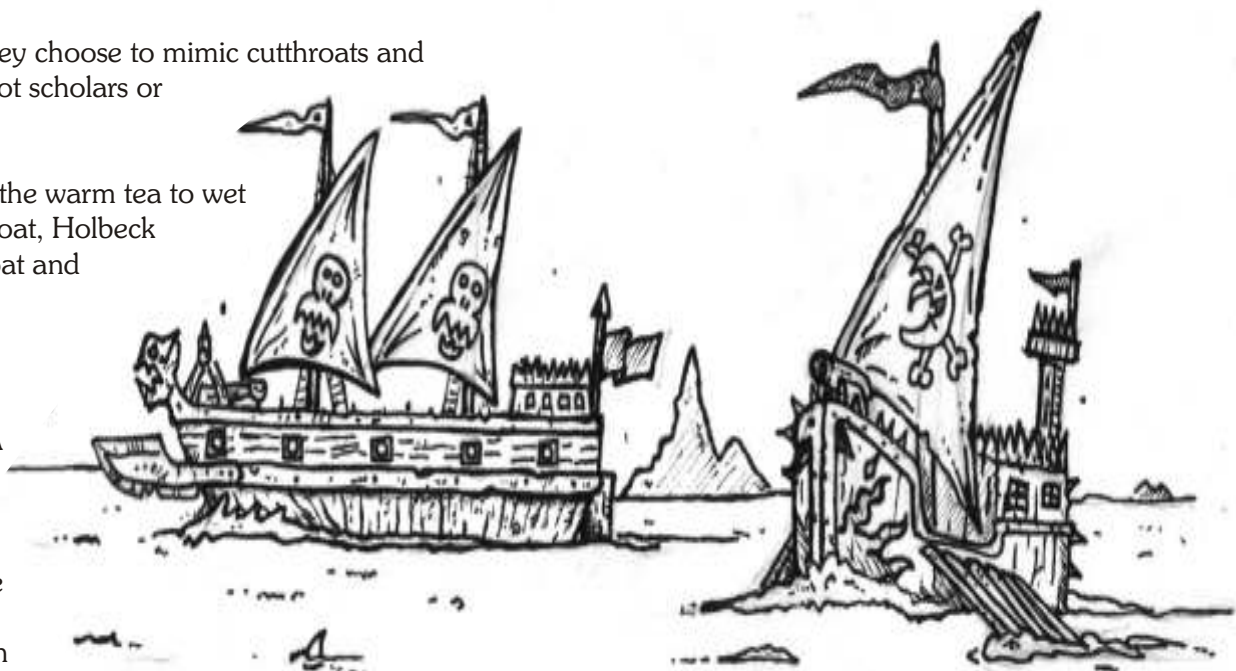
over the Orc Pirate lifestyle. While self preservation and violence splits time with their mindset, Orc Pirates are at the end of the day, still lazy brutes. It is far easier to load ones mates in a ship laden with weapons, engage an enemy ship with cannon fire, board her and slaughter her crew and capture the ship. It lets the Orc Pirate satisfy its need for violence while increasing his wealth, and he can always turn tail and sail away if the odds turn against him.”

Another chunk of plaster fell from the back of the room, startling several of the nearby students. Cleaning the dust from their parchment, the children continued to furiously scratch their quills. Holbeck looked at the ceiling with interest, the nature of gravity holding some fascination for him. Perhaps they should move from this room to another one. Age seems to be starting to take its effect on the class.

“The manner in which these brutes communicate is often nothing more than not a crude rendering of the common tongue, with lots of base in it. They use short sentences that convey little meaning, and have a hard time pronouncing new words. Their manner of speech seems to be as lazy as their nature. But they are quick to learn and mimic the basics of the Brethren code, the meanings being taught to them by unscrupulous individuals for use in Pirate strongholds. The simple language of the Brethren code is something the Orcs can learn and understand.”

“Why do civilized societies allow these Orc Pirates to use their ports?”

“Because the Orc Pirate is lazy, and can be easily fooled. Orc Pirates are good at plundering and make port



usually laden with treasures.

Many of the ports of call they use have fences that can make a fortune off of a dim witted Orc Kaptain. A common saying among the Brethren is ‘A Orc Pirate and his wealth are soon parted’ and this is likely true.”

The students continued to work hard, but one of the younger boys, Horace, looked up from his work and raised his hand.

“Sir, you said that the Orc Pirate mimics traits of other races. And you said that they also take slaves and prisoners. If that is the case, what do they do with their captives?”

Before he could answer, the wall to the left of Holbeck exploded inward, showering the room with splinters of wood and chunks of plaster. The screams of the children could be heard above the roar of cannon and pistol fire. Wiping the blood from a gash over his eye, Holbeck could see the forms of hulking monsters outside in the courtyard of the academy. As the lights of starbursts showered down over the breach in the wall, he could see garishly clothed Orcs brandishing pistols and clubs.

“Horace my lad, I think we are about to find out...”





# BATTLE REPORT

By: Warlord Ghazak Gazhkull

**The Big Waaagh** is the yearly brawl for the title of Grand Warlord of the Old world tribes. Every Orc and Goblin player can participate in it and for each Orc and Goblin player, there is a pumpwagon placed in the middle of the table. Every army is 1000pts.

## Warlord Ghazak Gazhkull

### Heroes

- \* **Goblin Big Boss**. Armed with Light Armor, an Enchanted Shield and Martog's Best Basha. He rides to battle on a Wolf.
- \* **Goblin Big Boss**. Armed with Light Armour, Shield and a Spear. He rides to battle on a Wolf Chariot.
- \* **Goblin Big Boss**. Armed with Light Armour, Shield and a Spear. He rides to battle on a Wolf Chariot.

### Core

- \* 25 **Goblins** armed with Shields and Short Bows. The unit has a Full Command.
- \* 21 **Night Goblins** armed with Short Bows. The unit includes a Musician and conceals 2 Fanatics.
- \* 21 **Night Goblins** armed with Short Bows. The unit includes a Musician and conceals 2 Fanatics.
- \* 5 **Wolfriders** armed with spears and short bows. The unit includes a Musician.
- \* 5 **Wolfriders** armed with spears and short bows. The unit includes a Musician.

