

# DWRQ

ISSUE 17 JULY



DWRQ - SO GREAT IT CURES  
HEADACHES! A MUCH  
MORE VIABLE OPTION  
THAN A SPEAR CHUKKA!



# EDITORIAL

By: Warlord Ghazak Gazhkull

Hello fellow greenskins,

Welcome to a new issue of the DWQ and the last issue that will feature about the 7ed because, a new era is coming to Warhammer. 8th edition looms large on the horizon and DWQ will be moving on into the future with it!

In this issue we have a battle report from Malorian where he takes on Lizardmen with his Orc & Goblins. Then we also have a tactica about a mounted Waaaaaagh! However this is based upon the current 7th edition of Warhammer and while it will work for 7th edition, changes may have to be implemented once Warhammer 8th edition hits the shelves!

Included in this issue we also have an interview with Warboss Grupas about his army of Greenskins.

Next issue we will have a massive battle report with the new rules, 2 greenskin armies duke it out with the new Warhammer rules in play. This should be a good one!

Greetz  
Warlord Ghazak Gazhkull.



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# DA GOOFY WUN

By: Goofycabal

Finally this issue of DWQ has hit the internet.

Late again due to problems on my side... Dying computers, incompatibility issues between Corel Draw and Windows 7 etc. But we're finally here.

Unfortunately, since a few of the articles were written with 7th Edition rules in mind, they might be a little out of date now. At least our army list is still the same, so that shouldn't be too much of an issue.

Lastly, I'd like to apologize for any random loss of image quality for photos in this issue. As I touched on above, I've had my old hard drive conk out on me, got a new PC and am having issues running Corel Draw and Windows 7 together at the same time. And I lost all the PDF settings in the process.

Hopefully I'll have this sorted for next time!



# DA SNOTS!

By: Chug an' Lug

ah, it's good ter be back again.

er, lug, weee din' go anywhere, weee were 'ere messin' about wiv master goofy's computer for the last few months.

yeah, dat were fun, weren't it? oi loved it when it made dat funny smell and clicky sound.

dat was da funniest ting it's done fer ages, bu' master goofy weren't laughin' fer sum reason, maybe 'e's bin 'angin' out wiv da black orcs for too long?





# GAMES WORKSHOP NEWS

By: Goofycabal

## Warhammer: RocketHammer Edition

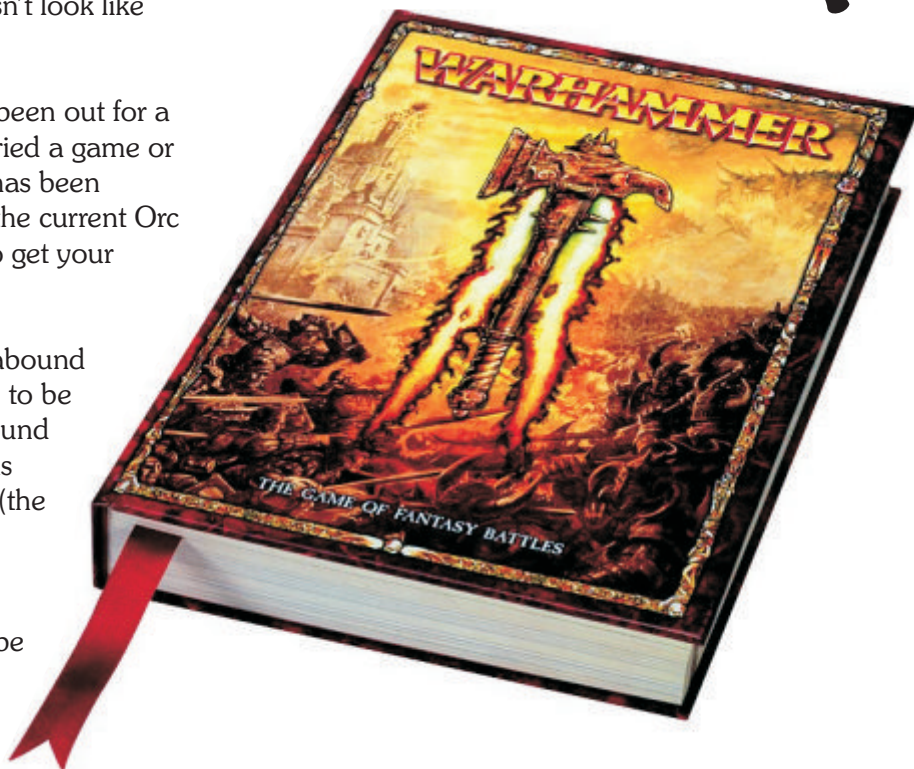
At least, that's what I've been calling it. I mean, take a look at the cover with the twin-tailed comet hiding behind the warhammer and tell me it doesn't look like flaming rocket exhausts!

Anyway, enough frivolity, 8th Edition has been out for a while now, and you've no doubt already tried a game or two (or a few dozen!). A lot of discussion has been battered about in regards to the power of the current Orc and Goblin armybook - we'll be looking to get your opinions on this topic soon!

But that's not the best part - rumours are abound that the Orc and Goblin armybook is soon to be updated (much of the talk seems to be around the early months of 2012. Jeremy Vetock is said to be the writer for the new book too (the same fellow who did the highly praised Skaven book).

But that's not all! New models are said to be on their way for us too. The gargantuan Spider, for a start, as well as rumoured new Orc Boyz and possibly Savage Orcs

in plastic. Seems like we're going to be in for some spectacular releases coming soon! If the Island of Blood models are anything to go by, our new Models will look awesome!



## DA WARPATH NEWS

By: Goofycabal

### New Forum Software In Development

Ever since Da Warpath first started we've been hosted by InvisionFree. And it's been great. However, there have been a number of limitations in regards to the platform, and so we're looking into setting up a whole new forum on new software.

The discussion on this can be found here:  
[http://z3.invisionfree.com/Orc\\_\\_Goblin\\_Warpath/index.php?showtopic=26893](http://z3.invisionfree.com/Orc__Goblin_Warpath/index.php?showtopic=26893)

Don't worry, however, as we will be making sure that everything we currently have on Da Warpath's current forums will be transported across to the new software - user accounts, forums, postings, pictures, medals and so forth.

The current plan is to lock down the current forums once we make the change and keep it as an archived forum - since we might not be able to redirect links within some of our current threads. We'll be giving everyone some fair warning before we do this, however.

Plus, we'll have a number of new things too! One of the already discussed ideas is a 'reputation' system where other members can assign reputation points (in our case 'Teef') to other members. Members with a huge pile of

Teef, are therefore highly respected by their fellow forum members!

For reference, Draig is the man behind setting all this up for us. In the past, he has done this for the Animosity forums for our online campaigns - by combining the previous separate forums all into a single Animosity forum. So he knows what he's doing.

If you've got any suggestions, requests, or questions about forum update, make sure to head over to the thread I've mentioned above and let us know. If your suggestion is something that a lot of people like, it's very likely that it'll end up being included in the new forum.

Also, if you feel you're got relevant skills or experience in regards to this, feel free to offer your help.

Unfortunately, not all of us on the Moderation Team have the required tech-know-how, and we don't want to bury Draig in too much work. Well, some of us might like to...

So keep your eyes peeled for further information on this. We'll be updating the forum thread about this when we have more details to discuss, as well as (hopefully) sending out a mass email to everyone to give them the full details of the move once we have it ready.





# INTERVIEW WITH A WARBOSS

By: Grupas

This issue we're interviewing Grupas.

## What got you into painting Greenskins?

Most definitely the Battle for Skull Pass night goblin; I've always liked the character the orcs had back in the days when I started Warhammer. Everything had bright painted colours full with yellow orange and red. Back when every orc had something cynical and funny in his look rather than the savageness and brutality.

I must say the fully ranked up monopose models combined with characterfull command groups, warcraft style banners, massive rock lobbas, giants and pump wagons was truly a sight.

I recently bought over 60 old monopose goblin spearmen as well just for the feel of them.

But back on topic; it's the Battle for Skull Pass that got me started with collecting O&G. There's something about their faces that makes them look mean, devious, evil and sarcastic (all traits I recognize in myself and that I reward my 1 year old for).