### Special

- \* 10 **Squiqhoppers**

## Bjorc

### Heroes

- \* **Savage Orc Big Boss** armed with Light Armour, Shield, Spear, and the Best Boss 'At. He rides to battle on a Boar.
- \* **Savage Orc Big Boss** armed with Light Armour, Shield and Shaga's Screaming Sword. He rides to battle on a Boar.

### Core

- \* 5 **Wolfriders** armed with spears and short bows. The unit includes a Musician.
- \* 5 **Wolfriders** armed with spears and short bows. The unit includes a Musician.

### Special

- \* 6 **Boar Boy Big'uns** with Full Command. The unit carries Nog's Banner Of Butchery.
- \* 6 **Savage Boar Big'uns** with Full Command.

### Rare

- \* 1 **Giant**

## Napoleorc

### Heroes

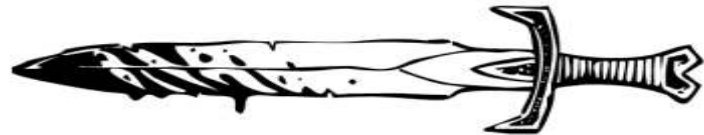
- \* **Orc Big Boss** armed with Light Armor, a Great Weapon and Iron Gnashas. He rides to battle on a Boar.
- \* **Orc Big Boss** armed with Light Armor and carrying the army Battle Standard. He rides to battle on a Boar.
- \* Level 1 **Night Goblin Shaman**.

### Core

- \* 23 **Orc Boyz** with a Full Command.
- \* 23 **Orc Boyz** with a Full Command.
- \* 5 **Wolfriders** armed with Spears. The unit includes a Musician.
- \* 5 **Wolfriders** armed with Spears. The unit includes a Musician.
- \* 5 **Wolfriders** armed with Spears. The unit includes a Musician.

### Special

- \* 5 **Orc Boar Boyz** with Full Command and carrying Nog's Banner Of Butchery.
- \* 1 **Wolf Chariot**



## Woete

### Heroes

- \* **Black Orc Big Boss** armed with Heavy Armor and a Shield. He rides to battle on an Ironback Boar.

### Core

- \* 24 **Orc Boyz** armed with an additional Choppa. The unit has a Full Command.
- \* 24 **Orc Boyz** armed with an additional Choppa. The unit has a Full Command.
- \* 10 **Savage Orcs** armed with additional Choppas.

### Special

- \* 6 **Savage Boar Boyz** with Full Command. The unit carries Nog's Banner Of Butchery.
- \* 1 **Boar Chariot**
- \* 1 **Boar Chariot**

# BATTLE REPORT

Continued From Page: 22



Warlord Ghazak Gazhkull's Army Takes up Position Behind A Stone Building.



Napoleorc's Forces Deployed Near A Rocky Outcrop.



Bjorc Forgot His Greenskins So He Used Some Of Warlord Ghazak Gazhkull's And Proxied A Few More.



# BATTLE REPORT

Continued From Page: 23



Woete's Greenskins Arrayed Out In The Open Near A Copse Of Trees.



Finally, The Snotling Pumpwagons Ready For Battle!


**BATTLE REPORT**

Continued From Page: 24



**As Soon As The Pumpwagons Start Moving, The Battle Begins.**

The warlords sent their troops to claim a valley. The troops from Ghazhkull arrived first, but it didn't take long before the other greenkin tribes showed up and soon, the entire valley was filled with cackling Greenskins.

In front of Ghazhkull and his ladz arrived Napoleorc's troops. Napoleorc is the arch nemesis of Ghazhkull, he has won all the Big Waaaghs so far, thus Ghazhkull and his ladz were filled with hatred. To the right of Ghazhkull's troops, the army of Warboss Woete was deployed. And in the fourth corner of the table, the Boyz of Warboss Bjorc took their stand.

The current Warlord from our group got a +1 on his dice roll to start, and he rolled a one. Bjorc rolled a 3, Woete a 4 and I rolled a 6. That means I got the first turn.

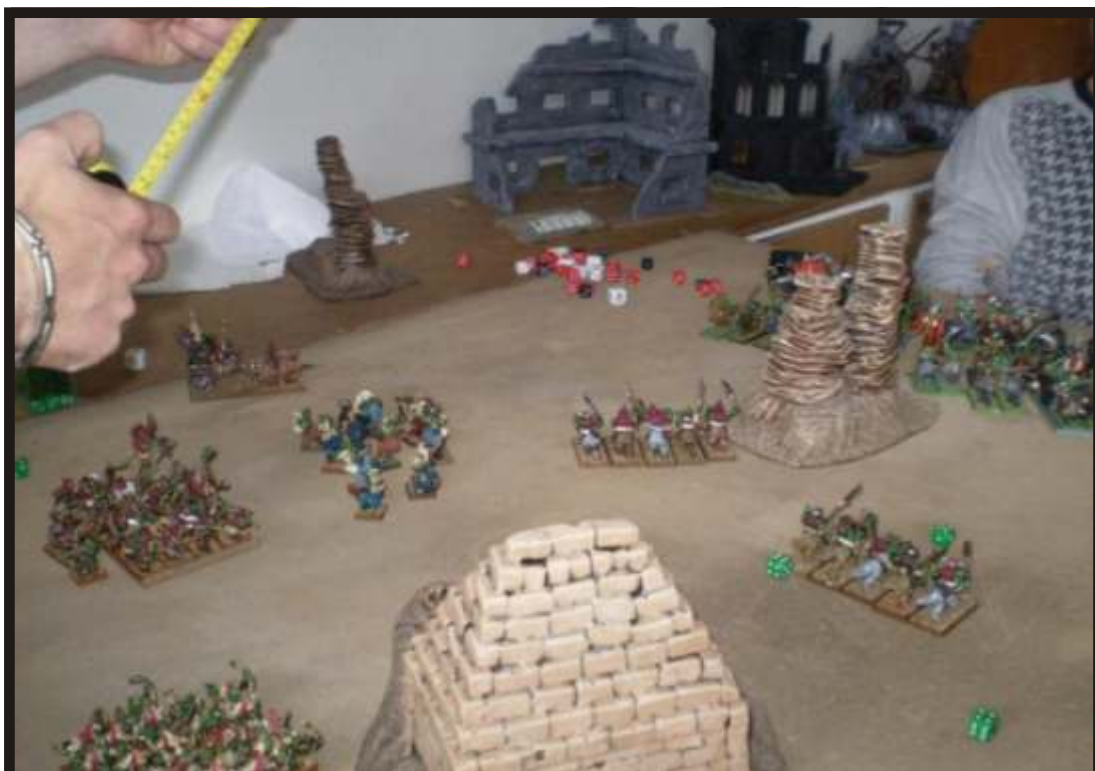
The first thing we did every turn was to move the pumpwagons 2d6 in a random direction. We thought it would cause lots of carnage. I rolled quite good for them and they all moved more or less away from my troops which was a good thing.

My troops all behaved and move on, my forces split in two and one half moved

towards Napoleorc's troops, the second part of the army moved to Warboss Woete and his troops. My shooting did better than average- first unit of wolves killed 2 wolves from Napoleorc's unit. My other unit found shooting not interesting and they fluffed their shots.

Napoleorc's troops behaved less, his Orc unit with general started squabbling and his Boarboyz, too. The wolfriders that lost 2 of their comrades charged the wolves who caused the panic check in a desperate attempt to take revenge. Unfortunately for Napoleorc, his goblins suffered from the rubber spear syndrome and they didn't inflict any casualties. My goblins, on the other hand, did much better and killed 2 wolves. Napoleorc's gobbos fled and my goblins didn't pursue.

The pumpwagons had certainly drunk too much fungus beer cause they still didn't hit anything. But they were coming very close to Woete's troops, so they would hit



**Warlord Ghazak Gazhkull's Troops Get Moving**



**The Pump Wagons Veer Dangerously Close To Woete's Forces!**



**One Of Them Even Triggers Warlord Ghazak Gazhkull Fanatics**

aren't squabbling kill 2 Orcs from the unit with the Orc battle standard bearer.

My chariot does 6 impact hits and kills 4 Orcs, and that is all I do for casualties, so I lost by one and my wolf chariot fled, but it didn't get caught.

In Napoleorc's turn, his wolves charge my wolves that are squabbling and I hold. His little shaman is filled with the WAAAGH energy from all the greenskins in the valley and he cast Brain Bursta with irresistible force on my squig hoppers.

something soon, well, at least we where hoping for it.

Bjorcs troops all behaved an they moved forward a little, since he had no shooting it was a quick turn.

When Woete rolled for the pumpwagons one came close to my night goblins with fanatics and triggered them, but the fanatics didn't hit. The other moved away from Woete and his troops.

Woetes Orc unit that was watching my wolf chariot with Big Boss, thought it would be a good time to squabble, the rest of his troops moved forward towards the troops of Bjorc.

In my turn, one of the pumpwagons moved towards my own wolfriders. I fail one animosity test- the wolfriders that are in front of Napoleorc's wolves. My wolf chariot with Big Boss charges Woetes Orcs. The wolfriders that



**Warlord Ghazak Gazhkull's Big Boss Charges!**


**BATTLE REPORT**

Continued From Page: 26



**Surprise Attack! Bjorc's Boar Boyz Find A Pumpwagon Suddenly Behind Their Ranks!**



**And Yet Another Pumpwagon Makes Contact...**

The spell kills 4 hoppers. Napoleorc's wolfriders are not that enthusiastic and they kill no wolfriders. My wolfriders, on the other hand, kill 4 and the surviving one finds that it is a good time to flee.

Bjorc's wolfriders in front of the savage boar boyz squabble. His giant moves around so he could have a flank charge on Woete's savage boar boyz and one of Big Bosses places himself in front of the savage boar boyz.

In Woete's turn, his savage boar boyz start to squabble and his boyz facing my army also have a small brawl among themselves.

In my turn, we saw a pumpwagon driving into a fanatic and falling apart from the hits, a second pumpwagon drives into the rear of Bjorc's normal boar boyz.

And the third pumpwagon drives into a

boar chariot. The little buggers were getting excited and you could hear WHIII and WHOEHOW echo through the entire valley. My squig hoppers hop into the boar boyz of Napoleorc. Shooting kills another orc from the boyz unit with battle standard bearer.

My hoppers kill 4 Boar boyz and the surviving one holds. The pumpwagon against the boar boyz kills 3 but then gets killed by the Orc big boss in the unit. The other one kills the boar chariot and overruns into Woete's boyz.

Napoleorc's unit with battle standard bearer finds it is a very good time to start squabbling. His wolf chariot charges into the pumpwagon.

His shaman moves away from the squig hoppers and casts Brain Bursta on a unit of wolf boyz from Bjorc that have come very close and he kills them all.

For some reason the pumpwagon survives the impact hits so it can do hits on the orc boyz and kills quite a few. But then, the goblin crew kills the pumpwagon and charges into the boyz. The Boss from the boar boyz unit gets killed by the wolfriders.

Bjorc's turn: his savage big boss charges the savage boar boyz and the giant charges into their flank. His wolfriders move in front of the savage orcs with black orc.

The Boss from the savage boar boyz issues a challenge, the savage orc big boss does 3 wounds but they get all ward saved. The unit champion does a wound on the savage Big Boss. The giant swings with his massive club and kills 4 boar boyz. The boar boyz



**Napoleorc's Chariot Plows Into The Destructive Pumpwagon**


**BATTLE REPORT**

Continued From Page: 27



**Things Look Like They Are Starting To Get Pretty Brutal. Bjorc's Giant And Savage Orc Big Boss Charge The Savage Orcs, While More Boyz Look On From Nearby - Ready To Pile In...**

flee, but get caught. The chariot in the flank kills 5 orcs but they roll insane courage.

Woete declares a Waaagh! and his savage boyz with general move into the wolfriders. His orc boyz in front of the giant roll a one and lose 4 from their numbers. The last boar chariot charges the remaining pumpwagon, kills it, overruns into the forest and gets destroyed.