It was the first greenskin I painted, but definitely not the last.

## How many points of Greenskins have you painted?

I started off with a full night goblin army. It was a lot of fun, but kind of a drag to constantly see your entire army flee in all directions, so I needed an army that offered more versatility and fun before I would start to paint an entire army. Quickly the night goblin wolf riders came, then ranks of night goblins, fanatics, my first goblin big boss, spider, herds, hoppers, doomdivers... untill now. I have roughly about 3500 points painted around "the moon and frenzy" theme, with several of

"counts as" conversions which can be used as unit fillers or other things.

A forest themed army is till high up my army-wishlist, so is an orc-horde army.

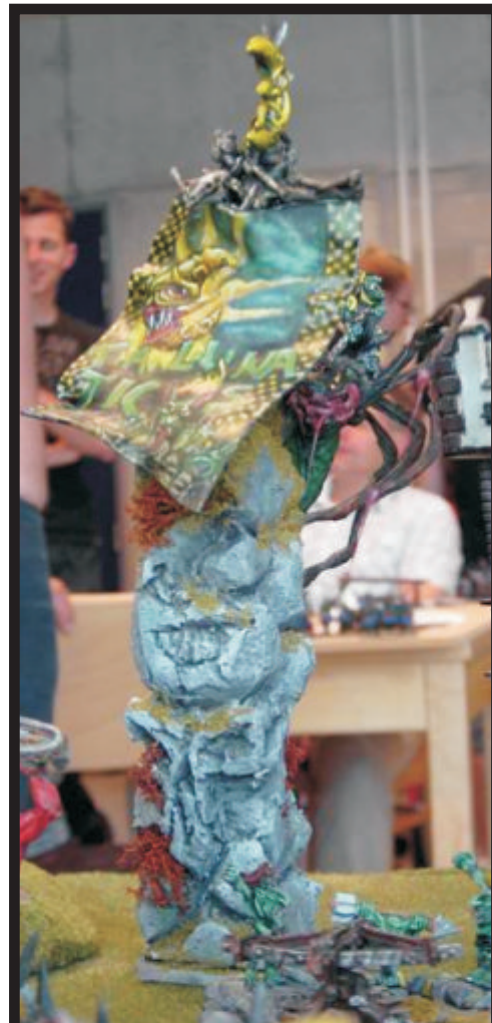
If you had asked me what I still have to paint up then it would be a hell lot more points.

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

Having an army turn out the way I want it to. Painting details have never been too much my thing (with some exceptions). It's

the overall feel and look that does it for me. Theming my armies has always been the joy of the painting, starting something and seeing it grow not just physically but the entire concept and the idea behind it. It's

especially when I have done around 1500 points and playtested the army that I start making the most interesting decisions. In my case, I suddenly started



**This Colossal Model Towers Over The Entire Battlefield, Making One Frightening Centre-piece. Especially With That Huge Spider Atop It!**



**Left: These Spider Riders Have Had Night Goblins Added To Their Backs As Riders. This Really Helps Keep The Army Look Like A Themed Night Goblin Horde!**



**A Group Shot Of Grupas' Squig-based Units. The Monstrous Winged Squig Is Particularly Impressive!**



**Here You Get To See The Winged Monstrous Squig In Closer Detail. Definitely The Thing Of Nightmares!**

making baby squigs for snots; great cave squig riders instead of savage orc boar boyz... Everything suddenly came together in one blue, black and yellow kind of gaze.

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

Details, Painting neatly, keeping everything clean (including hands, pots, desk and mouth).

Painting is often pure sadomasochism for me. I have to drag myself behind my desk and pin myself down before I can start anything, and once I start it's often for 30 minutes (work & home situations can be tiresome and break you mentally )

Last tournament it took me three weeks to finally finish my last 3 fanatics (though all my bases were done in several hours; so I have the occasional moments of clarity).

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

I think it's the same as with all armies. Finish what you start, don't stop until its done, and keep adding until you're happy.



# INTERVIEW WITH A WARBOSS

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If everything in your army looks well together, there's (almost) no-one looking for tiny defaults...

### What is your favourite Greenskin miniature?

Though many are on my top list (lot of old school ones), I feel I should nominate the standard night goblin. I'm sure it hooked many people into collecting them, also I've seen so many cool conversions using them as basis.

Even though night goblins stink and don't suit my playstyle, I always use at least 2 blocks just 'caus they look so cool+ I still got over 300 to paint, that's how much I love 'em. (figured if my army has a strong core I can fill up the rest with nighties)

They mostly just claim table quarters or fend off light cav, but other then that.. I don't expect them to do anything(though they've had their fair share of heroic stances).

It would break my heart not to include them... and I would never play an army I'm uncomfortable playing with.



And Here's A Close-up Of The Other Massive Squig Beast Fighting For Grupas' Horde.

I Would Never Play An Army I'm Uncomfortable Playing

Right: Not Only Are The Massive And Unique Models Very Extravagant, But The Movement Trays For Grupas' Units Are Spectacular Too!

This Unit Of Night Goblins Is Made Even More Impressive Looking With Their Scenic Base.





# INTERVIEW WITH A WARBOSS

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All The Little Touches Make This Army Really Special. These 'Baby Squigs' For Instance Count As Snottlings!

Right And Bottom Left: These Are Two More Examples Of Very Unique Models. Both Of Them Are Used 'count As' Models. Units Like This Add A Real Different Flavor To An Already Unique Army!

Bottom Right: A Heavily Converted Wolf-riding Character.





# INTERVIEW WITH A WARBOSS

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Above: As You Can See, Each Of The Mounted Goblins Above Are Riding The Giant Cave Squig Model. Not A Unit To Take Lightly, Thats For Sure!

Right: Grupas' Horde Isn't Only Made Up Of Night Goblins And Squig-Based Units, As This (Small) Unit Of Savage Orcs Proves.







# INTERVIEW WITH A WARBOSS

Continued From Page: 7



Left: The Bases On These Common Trolls Make Them Seem A Lot More Imposing Than They Are.

Below: Grupas Has Put A Lot Of Effort Into The Paint Job On This Giant.

Even Though He's Not Green, The Black And Yellow Shields On His Shoulders, And The Lion-cloth Tie Him In With The Rest Of The Horde Nicely.

Below: This Character Is Pretty Much Untouched, Conversion-wise, But Once Again Grupas Has Made Him Stand Out With His Highly Detailed Base.





# CHUG AN' LUG

By: Goofycabal

Have you ever wondered what our resident rascals/mascots Chug an' Lug actually look like?

No?

Well, that certainly doesn't bode well for the rest of this article then... Because we're having a look at the progression from idea; to story; to artwork and finally to fully painted models.

As you would have noticed, Chug An' Lug tend to spend much of their time these days messing around with Da Warpath Quarterly. Or simply getting in my way - which pretty much equates to the same thing. Of course, they started out a few years ago as being part of "What would be funny" thread started on the Games Workshop forums.

That's right folks, Games Workshop had their very own forums back in the day. Well, before they closed them down due to all kinds of problems and issues... But that's another story altogether. Anyway, a fellow by the name Brightstar posted a comment that it would be

funny to see a pair of Snotlings - one armed with a pewter spoon, and the other armed with a laced shoe.

Being the half-blind fool that I am, I mistook 'laced shoe' for shoelace, and made a comment about the Snotling duo duffing over a Bloodthirster and taking its eyes for their pool table. This earned them their very first story-role, and from there their popularity grew.

Since then they've had all manner of adventures, even helping to defeat Archaon's Storm of Chaos. Well, they took part anyway...

A few years ago, one of our forum members at the time, Uzag, offered to draw some pictures of Chug an' Lug, as well as few of the other characters and scenes from some of the stories. The artwork below, for example, is based on the story "Squiggly The Wunda Squig".

So, using her artwork as an inspirational starting point, I decided I needed to convert some models of the Snotling Duo for use in games of Warhammer - notably as Goblin Bosses/Big Bosses as the situation required.