The savages quickly destroy the wolf boyz and overrun into Bjorc's savage general. His orc boyz win combat and the chariot flees and gets caught.

In my turn, my squig hoppers charge into the flank of the orcs with battle standard bearer, my general charges out of his unit and my chariot charges them too. I kill 11 orcs but the battle standard bearer can keep his ladz in position.

Napoleorc: his turn sees a unit of wolfboyz charging into the flank of the 6 surviving orcs. Magic does nothing. The combat from the wolfboyz is quickly over and the wolf boyz run down the orcs. In the big combat I lose by one and my general flees and the rest holds. Typical for a goblin.

Meanwhile on the other side of the battlefield, the two generals from the other armies are fighting each other

and noone is willing to give up some ground. Bjorc decides this is enough and charges his normal boar boyz into the flank of savage orcs and the giant also. The savage orcs and their general get completely butchered. The savage boars from Bjorc are now already on their way to my battle lines.

In Woete's turn, his last unit charges into the giant and does 4 wounds but the giant yells and bawls and the orcs find that it is too much and flee and the giant catches them.

Combat on the other side saw the orcs and battle standard bearer getting butchered by the chariot and squigs.

So the first army was taken out, 3 other were still in the running for the title of Grand Warlord.

In my turn my archers shot the remaining wolf boyz from Napoleorc and killed them. But they showed their flank to the savage boar boyz.

In Napoleorc's turn he repositioned his troops to take the possible charge from boar boyz. His shaman kills the 3 remaining squig hoppers.

Bjorc declares a charge on my night goblins and they

# BATTLE REPORT

Continued From Page: 28

flee but get caught. His other troops move closer to Napoleorc and his troops.

In my turn I move my remaining night goblin unit to the savage boar boyz and they release 3 fanatics and they kill the savage boar boyz.

The boyz from Napoleorc find it a good time to squabble, the shaman passes his terror test but has not enough power to cast Brain Bursta.

Bjorc's turn: his giant now charges the shaman, his savage Big Boss charges the orc boyz and his 3 remaining boar boyz also charge the orc boyz. The giant eats the goblin shaman and overruns into orc unit. A lot of orcs die and they flee and get caught. So, only 2 armies remain now. In my turn my chariot charges the 3 boar boyz and my goblins move so they can shoot on the giant.

Only 10 Night gobbos can shoot, I get 2 hits, I roll the



**Having Helped To Deal With The Savage Orc Boar Boyz, The Giant Finds Itself Under Attack From The Orc Boyz - And Bellows His Frustration At Them!**

dice to wound. And I get...2 sixes! The giant is dead! Bjorc rolls to fall over, the giant falls on his general and the general dies.

My chariot kills the 3 boar boyz with no problems. When the dust settles, the goblin see a valley filled with dead greenskins and find that they are the only survivors.

*Grishnûk shouts a loud Waaagh. And the surviving goblins join in with their squeaky voices. Warlord Ghazak Ghazhkull can be proud of his boyz. After 3 years, he finally took the title away from Napoleorc, his arch nemesis. Now he could call himself Grand Warlord for a while.*



**Once All The Dust Has Settled, These Are The Only Remaining Troops!**

**Result**

Win For Warlord Ghazak Ghazhkull





# BATTLE REPORT

By: *Kaptain BlackSquig*

## Sea of Blood

It had never been more than a desperate gambit. The Dwarven escorted Imperial trade fleet had been battered by the storms off Sartosa for three days, and the ragged survivors had been split up across many leagues of ocean. Small groups of ships had been forced to seek safety where they could, many falling prey to the Orc pirates of the Black Gulf.

Albrecht Grimbeard, Thane & Commander of the Ironclad *Pride of Vallaya*, had found himself the sole protector of no less than seven heavily laden merchant sloops from Marienburg when the storms had finally abated, an attractive target for the cutthroats plying their sails in these waters.

Heading for the safety of the Dwarven seafort of Barak Varr was the only sensible course of action, and they had made good speed over the past few days, encountering nothing more than an a small Orc buccaneer that quickly raised sails away from the *Pride of Vallaya* as soon as it saw them crest the horizon. The Dark Gulf was already narrowing into a vast river estuary, perhaps five miles wide, with sweeping bends and forest covered inlets to hide enemies from view. Albrecht knew the area, and was well aware that they were less than one days travel from the safety of the Dwarven shorefort batteries of Barak Varr. If they weren't attacked today, they could reach Barak Varr under the cover of darkness.

"Where are the cursed river patrols?" he wondered to himself.

"Enemy ships ahead!" The cry went up from the fore lookouts, even as identical warning came from the lookouts to the aft."

"Damnation!" cursed Albrecht, making for the foredeck. As he reached the prow, he saw the threat for himself. An Orc Man O'War, equally the size of the *Pride*, had emerged from the cover of a large island. Resembling a floating jetsam pile rather than a warship, it was nonetheless an impressive sight, with its huge catapults and grappling irons. A hapless Empire merchant vessel was its target, the broadside cannons of the Orc vessel already ranging shots as her catapults rained down rocks on her deck! A breathless messenger informed Albrecht that two similar vessels now blocked the river to the rear of the convoy.

"Make for the waters mid-river and get those merchant ships clear. Let them flee for Barak Varr as best they can while we deal with the damned greenskin skum. Send the signals. Unlimber those aft cannon and fetch my battleaxe! Ready the guns and grapeshot lads. Form up thunderers to repel boarders!"

Albrecht's orders were carried out with drilled precision, as he expected they would be. As the Imperial ships raised full sails and made for the freedom of the open waters, the *Pride of Vallaya* began turning about to place

her turrets where they could bring all their cannons to bear on the lead Orc vessel. Albrecht ruefully noticed that behind the Man O'War were a swarm of smaller Orc vessels, even as the rock lobbers began their lethal bombardment....."