# CHUG AN' LUG

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First, I needed to get hold of some Snotling models. So, I went to Games Workshop Bitz catalogue on their Online Store. That's right folks, Games Workshop used to have a catalogue online where you could order any metal part, or single sprue that you wanted from their products. Unfortunately they don't operate their Bitz service quite like this anymore, but fortunately I bought the Snotling models I needed before this happened.

The Snotlings in question were both metal - one from the GorkaMorka Snots range, and the other one from the Snotling Pump Wagon..

The two Snotlings needed very little changing to bring them into line with Uzag's depictions - one needed a long hat (Lug) and the other needed a pair of trousers (Chug). Both of these were added with Greenstuff. The model for Chug was also armed with knuckledusters and a futuristic looking maul.

So, the maul was cut away and replaced with a greenstuff spoon, and the knuckleduster hand was replaced with a plastic Goblin fist. Lug, on the other hand, was armed with spear, which was cut away and replaced with a short length of paperclip. Has open palm in his left hand had a coiled whip from the Skaven Rat Ogre Packmasters added to it.

All up, they were very straightforward conversions. Next came the painting.

Both models were undercoated with a white spray. On top of this was added a coat of Snot Green.

This was drybrushed with several doses of Bilious Green (a colour no longer supplied by Games Workshop - I suppose the closest to it now is Scorpion Green). This is the same method I use for painting my Orcs' skin - but I made sure that the lighter



Here We Have Chug An' Lug Fully Painted. Unfortunately, I Notice From These Close-ups That Lug's Nose Has Been Chipped Somehow... That'll Need Fixing.

# CHUG AN' LUG

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In This Side View We Can See Chug's Angry Little Sneer Much More Clearly.

green was much brighter for these guys.

The rest of the models' details were painted without much trouble. Chug's trousers are simply painted Midnight Blue, and his spoon is Chaos Black with Mithril Silver drybrushed over it. His wristband is Bestial Brown with a drybrush of Vomit Brown. Lug's loincloth and shoelaces are painted in the same manner as Chug's wristband. Lug's hat is also painted in Blood Red.

Both Chug an' Lug have their eyes painted with a single dot of Blood Red, and their teeth are picked out in Skull White. Finally, their fingernails are painted in Rotting Flesh. Their bases are similarly simple: sand with

patches of green flock, and the bases' edges are painted Goblin Green. Overall, I think they came out quite nicely.



cor, chug, oi ne'er knew weee looked like dat!

er, lug, yer see yerself inna mirror all da time...

yeah, bu' oi ne'er look anyfink as good as dis.

dat's prolly 'cause yer mirror's all dirty an' cracked. mine's all fancy lookin'.



The Back Of Lug As He Rushes Forward To Whip Someone With A Shoelace!

## DWQ NEEDS YOU

We need HELP!!

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

The possibilities are endless.

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

# BADLANDS WAAAGH!

By: Groznit Goregut

Have you ever imagined controlling a thundering pack of unruly greenskins as they ride full tilt through the bleak landscape at the edges of the Old World? Previous editions have called this a Badlands Waaagh! Most today will simply call it the All Mounted list. There has been a resurgence of mounted Orcs and Goblins as boars, wolves, and spiders scramble across the table tops of the Old World. All Wolf Rider lists were popular in 6th Edition, but dropped off when a unit frontage increased to five and All Goblin lists lost the extra hero slot. Most lists these days see a mixed listing. All wolf rider armies tend to lack the punch needed to hit the enemy.

How do All Mounted lists work? The main concept is to move quickly across the field of battle and strike your opponent where you want to. You then smash through his lines and pick apart the enemy as you dictate which battles are fought. This is the strategy of Blitzkrieg, or "lightning warfare". Hammer units and support units make up the most of your army. Your hammer units are what you expect to win combat with. These are your main tools in destroying your enemy. With your hammer units, it is very important to break the enemy in the first round of combat. If a Badlands Waaagh! gets bogged down, it will be easy to maneuver for a flank charge and destroy your expensive units. Also, our units are more effective on the charge and tend to lose their punch in

prolonged combats. That's why it's important to have support units to aid your hammer units. Often, these units might not be as fast as your powerful hammer units. They should be able to turn the tide of an existing combat and allow you to overrun your enemy. Chariots, giants, squig hoppers, and even fast cav in a flank are great support units.

This army type is smaller than an infantry horde and played differently, too. While most greenskins will shrug off enemy shooting and magic, this army type will try to blitz the enemy before they have a chance to affect you. The objective is to charge the enemy on Turn 2. If you get to go first, that's only one turn for the enemy to affect your battle plans. It's also important to have numerous hammer units so that the enemy is unable to completely neutralize all your units in the quick dash across the table. Toughness four, a high armor save, and dispel scrolls should get you across the board for a turn or two and still be able to slam into the enemy of your choice.

Deployment is an important part of the game. You have a smaller army than usual for Orcs and Goblins and need to place your units smartly. Your first few placements should be unit of small consequence. This is usually fast cavalry on the flanks. You can also put things such as squig hoppers or spiders behind terrain



As Angrybeaver's Army Shows, An All Mounted Horde Can Look Very Impressive. Fast And Deadly!

# BADLANDS WAAAGH!

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that won't slow them down. These moves tell little to your enemy about what it is you are going to do. Snotling pump wagons are some of the best distraction units in the game. You have the potential to get your enemy to deploy in a standard fashion across their side of the table and then pull off a Refused Flank strategy. This is where all your heavy hitters are on one side of the table. If done right, a significant portion of the enemy army can be stuck on a quiet corner of the battlefield. It might take an infantry unit all game to march to where the action is.

At the start of the game, you should have an idea of what you are going to do. The terrain should dictate where you can attack. You need to identify where you can attack and where your units might bunch up and get in each other's way. It is also important to note hills on the enemy's side as that is where they will most likely put war machines or missile weapons. It's important to stay away from them or use other terrain in the way. You will most likely want to put most of your army on one side of the table. This allows your smaller army to protect each other and reduce the amount of shooting that can be shot at you. You should be able to swarm the enemy at their weak point and get behind their lines.

I will note that I rarely use the Waaagh! special ability with this list. The chance of rolling a "1" on any unit is

too great. This will cause d6 S5 hits! I've seen entire fast cav units disappear and boar boyz units drop in numbers. The benefit gained for calling Waaagh! is usually just an extra d6 movement for your general.

## Army Review

### Lords and Heroes

**Great Shaman:** These can be run on a mount, in a chariot, and the orc can go on a wyvern. While there are people who swear by having a shaman, I don't think the option is worth it. Greenskin magic is not as impressive in 7th Ed and a little dangerous with the miscast table. What you get by giving up the option of a combat lord is not worth it. Still, if you were to take a great shaman, I wouldn't put the points in a wyvern to fly him around. This makes him a large target and is too expensive for a creature that is going to avoid combat.

**Goblin Warlord:** I would say that a goblin warlord lacks the real punch that orc lords deliver. Also, you lose the option for a wyvern as a mount. A goblin warlord is not a viable option, in my opinion.

**Orc Warlord:** I find this the ideal option. The raw strength and combat prowess that an orc or black orc warlord brings really helps make the All Mounted list



Arfa's Mounted Horde is deployed ready to take on an empire army.



# BADLANDS WAAAGH!

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**Angrybeaver Converted This Night Goblin Shaman To Ride On The Back Of A Wolf.**

successful. You may try things with great shaman, but I believe most people will end up with an orc warlord in the end. I have found a chariot to be too slow for the warlord and also leave him exposed to too much shooting and magic. If you feel a wyvern is too many points, then I recommend you put him on a boar and in with one of your hammer units. A word of caution: never put a black orc in another unit. If you roll a "1" for Animosity, you will kill some of your expensive unit! The points you save on a wyvern can add additional units to your army that would otherwise be a lot smaller.

I feel that the wyvern is the best option for your orc warlord. I highly recommend a black orc mostly due to the heavy army that you get. When you are a large target, you will attract shooting and magic and with enough shots, you will be hurt. The better armor save helps protect your important wyvern lord. The range and power of a wyvern lord add a lot of flexibility to your list. I have found that this character is a bit reactionary to what your opponent brings. You must identify the immediate threat and eliminate it with this character. You should hunt down Lvl 4 casters, Casket of Souls, ethereal units, Skull Catapults, screening fast cav, and war machines. I've also used the warlord combined with a giant to take on large creatures.