And so began the engagement of the *Pride of Vallaya* vs. the BlackSquig Pirate Orc Fleet! We played a modified game of Warhammer scale Man O War, using our home brewed rules from Orcs of the Karibbean, with some other rules thrown in for fun! We represented the Dark Gulf in a section of jungle laden shores and sandy beaches. Each side had 5 ships, one Man O War, and four Ships of the Line. Below are the ships, their upgrades and Captains abilities:

## THM XPFYPMO FXYKMS SFTOM IX ANFOLM

### The Dwarven Fleet

**General Dwarven Fleet Rules:** Dwarves are the masters of steam technology and metalworking, and their fleets reflect this. Their ships are massive armored craft covered in baroque and intricate wrought ironwork. Crewed by highly trained sailors and veteran engineers, each Dwarven ship is virtually unsinkable. To reflect this Dwarven ships may re-roll failed location saves but must except the re-roll. And of course in Man O War, a roll of a natural "1" is ALWAYS a failure, no re-roll is possible.

**Pride of Vallaya:** Dwarven Ironclad. Captain Albrecht Grimbeard.

**Captain's Influence:** Courageous. The Crews is Immune to Psychology

**Movement:** Steam powered paddle wheels. May turn on spot, may reverse direction at half speed.

**Weapons:** 1 Turreted Heavy Cannon, 2 Turreted Light Cannon, 1 rear Turreted Thunderball Cannon, 1 Mounted Deck Gun, 10 Dwarven Thunderers. Cannons can fire grapeshot rounds and repel boarders.

**Upgrades:** Man O War upgrade: Flaming Shot. Once per game ALL cannons can be loaded with flaming ammunition. Any areas destroyed by a flaming cannon shot will be set ablaze.

**The Mordenguard:** Dwarven Monitor. Captain Crag Heldenhammer

**Captain's Influence:** Bloodthirsty. Captain & crew may re-roll failed to hit rolls on the first round of any boarding action.

**Movement:** Steam powered paddle wheels. May turn on spot, may reverse direction at half speed.

**Weapons:** 1 Turreted Heavy Cannon. 1 Mounted Deck Gun. Cannon can fire grapeshot rounds and repel boarders.



# BATTLE REPORT

Continued From Page: 30

Upgrades: Man O War upgrade: Reinforced Timbers. +1 saves to all locations.

**The Heart of Stone:** Dwarven Monitor. Captain Sheer Stonefist

Captain's Influence: Fearsome. Captain & crew cause Fear.

Movement: Steam powered paddle wheels. May turn on spot, may reverse direction at half speed.

Weapons: 1 Turreted Heavy Cannon. 1 Mounted Deck Gun. Cannon can fire grapeshot rounds and repel boarders.

Upgrades: Man O War upgrade: Enlarged boilers. Monitor is able to move an additional 12" per turn.

**The Hammer of Snorri:** Dwarven Monitor. Captain Grumble Scarletbeard

Captain's Influence: Lucky! Ship receives two re-rolls that may be used at anytime during the game, for any single roll. May not be used to re-roll a re-roll.

Movement: Steam powered paddle wheels. May turn on spot, may reverse direction at half speed.

Weapons: 1 Turreted Thunderball. 1 Mounted Deck Gun. Thunderball can be used to repel boarders. May not fire grapeshot.

Upgrades: Man O war upgrade: Long ranged guns. Range of Thunderball and deck gun are increased by 12".

**The Lunacy:** Dwarven Nautilus. Engineer Grungier Longshanks.

Captain's Influence: Bloodthirsty. Captain & crew may re-roll failed to hit rolls on the first round of any boarding action.

Movement: Steam powered paddle wheels. May turn on spot, may reverse direction at half speed. May also move at Run Deep or Periscope levels.

Weapons: Torpedoes firing ahead (when submerged). 1 Turreted Deck Gun. Slayer Crew!

Upgrades: Man O War upgrade. Skilled gunners: May fire weapons twice in the shooting phase. Once per game, then discard.



## **The BlackSquig Orc Pirate Fleet**

General Orc Pirate Fleet Rules: Orc Pirate Fleets consist of a makeshift flotilla of gigantic Hulks, Big Chukkas, Drill Killas, plundered human ships and giant rafts! All of

these vessels are barely seaworthy! The ships are propelled by tread wheels, tattered sails and rowing banks, and armed with chukkas, looted cannons and unigue weapons such as Depth Diver launchers. All Orc vessels suffer from Animosity, each ship is must check for Animosity at the start of the Orc turn. The Orc player must roll a D6 and consult the table below:

1: Aaaaargh! Ya now good zoggerz! Weze gonna show yose sea dogz wot iz da proppa way ter fight! The Orc ship may not move this turn while the Kaptain and his officerz re-establish order.

2-5: Datz it ladz! Keep pullin dem oarz! Ready da gunz! Hoist dem sailz! The Orc ship suffers no ill effects this turn and may move, fire & board as normal.

6: Zoggin 'eck ladz! Iz dat da best yose kan dooze! Yose da most pathetic gitz in dis entire fleet! I iz embarrassed to be yer Kaptain! The urgings of the Orc Kaptain inspires his crew this turn and the ship must immediately make a 12" move towards the enemy! This is before any normal moves are made so the ship may move normal afterwards.

**Da BlackSquig:** Looted Bretonnian Galleon. Kaptain Grimjaw BlackSquig.

Captain's Influence: Sea Dogs! The Captain & crew are experienced sailors and may make 4 turns during their movement phase instead of the normal two.

Movement: Sails. May make up to two turns per movement phase. If moving against the wind, ship may only make one turn but may not move.

Weapons: 4 Broadside Cannons. Cannons may be used to repel boarders.

Upgrades: Man O War Upgrade: Iron plated. May ignore the first failed below the waterline save.

**Gorbagz Revenge:** Looted Bretonnian Buccaneer. Kaptain Gorbag Skullmasha.

Captain's Influence: Bloodthirsty. Captain & crew may re-roll failed to hit rolls on the first round of any boarding action.

Movement: Sails. May make up to two turns per movement phase. If moving against the wind, ship may only make one turn but may not move.

Weapons: Forward mounted Spear Chukka, Forward mounted Big Chukka. Big Chukka must guess at least 12" to fire. Cannot fire less than 12".