**BSB:** This is an important character to add to your army list. This is mostly for the increased combat resolution (CR) that he brings to an all important unit. I've found

that if you give the BSB a magic banner, he becomes significantly vulnerable. I go with a combat BSB, but I try to place him in a unit with the War Banner. When added to a unit of 9 boar boyz, you will have two ranks, a banner, the war banner, the BSB, and most likely outnumber for a static CR 5! If you charge, you get the S5 from the boars and extra attacks of a combat character to help break even a fully ranked infantry unit! The ironback boar is also a good option.

**Shaman:** You have the option of a medium strong magic phase or a simple scroll caddy. Two Lvl 2 shaman are an option. When put on chariots, you increase your support units, as well. Savage orc shaman with savage orc boar boyz is also a good option. Give him the Skull Wand of Kulloth and you have a good shot of taking out hydras, varghols, stegadons, and other large, but stupid creatures.

A simple scroll caddy is a viable option, as well. There is the choice of the Staff of Sneaky Stealin' or two dispel scrolls. Both are good. I've found that I prefer the scrolls as it allows me to block more spells in the first two turns as opposed to more throughout the game.

**Goblin Hero:** There are a lot of options with a goblin hero. Adding one can help bring about some punch to weaker wolf rider units. A goblin with the One Hit Wunda and either the Tricky Trinket or Brimstone Bauble is also a good option. He can be on wolf or in a chariot. As a chariot, he becomes nasty as a US5 character on something that has a charge range of 18". When on a wolf, he could always be added to other units, such as boar boyz. This is to add extra weight, or to suddenly charge out and attack an unexpected target. A giant spider should also be considered. This guy can move through terrain, take out war machines, hit enemy flanks, or mage hunt. There are a lot of options here. One thing I caution, though, is putting a goblin hero in with a unit of fast cav. I've seen my hero run off the table early in the game when enemy shooting causes a panic test on a small unit of wolf riders.

**Orc Hero:** Whether you add another black orc, savage orc, or standard orc, you can only help improve your situation. Putting any of these guys on a chariot puts a powerful force in your reserves. Black orc characters would get auto-Waaagh! extra distance when the enemy least expects it. Savage orcs would increase the attacks of boar and crew when they charge. Orc and savage orcs added to hammer units helps ensure that you can break through the enemy lines and throw the enemy off their game.

## Core Units

**Wolf Riders:** These are some of the best fast cavalry in



# BADLANDS WAAAGH!

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the game. They are Core units and have a M9. I like to have at least two of these for all of my army lists, and especially the All Mounted. They can get put down early in deployment, but can still move far enough out of the way if they are used to trick the enemy. If the enemy has cavalry, they become important to bait the enemy into a charge. You can also march block those enemy units that were snookered in deployment and trying to get to where the fighting is. They can also be used to attack the flank of an enemy while your hammer units are in the front. I will say that it may be tempting to use these guys early in the game to block missile units from firing at your better units or rushing them at someone in an attempt to draw their attention away from the rest of your army list. That usually gets them killed early on. If you can keep some of them alive for the middle to late part of the game, then these guys really shine. You will be able to threaten unit flanks and hit lone characters that have fled doomed units.

If you want to give these guys shields and try to make them a medium cavalry, you might become frustrated. I have tried to make them work, but always become frustrated with them. There are very few units that they can actually take on with a good chance of success. It costs too much to get rank bonuses for them. The fast cav version of wolf boyz can accomplish about the same thing.

**Spider Riders:** Very similar to wolf riders, but slower. They can move through terrain, though. I like to send these guys after scouts or to sneak up on war machines and missile troops. They also excel at hitting the flanks of ranked units to remove their static CR.

## Special Units

**Squig Hoppers:** Best used to move through terrain and surprise an opponent. They have a 360 degree charge arc and don't care about terrain. Hoppers can move through parts of the battlefield that most consider forgettable. They are easily able to circle back and attack anyone who slips through your battle line, as well. This is a good unit to send in the rear and flanks of your opponents.

Squig hoppers are a total wild card. They cannot be depended on to accomplish what you want. They have been known to never reach their intended target or bounce so far that your opponent can overrun through your own lines. They will always surprise you. I had a unit recently bounce too far. They were charged by a ranked unit of grave guard, lost combat, and fled. Most were left alive and they did manage to rally. When charged again, they withered the enemy attacks and spent the rest of the game eating the whole unit of Grave Guard!

**Savage Orc Boar Boyz:** One of the best units you can get. They are mobile. Frenzy gives Immune to Psychology and both the rider and boar extra attacks. On the charge, regular orcs get 10 S4 attacks and the boars get 10 S5 attacks. If you used the Banner of Butchery combined with Big 'uns, you would get 25 S5 attacks in one round! This kind of power has little equal in the entire Orcs and Goblin list. I would not use units larger than 7 and I would give them shields and spears. Use your plentiful fast cavalry to help them avoid getting lured around the battlefield. Rank and file units are ripped to shreds by these guys. While Big 'Uns (also called Pig 'Uns) do add combat prowess, you should not disqualify regular boar sized savage orcs. They don't have as much strength, but they do have a lot of attacks. Don't be afraid to use a second unit of regular savage orc boar boyz.

**Boar Boyz:** Many people disparage these guys and call them useless. I disagree. While they don't have the raw combat power that the savage orcs do, they do have more armor and are pretty reliable. AS 3+ is the best any greenskin unit can do in the game and they have a good movement rate. I like to have large units of 10-12 of these guys. They do cost a lot, but they can have a lot of static CR, especially when you add the BSB in with them. As stated earlier, you will have two ranks, a banner, the war banner, the BSB, and most likely outnumber for a static CR 5. This is a solid and reliable unit and what I use as my biggest hammer unit. If I lose this unit, I have usually lost the game.

**Spear Chukkas:** What?!? War machines in an All Mounted list? I know what you are thinking, but if you play long enough without them, you will eventually put them in. One weakness of the Badlands Waaagh! is the lack of high strength attacks and ways of handling monsters. Spear Chukkas are the tried and true method of taking out steam tanks, dragons, hydras, demons, and a host of other nasty creatures. I am in the process of mounting a spear chukka on a parked chariot to make my chukka mounted.



**One Of Arfa's Scratch-Built Mounted Spear Chukkas. You Can See How He Made It In DWQ4**

**Boar Chariots:** Sturdier than their goblin cousins, they



# BADLANDS WAAAGH!

Continued From Page: 15

are also slower. With M7, it will take them a while to move across the board and get into a combat. While they can withstand the shooting for longer, I find them a bit too slow to be useful.

**Wolf Chariots:** A great support unit and possibly considered a hammer unit, wolf chariots will charge across the table with an amazing 18" charge range. Beware, though, as they are fragile with only T4 and W3.

## Rare Units

**Giants:** While not really mounted, they are fast and highly effective. These brutes can charge into almost anything and usually do a lot of damage. Giants can also take a charge and hold enemy units in place until they can be flank charges by the rest of your army. With a separate table for large targets, they are also one of the best ways to kill enemy monsters. Teamed with a chariot, they can smash fully ranked infantry.

**Snotling Pump Wagons:** For only 40 pts, you get what you pay for. They are slow with only 2d6 movement and will rarely see combat. Still, many people fear the 2d6 impact hits and they can become the best distraction devices in the game. I like to put them out early in deployment and I put them in a section of the board that I don't expect to use. I prefer in the open. I make sure to play up the number of impact hits, too. The enemy will spend magic and shooting just to take them out. I am usually very happy that the enemy is spending resources on them instead of my more valuable units. This is especially true early in the game

when you are trying to move into strike range.

## Dogs of War

While technically a rare slot, I figured that they deserve their own section here. I have found that they are a good use of points for the Badlands Waaagh! There are a number of good options you can take in an All Mounted list. Most of them won't need to test for Animosity. Just make sure that your opponents allow DoW units in your armies.