Upgrades: Man O War Upgrade: Fearsome Figurehead. Orc ship gains +1 to all Boarding Actions.

**Kroolboy:** Looted Bretonnian Buccaneer. Kaptain Umbad Grotprodder.

Captain's Influence: Runtherdz. The Captain & crew have 12 extra crewmen but suffer -1 to all Leadership rolls.

Movement: Sails. May make up to two turns per movement phase. If moving against the wind, ship may





# BATTLE REPORT

Continued From Page: 31

only make one turn but may not move.

**Weapons:** Forward mounted Spear Chukka, rear mounted Goblin Depth Diver. Depth Diver cannot fire less than 24", must guess between 24" to 120". Ogre Harpooner.

**Upgrades:** Man O War Upgrade: Crow's Nest Cannon. Turreted Small Cannon in Crow's Nest. Range between 12" to 36" only.

**Pride of Gork:** Looted Bretonnian Buccaneer. Captain Gorefang Steeljawz.

**Captain's Influence:** Lucky! Ship receives two re-rolls that may be used at anytime during the game, for any single roll. May not be used to re-roll a re-roll.

**Movement:** Sails. May make up to two turns per movement phase. If moving against the wind, ship may only make one turn but may not move.

**Weapons:** Forward mounted Spear Chukka, rear mounted Goblin Depth Diver. Depth Diver cannot fire less than 24", must guess between 24" to 120". Ogre Harpooner.

**Upgrades:** Man O War Upgrade: Reinforced Timbers. +1 saves to all locations.

**Mork's Folly:** Looted Bretonnian Buccaneer. Captain Scrag Stuntybasha.

**Captain's Influence:** Impetuous! Ship may take a free 24" move prior to the start of the game, after all ships have been set up but before the roll for the initiative is made. The ship must move towards the enemy and can only make turns to avoid terrain; otherwise movement must be made in a straight line.

**Movement:** Sails. May make up to two turns per movement phase. If moving against the wind, ship may only make one turn but may not move.

**Weapons:** Forward mounted Spear Chukka, Forward

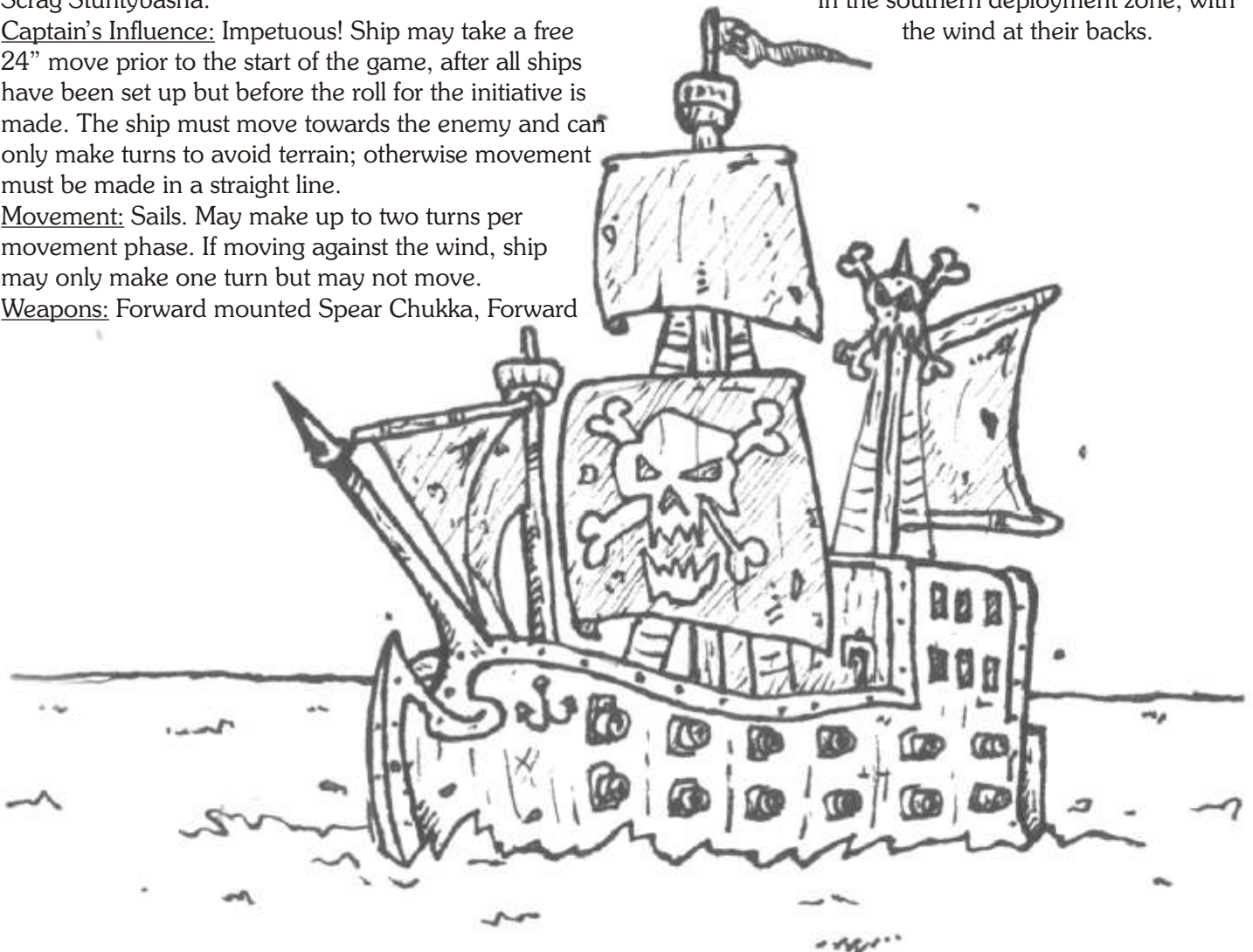
mounted Big Chukka. Big Chukka must guess at least 12" to fire. Cannot fire less than 12".

**Upgrades:** Man O War Upgrade: Fearsome Figurehead. Orc ship gains +1 to all Boarding Actions.



Terrain was sparse on the board, with a small cluster of islands in the Dwarven deployment zone and a smattering of rocky outcroppings in the Orc deployment zone. A single island rests in the center of the board.