**The Galloper Gun:** Mounted artillery? It not only fits the theme, but it's an effective way to deal with monsters. This is a moving artillery piece that can inflict 1d3 wounds on an enemy target. It can also flee from enemy charges and move to a safer location.

**Voland's Venators:** Orcs and Goblins can always use heavy cavalry and an All Mounted list surely has room for them. These guys are Inner Circle knights with WS4, S4 (S6 on the charge), and AS 2+. You also get a free hero with WS5 and A3.

**Oglah Khan's Wolfboyz:** Probably the most appropriate choice of DoW units for a Greenskin army, these hobgoblins are very similar to goblin wolf riders. The only difference is WS 3, regular bows, having shields and still being fast cav, a free hero, and a magic banner. The magic banner allows them to pursue 4d6", which is an added bonus. Oglah Khan's boyz are slightly better than regular wolf riders, but still lack serious punch. It is possible to add in a goblin hero to this unit to make it an even tougher unit. Even with this addition, I hate to r



A Snotling Pump Wagon Careers Wildly Into Combat With A Unit Of Dark Elf Cold One Knights. CRUNCH!!!



# BADLANDS WAAAGH!

Continued From Page: 16



**Two More Of Angry Beaver's Heroes**

really call them a hammer unit. You have to pick your targets carefully with Oglah Khan.

**Tichi-Huichi's Raiders:** This is an unusual unit of cavalry. The skins have about the same stats as goblins and have spears. There is a free hero choice, as well. Scaly skin adds protection to the Raiders by giving them a final 3+ armor save. Additional features include cold blooded, which means all leadership tests are on 3d6 and dropping the lowest die. The Old Ones further blessed these guys so that no one may pursue them if they break. Tichi-Huichi rides a cold one, which is a little slower than wolves, but with S4. The cold ones are also stupid, which will surely become a problem at some point. This check is made with 3 dice, though.

**Al Muktar's Desert Dogs:** All Mounted lists usually have enough fast cavalry, though I recommend considering these humans. You get two free characters (and one has a magic weapon) and a magic banner that adds 1d3 CR to all your combats. This means that you have a fast cav unit with punch! Five attacks from characters and a bonus d3 CR is nothing to shake a snotling at, especially when on the flank!

**Light Cavalry:** Starting at 11pts with no equipment, these guys could be used as a cheaper version of throw away fast cav. I see little use, though, for using a rare slot for a unit that is similar to the wolf riders.

**Heavy Cavalry:** If Volland's Venators are the Inner Circle knights, these are the common knights. Most of their scores are the 3 of the average human. Why take these when the Venators are so much better?

### Sample List

Black Orc Warlord on Wyvern: Akrit Axe, Enchanted Shield, Boss 'at, and Iron Gnashas  
Orc BSB on boar: Ironback Boar and Mortag's Best

Basha  
Suicide Goblin on wolf: One Hit Wunda and Tricky Trinket  
Lvl 1 Goblin Caddy on chariot: 2 x dispel scroll

2x 5 wolf riders w/ spear, bow and musician  
5 spider riders w/ bow and musician

12 Boar Boyz w/ War Banner and full command (BSB here)  
5 Savage Orc Big 'Un Boar Boyz w/ mus. and Banner of Butchery  
9 Squig Hoppers  
2 x Spear Chukkas (going to give them wheels)

6 Volland's Venators (5 guys w/ Volland)  
Giant

This is the list that I have recently been using in a local league in my area. I came in second place with it against two Vampire Counts, a Tomb King, and a Bretonnian player. The only one that beat me was the Bretonnian and I feel it was due to his superior maneuverability.

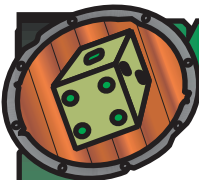
With this list, I try to line up targets for my boar boyz, savage orc boar boyz, and Volland's Venators. There is also usually a large creature for the giant to try to match up with, as well. If there is enemy cavalry, I use my fast cav to dance between us and force my opponent to charge them. I try to flee and then counter charge the enemy that should be sitting in the open.

The Warlord on Wyvern is built for redundancy and protection. With every game, there is some sort of special target for him to go after. He killed the hierophant and the Casket of Souls in the first game. With the first VC, my warlord killed the banshee's unit and then killed the varghol. The wyvern helped get him a flank charge in the next game while boar boyz hit the front of some grave guard and corpse cart. The full unit was reduced to just 2 models in one turn. Lastly, the flying Bretonnian lord was killed by my general and an entire flank was held up for fear of a flank charge by the wyvern.

A Badlands Waaagh! can be an unexpected surprise for opponents who are used to a foot slogger Greenskin list. I've had one of my opponents tell me he just wasn't ready for my units to come across the table so fast at him. It's an aggressive list that can quickly take apart your enemy's plans. One Lizardman general laughed when I told him I only had 3 dispel dice, but his ethereal slaan still died and ensured my victory. With speed and power, you can use Greenskins in the classic Blitzkrieg strategy to rip your enemies apart!

Waaaagggghh!!!!!!!





# OPTIONAL RULES ADDITIONS

By: Beerlord

The following are a couple of fun additions to the Orc and Goblin armylist, devised by Beerlord. Both are upgrade options to existing units, but are of course unofficial, so hopefully you and your friends are happy to try them out in friendly games. Ed Goofycabal.

## Night Goblins

### Night Goblins Boss Upgrade Option: Squig Runtling

Cost: 3 points

Unit size: ¼ of a model

Sometimes Night Goblin Bosses take their favourite pet squig into battle with them. The boss will do this mostly to prevent the squig being eaten (by someone else). In battle the immature squig will snap at anyone it can, occasionally doing damage.

Squig Runtling	M	WS	BS	S	T	W	I	A	LD
	-	2	-	2	-	-	3	1	-

## Modeling

There are two ways to model this, the first is get the goblin big boss from Battle for Skull Pass, this model has the squig included. (I now have two of this

guy, and much better models to be Da Big Boss, so I use them as bosses in night Goblin regiments.)

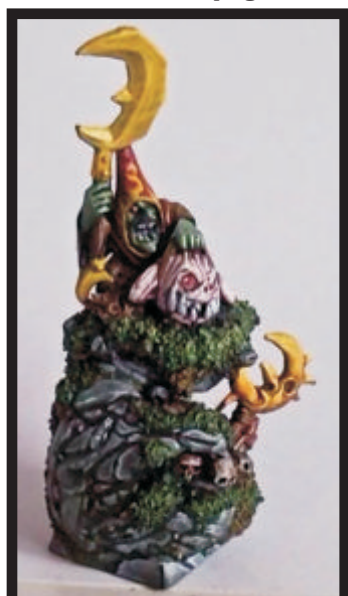
the second is to place the squig from the fanatic package on the same base as the Boss.

## Rational

To make the models WYSIWYG, to make Night Gobbos a little more fun.



## Night Goblin Squig Herd Option: Incendiary Squigs



Grupas' Boss From Earlier In The Issue Could Benefit From The Squig Runtling Rules.

Gaaa'aak looked at the hummies moving up the hill. They were about the half way point. Looking around he saw that the commander had given the signal, he slapped the squigs on the back with his torch. The squigs moved forward and the Squig fat smeared over them caught more and more on fire with every bounce, Till they were balls of flame hopping down towards the enemy. Gaaa'aak smacked his lips, thinking BBQ Squig after the battle

## Upgrade to Squig Herd at 5 points per Squig Model.

## Use

At the start of the Turn, before moving, the controlling player announces he is lighting the Squigs. The first move after being lit the Squigs move normally. In the second and third turn the squigs are moved in the compulsory movement phase, with each model taking direction from scatter dice and moving 2d6 inches, charging any unit or Hero on that line. At the end of the third turn after lighting the Squigs are removed from play. (This is an exception to the Wild Squigs rule.) Lit Squigs will attack any unit or hero they encounter. If the Squigs go wild before lighting, then the Wild Squigs rule applies.

## Special Rules:

### Oi! We nvr thought o'tha

Flammable – If Squigs are hit by a fire based attack, they are now alight. This counts as the first turn.