Wind was blowing northwards, with the Orcs setting up in the southern deployment zone, with the wind at their backs.




**BATTLE REPORT**

Continued From Page: 32



As the pall of night began to fall on the Dark Gulf, the two fleets began to close the large gap between them. The Empire merchant ships, having fled off the northern edge of board were safely away, the stout Dwarven sailors ready to sell their lives to defend their oaths of protection. The Orc ships broke ranks as the Pride of Gork lurched forward the lashes of their Kaptain, while Mork's Folly, under the influence of their impetuous leader streamed towards the Dwarven lines! The Big Chukkas continued to rain down rocks on the hammer of Snorri, the chunks of rock bouncing noisily off the metal deck of the Dwarf ship.

Captain's hatred of greenskins, throwing caution to the wind, while the Pride of Vallaya steamed proudly forward, her banners snapping in the breeze. Waves of water were churned up behind the Dwarf fleet as boilers opened up and the metal craft gliding through the choppy waves.

The Heart of Stone and Hammer of Snorri steamed towards the heart of the Orc fleet while the Pride of Vallaya and Mordenguard moving up along the right flank. The Lunacy still ran deep, the submarine moving upwards towards periscope level as the air bottles began to run low. The roar of cannons echoed from the turrets of the Heart of Stone and Hammer of Snorri, the iron balls ripping apart the mast of the Pride of Gork, despite her reinforced timbers! Flaming sails fell to the deck, a dozen Gobbos going up in flames as the flaming silk smothering them before they could escape! Gorefang's bellows could be heard above the screeching of the burning Gobbos, ordering his crew to the fire pumps even as the foredeck began to smolder. The Mordenguard felt a slight bump against her hull as she ran down a Depth Diver struggling to ready its weapon, leaving a red smear in the water as the Gobbo exited the rear of the tread wheels of the Monitor! The Lunacy surfaced to periscope depth as her crew rapidly filled their forward tubes with two metal fish. A trail of bubbles soon followed as two torpedoes exited the submarine and streamed towards Da BlackSquig. Kaptain BlackSquig, seeing the torpedoes in the water barked at his crew to trim the sails and track aft to try and avoid the incoming weapons, as the mighty warship lurched



Depth Divers sailed through the air well ahead of the Orc fleet, the little Gobbos hitting the water and swimming with their shape charges towards the incoming Dwarf fleet. The Heart of Stone steamed forward towards the Orc fleet, her



out of the way as the torpedoes sped by.

As the distance closed, the Hammer of Snorri and Heart of Stone engaged the lead Orc vessels, raking the deck of the Pride of Gork with Thunderball and cannon fire. Gobbos were flung in all directions as the metal balls pummeled the wooden ship, large cracks appearing in her midships and fires spreading to the Big Chukka, reducing it to charred cinders even as the Gobbos raced to throw buckets of water on the blaze, before they realized it was actually the rum stores they had been using! Mork's Folly reached the Hammer of Snorri, her ram spearing the prow of the Dwarf warship in a crunching of wood and groan of twisted metal. Smoke billowed from fires on Mork's Folly as lanterns were overturned in the ram and the wood began to blaze. The crew of the Hammer fought valiantly but in the end the greenskins overwhelmed and slaughtered the crew to a Dwarf before falling victim to the sinking vessel as she broke



apart under the weight of Mork's Folly. Both vessels soon sank into the briny depths, most of her crews still trapped inside...

Kaptain Scrag and his crew of Gobbos swarmed from the wooden decks of the Folly, sweeping into the gash in the side of the Hammer. Bloody infighting ensued as the greenskinned Pirate fought choppa and claw with the Dwarf sailors.


**BATTLE REPORT**

Continued From Page: 34

Meanwhile as the *Pride of Vallaya* surged towards battle, *Da BlackSquig* swept between the ruins of *Pride of Gork* and the *Lunacy*, his skilled sailors almost evading certain death. Almost. One of the Dwarven torpedoes slammed into the side of *Da BlackSquig*, the foredecks exploding in splintered wood and

Flame. As the smoke cleared, it became apparent the reinforced timbers of the ship had absorbed most of the damage, a few Gobbos pitching into the water but little damage to the vessel herself. To her port was the looming form of *The Heart of Stone*, to the starboard was the *Mordenguard*. Bellowing at the top of his lungs, *BlackSquig* gave the orders to fire! Thunderous batteries of broadsides erupted from *Da BlackSquig* as her cannons fired and metal balls screamed from the crude plundered cannons, several of them blowing apart after being over packed with powder, the others causing



serious damage to the *Heart of Stone*, which began to burn from hits to her engines and boilers! A garish parrot could be seen fleeing the burning vessel, deciding flight was the better part of valor, even as the crew of the *Heart of Stone* emerged onto deck to fight the fires.

Chaos reined across the waves as desperate greenskin and Dwarf battled to the death. Cannons erupted, smoke clouding the battlefield and the waters filling with burning timbers and scorched metals. The fires on the *Heart of Stone* were quickly extinguished, as the

*Kroolboy* approached on her flank, the leering Goblins screaming their war cries at the enemy!

The Dwarves on the *Heart of Stone* readied their grapeshot as the *Kroolboy* moved broadsides for boarding. *Da BlackSquig* moved past the wreckage of the tow ships as cannons again raked the periscope and deck of the submerged *Lunacy*, her hull buckling under the impact of the cannonade. A great rent appeared in the side of the submarine and she listed to her side, taking on water as her hull buckled and a plume of water erupted



 BATTLE REPORT*Continued From Page: 35*

from the gash in her deck. Slayers scrambled to get out of the death trap as she took on more water and sank like a rock. Soon the crushing weight of the water claimed the ship as it crushed like an over ripe fruit in the pressures of the great deep. The few surviving Slayers were easy pickings for the Orc shooters on deck of Da BlackSquig and the flesh gorged sharks that came upon the unexpected feast. Slayers were soon fighting

for their lives as the sharks moved in for the kill. Meanwhile the crew of the Kroolboy, bolstered by their fiery Kaptain, engaged the Dwarves on the Heart of Stone. Fighting saber to axe, the Kaptain sought out Captain Heldenhammer and engaged his opposite number in battle, as Goblins streamed onto the decks of the Mordenguard. The decks were soon slick with blood as both sides fought in close quarters.





# BATTLE REPORT

Continued From Page: 36



The combat was soon decided as Heldenhammer cleaved the shoulder blade of Umbad, smashing the Orc to the deck of the ship, and sending his head toppling into the drink. At the death of their Kaptain, the remaining Goblins fled back across their gangplanks as the crew of the Mordenguard surged aboard the enemy ship, cutting down the Goblins and setting the powders to blow. A slow fuse was lit and the Dwarves scrambled back aboard their vessel, severing mooring lines and moving away from the stricken vessel.

The Pride of Vallaya moved in for the kill, arcing through the waves to come up along side Da BlackSquig! Her turrets swung to port so as to bring their Thunderball to bear as well. Cannons blasted through the growing dusk, speeding into the forecastle of Da BlackSquig, destroying her Big Chukkas and setting her deck on fire. Screaming Goblins dove overboard, their Flaming bodies going out with a sinister hiss as they hit the water. Her central mast toppled to the deck amid the wreckage of two of her broadside cannons. The Heart of Stone to the starboard of the Da

BlackSquig, another battery of cannon fire raking her decks, sending more greenskins flying into the drink, as wood splintered and pitched skyward. The momentum of Da BlackSquig carried her past the furious Dwarves however, preventing her from being boarded.

As the dark ink of night fell, the burning wrecks of both Dwarf and Orc ship lit the horizon, the carnage having exhausted both sides. Dozens of sailors lay dead or dying while the sharks continued to grow fat on the wealth of flesh floating in the waters. Dwarf marksmen continued to snipe at Depth Divers left behind by the Orc fleet, which had withdrawn to lick its wounds. Losing two ships was a blow that Kaptain BlackSquig could live with, but the loss of the Hammer of Snorri and the Lunacy were a loss the Dwarves could not and would

not accept. Later that night as the Dwarves started steaming towards Barak Varr, several new entries were scratched into the Book of Grudges....

Game Results: Draw



**Result**

Draw!



## DA WARPATH NEEDS YOU!

DWQ is now in its 16th 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!
- Rules – Want to help write an FAQ? Want to help shed some light on rules to confusing players? Then why not write a small piece on rule changes/interpretation or explanation.
- Specialist Games – Want to get more people involved in others games you've played? Share the fun with DWQ and let everyone know..
- Newbie Corner – Help out dem small'uns of the forum with an insightful article to help them through the dark days.

You want to get involved and nobody's mentioned what you want to talk about? Suggest it to us anyway! More than likely its something we've missed, and will be more than happy to have you aboard with your unique articles!

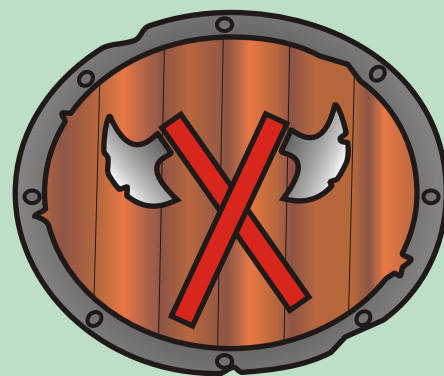
Now you're wondering, how do I go about writing my article? How do I get my article published? Simple! Pay a visit to the Da Warpath Quarterly forum and help keep DWQ 'da greatest!

## SNEAK PREVIEW

Usually, this is the part of the issue where we show you a brief shot of something coming soon.

Well, there's nothing much we can actually show at this stage - except for the general shield icon to the right.

If you've noticed the types of articles that this icon goes along with, then you might get an idea of what we're focusing on next time!



# DA CREDITS

## Head Editor:

Warlord Ghazak Gazhkull

## Editors:

Barney  
Goofycabal  
Kaptain Blacksquig  
Groznit Goregut

## Layout:

Goofycabal

## Writers:

Games Workshop New: Goofycabal  
Interview With A Warboss: Hazm  
What's My Theme?: Goofycabal; WarbossKurgan; Arfa  
and Kiour\_gr  
Footsloggers: Groznit Goregut  
Ecology Of The Orc Pirate: Kaptain BlackSquig  
Battle Report - The Big Waaagh: Warlord Ghazak  
Gazhkull  
Battle Report - Sea of Blood: Kaptain BlackSquig  
Da Warpath Needs You!: Paww

Special Thanks to anyone who helped, but has been left off the list.

And Thanks to all of you members of Da Warpath. Once again, this would never have come together without your help.

I'd also thank Chug an' Lug for keeping their noses largely out of this issue - but I still think they were responsible for it being late again. Plus, they seem to be dodging my questions about the missing cookies I got for my birthday too... I could have sworn I hadn't eaten them...

**look, weee tole yer already - dose cookies were already eaten when weee got dere. dose crumbs on owa  
mouvs 'ad nofink ter do wiv yer cookies either!**

yeah, bu' does crumbs were sure tasty. yer dunno what yer missed out on...

# DA LEGAL BITZ

Models included in DWQ Logo converted and painted by Victoria Lamb - used with permission. Visit her website at <http://www.victorialamb.com/> for more of her work.

All miniatures © Games Workshop 2003. All rights reserved. Used without permission - models painted by various gamers: Orc Pirate on Cover converted and painted by Kebabi; Models on page 2 painted by the 'Eavy Metal Team (used without permission); Models on pages 3-7 painted and converted by Hazm; Models on pages 8-16 painted and converted by WarbossKurgan, Arfa and Kiour\_gr; Models on pages 17-19 painted by Kaptain BlackSquig; Models on pages 23-29 painted by Warlord Ghazak Gazhkull, Napoleorc and Woete; Models on pages 33-37 painted by Kaptain BlackSquig and his opponent.

Pirate Orc artwork throughout drawn by Sickmachine, Sumicus, Jesmo, & Omenapoika.

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



Hooray!  
Wait, what?