### Toasty

Lit Squigs cause Flammable damage.

### Sigmar Save Us

Incendiary Squigs cause Terror in Flammable creatures. Incendiary Squigs cause Fear in normal units

### Everybody here go BANG!

If a Incendiary Squig attacks a gunpowder artillery unit roll d6: on a 6 the squig sets alight the gunpowder store, treat as a roll of 1 on the cannon misfire chart. Remove all squigs attacking the unit.

## Modeling

I am not certain that this option needs models as such, Markers indicating that they are Alight would be handy, also markers for the turns.

## Rational

I see this unit mod as fulfilling two roles:

- 1) proving once again that Night Goblins are nasty little Gits.
- 2) proving the only goal of Night Goblins is causing as much havoc as possible.

Hans Gudstren looked up at the Ball of fire, teeth and claws bearing down on him, among the flames were two brighter fires of hate in the eyes. He forgot his training, forgot the Empire, threw down his spear, shield and ran. He had not been the first in his unit to do so .





# BATTLE REPORT

By: Malorian

**Battle For The Lost Warbosses**

*Grimgor Ironhide and savage orc Warboss Krazyface had been missing for days.*

*They had gone for a 'stroll' in the jungle to crack a skull or two, but when they hadn't returned after a week Warboss Morko started to worry.*

*Maybe they were lost? Maybe they were captured? Maybe they were dead?*

*At any rate Morko wasn't willing to have the loss of two great warbosses on his conscious and so, after grabbing his magical axe and hopping onto his trusty boar, he and his horde of orcs set of to search the jungle.*

*It wasn't long before they saw them, fighting off lizardmen saurus warriors by the dozen, but when a few poison darts took away their strength it was now a race to save them before the lizardmen finished them off.*

*With a mighty WAAAGH!!! The battle began...*

Now at this point it would be important to explain how we were playing this game as it wasn't following the standard rules from the book. It was in fact taken from a rule set made by Peegore of Warseer in which you roll for different deployment types (after terrain is placed) and each player had two missions for the game based on objective markers on the board.

The board was 6X4 but we ended up rolling for deploying on the narrow edges (24 inch deployment zones and no-mans land). Across the front of my deployment I had a river on the left edge that led to a swamp, then a woods a bit set back, and ruins on the right flank. He had a hill on his left flank and a woods further back.

**The objective markers were:**

- Krazyface behind my woods
- Grimgor in front of the ruins
- A skink chief on his hill
- A saurus warrior behind his woods

My mission was to control and 2 objective markers.

His mission was to control one of his own markers and to capture one of mine by getting a non-flying unit into base with it and then still being there at the end of his next turn.

You control object markers by having the majority of a unit that is more than 1 model and at least US 5 within 6 inches of it.

In the end of the game if you met none of your missions then you get straight victory points, if you achieve 1 then you get an extra 50%, and if you achieve both you get an extra 100% (so fairly important).

He deployed from left to right: skinks on left side of hill, terradons on hill, engine of the gods behind the hill, temple guard w/ slann and scarvet, skinks w/ terradon and spear saurus behind, engine of the gods, and in the back woods he had his salamander.

I deployed from left to right: wolves on the river, spiders in the swamp, chukka, orcs w/ BSB and a unit of orcs w/ shaman looking to follow them, chariot, chariot (and behind these in the woods were 2 chukkas and the doom diver), orcs w/ warboss and the savage orcs looking to follow them, troll w/ shaman chariot behind and the banner wolves looking to follow them, a chukka in the ruins, night goblins, in behind everything there was another unit of orcs holding down the Krazyface objective.

He won first turn

**Pre-Game Thoughts:**

Well I had mixed feeling going into this one. On one hand I think I was lucky to get a fairly easy set of missions, but at the same time my deployment zone was horrendous and I was really forced to pack and layer my army. If I didn't clear that bottle neck quickly he would be able to pin me in and take me out a couple of units at a time.

His magic also worried me because as I was trying to rush through this bottle neck I would have to look out for the possibility of two comets a turn... this could get messy...

Overall though my plan was to take out one steg with my warmachines, my warboss could take the other, my fast cav and chariots would keep the terradons at bay, and then move in with the blocks to knock out the spears saurus. If everything went my way I shouldn't even have to fight that temple guard.

Mission wise I was planning to hold on to my two warboss markers for mine, use the night goblins to block him from rushing Grimgor, and then zip back some fast cav to contest one of his objectives at the last Second.





The Greenskin Horde Prepares Itself To Engage The Lizardmen Forces.

### Lizardman Forces

**Slann.** Carries the army's Battle Standard. He also has Focus of Mystery (Lore of Heavens), Focused Ruminations and Cupped Hands

**Level 2 Skink Priest** with Engine of the Gods, Itzl and Tepok

**Level 2 Skink Priest** with Engine of the Gods and the Rod of Storm

**Scarveteran** armed with a great weapon, light armor, shield and the Charm of the Jaguar Warrior

24 **Saurus** armed with spears and a Full Command

12 **Skink Skirmishers**

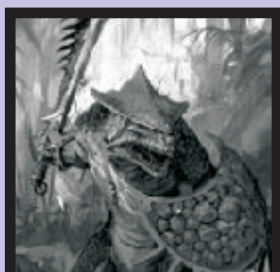
12 **Skink Skirmishers**

20 **Temple Guard** with Full Command and the Blood Statuette

3 **Terradons**

3 **Terradons**

**Salamander** with an extra handler



### Greenskin Forces

**Black Orc Warboss** armed with the Waaagh Cleava, with heavy armor and a shield, riding a boar

**Black Orc Bigboss.** Carries the Army's Battle Standard with Mork's Spirit Totem, heavy armor, riding a boar

**Goblin Shaman** with 2 Dispel Scrolls, riding a **Goblin Wolf Chariot**

**Night Goblin Shaman** with the Staff of Sneaky Stealing

25 **Savage Orcs** armed with Spears and Full Command

25 **Orc Boyz** armed with shields, banner and musician

25 **Orc Boyz** armed with shields, banner and musician

25 **Orc Boyz** armed with shields and a banner

25 **Orc Boyz** armed with shields and a banner

31 **Night Goblins** armed with nets, banner, musician and hiding 2 **Fanatics**

7 **Goblin Wolf Riders** armed with bows, spears, musician and a banner

5 **Goblin Wolf Riders** armed with bows, spears and a musician

5 **Forest Goblin Spider Riders** with a musician

**Orc Boar Chariot**

**Orc Boar Chariot**

2 **Goblin Spear Chukkas**

2 **Goblin Spear Chukkas**

**Doom diver**

**Troll**



# BATTLE REPORT

Continued From Page: 20

## Turn 1 Lizardmen:

His line moves up (he was kicking himself for putting the salamander so far back) with the terradons in the front, looking to rush my warmachines or bait.

In the magic phase one steg puts up the force field and the other lowers the casting value (this will continue unless I say otherwise). He zaps my doom diver, I scroll one comet, but then the slann miscasts the second comet... but rolls double 6 so it goes off anyway but at least he forgot the spell. The comet marker is placed by my right chukka in the center woods. He then uses his one use items but I stop the statue and the rod doesn't do anything.

## Turn 1 Orcs:

Comet falls but luckily does little damage, killing 5 orcs, 2 chukka crew, and a wound to the right chariot.

Animosity goes over fairly well but then the troll fails stupidity (meaning he'll block the shaman chariot and banner wolves). The chariots each charge a unit of terradons who flee and get away (panics are passed),

and then the line moves up as best as it can (mainly those front units are just getting their backsides out of the woods).

I get my only spell off of the game and zap one of the right skinks, and my shooting is a flop other than killing one of the left skinks with an arrow.

\*Losing the doom diver was a blow but otherwise I felt everything was going ok. That one comet hadn't done that much damage and now I would only have to stop one a turn.\*

## Turn 2 Lizardmen:

Terradons rally and move back up along with the skinks. He wasn't totally committing yet as he would like to take care of my chariots first.

In the magic phase I scroll a comet but the magic missiles (and then skink shots) bring the left chariot down to 2 wounds and the right one has 1 left. The salamander then fires at the night goblins, kill 7, and they fail the Ld 9 test (killing fanatics before they were released) ending up just in the ruins.



The Boar Chariots Charge Out After The Terradons, And The Rest Of The Greenskins Move Up Behind Them



# BATTLE REPORT

Continued From Page: 21

## Turn 2 Orcs:

Banner wolves fail animosity as does the warboss's unit (but he quells it), and the troll fails stupidity again.

Left wolves charge the left terradons who flee and get away, so they redirect into the skinks who also flee and get away. The left chariot charges the right terradons who flee and get away but it then redirects into the spear saurus, and then the right chariot and the shaman chariot charge the right skinks who flee and get away and so they too redirect into the spear saurus.

Night goblins fail a Ld 10 test to rally and flee off the board.

Spiders move up to redirect the temple guard and the other units move up a bit.

Shooting does nothing and I curse as I roll my three dice for impact hits and get 2,2,1... luckily however they pretty much all wound and kill and then after my



**The Salamander Hurls A Gobbet Of Phlegm At The Night Goblins And Panics Them!**

shaman kills his unit champ in a challenge (woot!) he fails his rerolled, cold-blooded, Ld 6 test and breaks. I run him down and send the terradons fleeing even further, and the left chariot hits into his right engine of the gods.

\*Well it REALLY sucked to lose the night goblins but at least by knocking out the spear saurus I was fairly in control of the right flank, however with two failed shooting phases I was starting to get worried about those stegadons.\*

## Turn 3 Lizardmen:

Salamander charges into the flank of the right chariot, scarvet charged my spiders, and everything rallies.

The left terradons fly over the left wolves and wipe them out with rocks, and the right terradons fly over the shaman chariot and nearly destroy it with rocks. The temple guard reforms to be facing more towards the center and the left engine of the gods moves behind them.

In the magic phase the lazor



**The Chariots Impact Into the Sauruses And (Barely) Manage To Break Them**



**The Orc Units Advance To Take Advantage Of The Weakened Lizardman Force**

beam of one steggadon destroys all three chariots (shaman is now on foot) and kills a spider, and the scarvet uses the charm to jump out of combat and end up between my two left chukkkas. The rest doesn't do anything of note. And in the shooting phase another spider is killed (panic passed).

### Turn 3 Orcs:

Animosity does nothing of note, and I pass stupidity. The warboss charges into the right engine of the gods and the troll charges into the right terradons who flee and get away but panic the salamander in doing so.



**The Terradons Make Short Work Of The Wolf Riders, Pummeling Them Into The Ground With A Well Aimed Hail Of Rocks.**

Spiders continue to redirect the temple guard while the front two blocks of orcs face him and a third is trying to catch up. On the right side the savages move to hold the Grimgor objective while the banner wolves finally move to the front. The ex-chariot shaman makes a break for my lines.

I lick my lips as I roll for two chukkkas firing on the exposed scarvet... and both miss.

In combat my warboss kills the priest on top of the engine but the steggadon holds.

\*Damn laser beams killing my chariots... well they did their job I guess. Unfortunately now those terradons and scarvet would have a clean shot at my





**The Scarveteran Hurls Himself Headlong Toward The Spear Chukka That Dared Shoot At him Moments Ago**

Warmachines, but I guess by this point they had it coming.\*

### Turn 4 Lizardmen:

Left terradons charge the swamp chukka while the scarvet charges the left one in the woods. The right terradons fail to rally and run off the board, and the salamander rallies. The right skinks move up and the left ones move to the right (aiming at the fleeing shaman).

In the magic phase the lazer beam wipes out the spiders, kills the shaman, and does a wound to my warboss, but then the rest is stopped or doesn't do anything of note (his magic missiles seem to love hitting only the machine and not the crew of the chukkas).

Shooting does 2 wounds to the troll.

In combat the left chukka crew hold, but the right ones are beaten and broken, and I curse as my warboss only does one wound to the steg. This means that since he outnumbered I will be auto-broken if he does just one wound... the steg lands a hit and wounds... but luckily I make my 5+ save and it's a tie combat.

### Turn 4 Orcs:

Animosity makes the warboss's old unit squabble, but stupidity is passed.

With the spiders gone it's either charge or be charged by the temple guard and so the BSB's unit charges in alone since the other unit is busy squabbling. The troll and wolves charge the right skinks and they flee and get away but panic the salamander.

The left orcs move up and the orcs in the back move more onto the objective.

Shooting finally does something... just kidding, it all missed again.

In combat the terradons finish off the crew of the



**The Warboss Takes On The Steggadon**



# BATTLE REPORT

Continued From Page: 24

chukka, my warboss does three wounds to the steg but takes one in return and he holds, and my BSB kills his unit champ in a challenge and the combat ends in a perfect draw.

\*Well that turn went ok but I was now at a point that I felt I was losing control. I really didn't want to be in combat with the temple guard but now I was committed, and I only hoped the reinforcements would arrive in time.\*

### Turn 5 Lizardmen:

Terradons charge the other chukka in the woods. Skinks rally but salamander runs off the board.

Other skinks move up and scarvet moves out of the woods.

In the magic phase the laser beam kills the troll and some orcs, and when it comes to my warboss I hold my breath... two hits... no wounds (hurray!). Then I stop the rest of it (apart from the usual missile hitting a chukka and not the crew).

The skinks shoot at my wolves but don't land a single

hit.

In combat the other chukka is destroyed by the terradons, the BSB orcs lose but hold, and the warboss kills the stegadon.

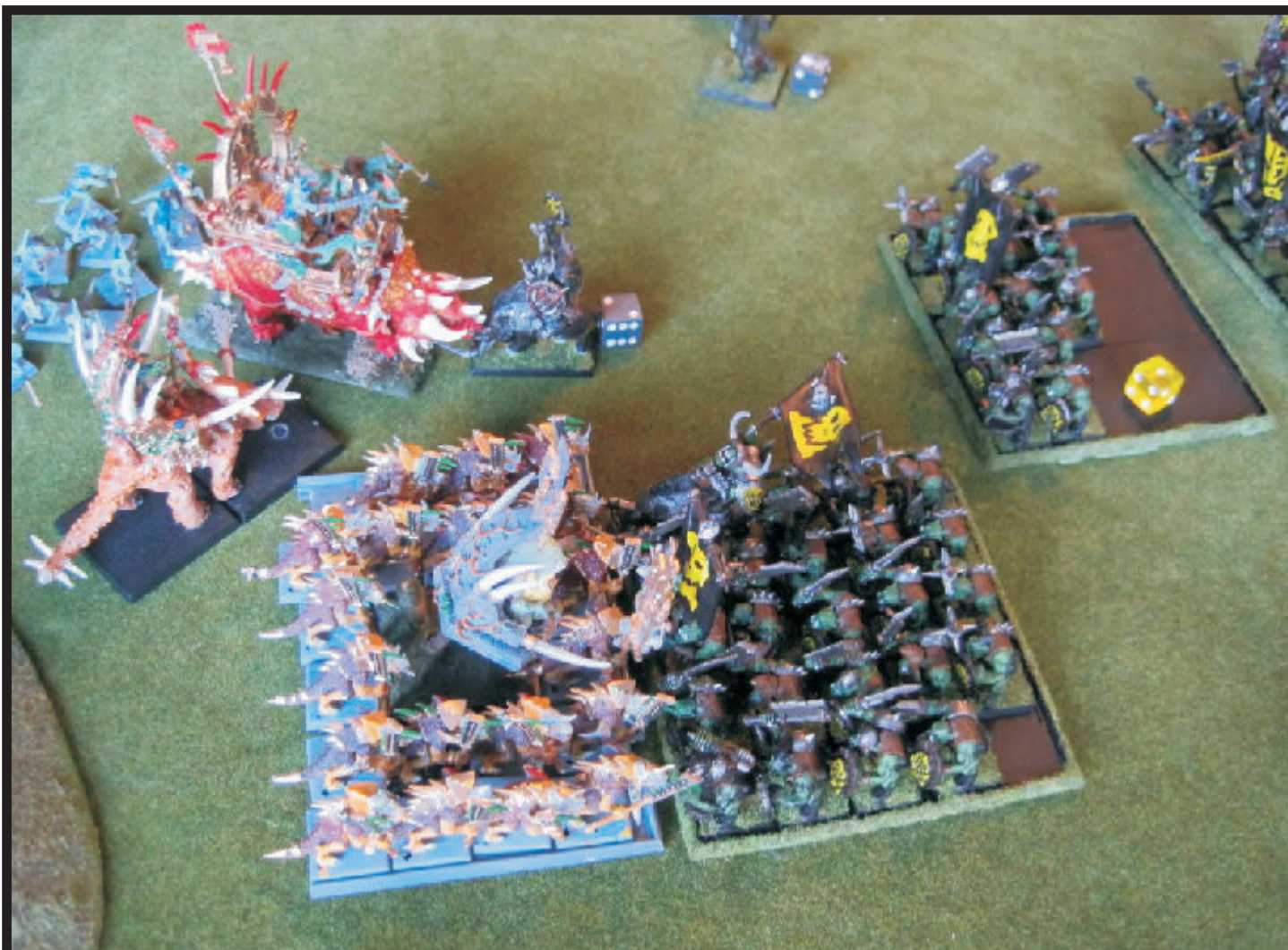
### Turn 5 Orcs:

Animosity moves my wolves up and they charge the skinks who flee and are caught (leaving me in his woods), the warboss charges his other engine of the gods, and his old unit joins the temple guard fight.

The left unit tries to catch up (they can charge in next turn) and seeing as it's the only chukka left and has nothing worthy to shoot the chukka in the ruins attempt to move to the other side but I fail my dangerous terrain test and the machine is destroyed (doh!) so the (now worthless) crew instead just move out to bait the terradons.

In combat I beat the temple guard but they hold, and my warboss kills the skink priest but he is then trampled by the stegadon.

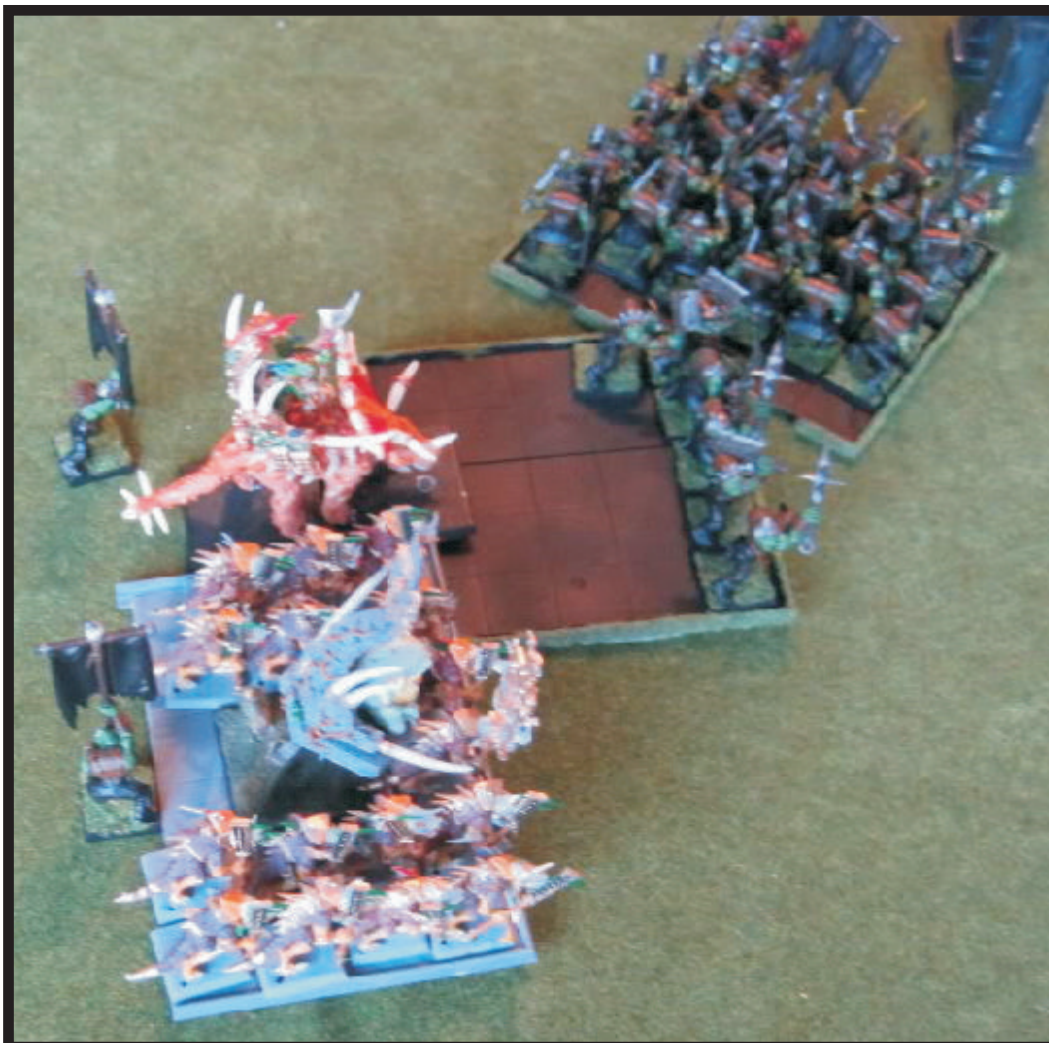
\*This was bad. With that steg out of combat he could



The Orcs Struggle Against The Temple Guard, While The Warboss Proceeds To Kill A Stegadon!


**BATTLE REPORT**

Continued From Page: 25



**The Temple Guard End Up Gaining The Upper Hand, Routing The Orcs**

Charge in to support the temple guard and split me wide open. I can't blame my warboss though, he had done his job, and now it was up to the rest of my army to hold the line.\*

#### Turn 6 Lizardmen:

Stegadon charges into the orcs and the terradons charge the chukka-less crew.

Magic phase is pretty much shut down (I made sure that scarvet wouldn't charm its way into the main combat), and shooting kills 1 wolf.

In combat the crew is killed and the stegadon goes on the warpath... in the end I have to test at -7 and even with the reroll both broke (although both units rolled a 3 at some point). The BSB's unit is caught and the smaller one gets away (but is too small to rally) and the combat panics the left orcs into the swamp.

#### Turn 6 Orcs:

Orcs w/ shaman rally (thank Mork! And possibly Gork...) and there really isn't anything else to do.

\*Stupid stegadon...  
nuff said...\*

In the end I had been thrashed pretty good but there was a silver lining... Whereas I had achieved both of my missions (holding both the Krazyface and Grimgor markers) my opponent hadn't achieved any (temple guard might have held one of his but ran off to chase my fleeing orcs).

With that in mind we added things up and he had 2109 victory points and I had... 2264!!!

A tie (in favor of the orcs) and a hard fought one at that.

*The armies parted ways as the sun started to set and the boyz huddled around the broken body of their Warboss.*

*He had given his life to save others, a trait rare to orcs, and had left a trail of death and destruction in doing so (a more common of a trait in orcs).*

*What remained of the horde gather to pay their respects in one loud WAAAGH!!! and then carried the recovering forms of Krazyface and Grimgor back to their camp, leaving the corpse of Warboss Morko to the creatures of the night.*

#### Post-Game Thoughts:

I'm happy I ended up with the tie but it sure wasn't a pretty game for the orcs.

So what went wrong?

First of all terrain really hurt. Had I been able to deploy on a wider scale I could have used more bait tactics and

#### Greenskin Horde

Total Victory Points: 2264

#### Lizardman Force

Total Victory Points: 2109

#### Result

Draw



# BATTLE REPORT

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possibly Waaagh!!!ed into the stegs to tie them up.

Secondly my warmachines/dice failed me. Had the warmachines done any damage to the stegadons then my warboss could have gone directly after them, but as it was I had to just slowly hack through them and he just couldn't make it all the way.

Still was a great game though with a good number of back and forth situations and both of us had something we could walk away with and be proud.

Thanks for reading!



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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.

## DA LEGAL BITZ

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