

DWARF

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BETTER LATE THAN NEVER!



EDITORIAL

By: Warlord Ghazak Gazhkull

Hello fellow greenskins,

Welcome to a new issue of DWQ, The first thing I have to say is a Happy New Year, for earlier this month. I hope you guys all came home safe from the parties you went to.

In this issue we have a big battle report between Malorian's greenskins and Oncebitten who commands the Dwarves - it is a really bloody battle! For the Interview with a Warboss we asked slannfrog to participate. Slannfrog has a very nicely painted goblin army for you all to admire. There are many more articles and I hope you like them.

We also have an article looking at the first few months of playing 8th Edition Warhammer, and for the next issue we will probably have some more news about the upcoming Orc and Goblin armybook.

I hope you enjoy reading this issue and see you next time

Greetz
Warlord Ghazak Gazhkull.



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DA GOOFY WUN

By: Goofycabal

As Warlord Ghazak Gazhkull has already mentioned, we finally have DWQ18 here for you all! I'm terribly sorry that it's late. Again...

Still, if it wasn't late, I couldn't have included the wonderful Black Gobbo artwork here (well, bottom right of this page at least), as it appeared on the Games Workshop website to herald the release of the new Greenskin models.

I know I can hardly wait for the new armybook and new models (I've already pre-ordered myself a copy of the armybook from my local game store!), And I know you're all interested (in varying degrees) in what the next few months will bring.

So I'm going to make absolutely sure that the next issue is on time to cover all the new stuff when it gets here.

Come on March, hurry up and get here already!!



DA SNOTS!

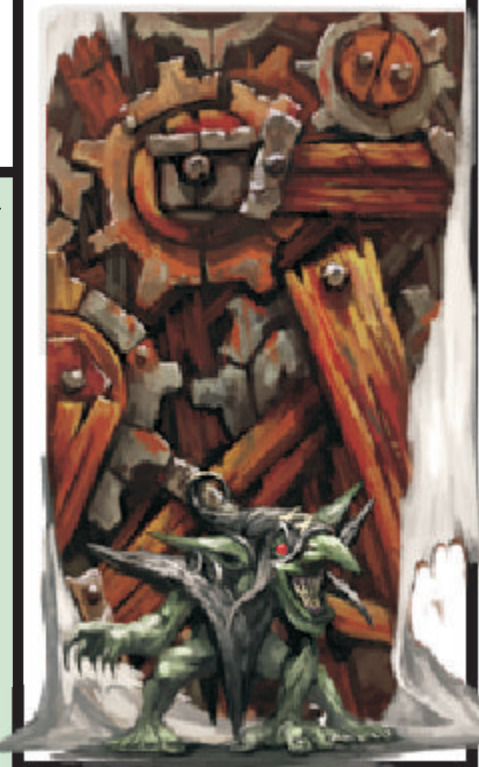
By: Chug an' Lug

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 'es bin 'angin' out wiv da black orcs for too long?



**Frum da Newz Desk**

Greetinz fellow greenskinz! Welkum to da new, shiney issue of Da Warpath Quarterly, dat grate rag wot iz fer greenskinz across da Olde Wurd. 'Ere iz da latest newz frum da frunt battle linez!

Wotz Dat?

According to Games Workshop March 2011 will see the release of Warhammer: Orcs & Goblins, an essential guide to fielding a greenskin host on the tabletop, and a veritable font of knowledge detailing the complete rules, background, artwork and enormous range of miniatures available to a budding Warboss.

To support this newest release, GW will also be unveiling a genuine feast of new miniatures that would sate even the most ravenous Troll. More to follow! It sounds as if 2011 will be heralded by the stomp of metal boots and clang of choppas! Let da 'Umies beware!

Animosity 5: Estalian Sun

*In bloodied fields, the poppies grow
Between the corpses, row on row,
That mark our place, and in the sky,
The larks, still bravely singing, fly
Scarce heard amid the din below...*

Darkness approaches for war is coming, and few indeed will escape unmarked. Animosity has returned! Da Warpath and Animosity Campaigns are proud to present Animosity 5. The time for Estalia has come!

Animosity 5 is an online Warhammer Campaign like no other. Offering unparalleled freedom and immersion choose a Faction and shape its identity as you help them to victory. Plot your movements across land and sea, construct buildings and fortifications to hold back your

enemies, fight for control of regions, locations, and breach points to garner Renown and resources. Upgrade your general with skills and wargear, and communicate directly with the great leaders of the conflict to elicit their aid or to bring them low and take from them everything they hold dear. Unleash custom special projects as you marshal your armies to crush all who stand before you or instead, ally with the realm against those who come seeking plunder. Pursue your goals across the length and breadth of a dynamic, multi-leveled map as each faction battles for control of Estalia.

Anyone new to online campaigning wondering what on earth I'm on about, have a look at the FAQ on our website for new players. In essence, our online campaigns are GM's map based conquest games cloaked heavily in RPG elements. Each player joins a faction. Each faction places battles fought by its members in locations on a map in an attempt to win territory. There are numerous ways to protect what is yours and weaken what belongs to your enemy, from diplomacy to fortification, from special projects to spies. The mechanics provide the framework, but as with any RPG, where you take it is up to you.

Also, to head off the most frequently asked question, no you don't have to fight someone else playing in the campaign, you can report any game against any opponent to help your faction secure victory. In fact, you don't even have to fight battles at all to participate! Over the coming weeks we will release the factions information and the slowly reveal the story that has brought armies from across the Warhammer world to Estalia.

Register on our forums to stay up to date, or follow us on our new Twitter account, for all the latest announcements.

**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!



GAMES WORKSHOP NEWZ

By: Goofycabal

Greenskin Pre-Orders

By now, it should be no surprise that the new Greenskin models have been up for pre-order since the 9th of already. Although this is the January issue of DWQ, it would have been remiss of us to have released the issue without showing off some of the new models we're getting - **ESPECIALLY** the Arachnarok Spider!

So here we go, hot off of the Games Workshop website we have for you the Arachnarok Spider, and Savage Orcs!

As you can see, the Arachnarok Spider is simply huge, and from the rumors we're hearing, very very nasty to boot. It's also one of the most impressive sculpts made in plastic (well, I think so, anyway).

Down below this beast, we've got some shots of

the new Savage Orc Infantry; Boar Boyz; and Wurrzag. These models all convey a pretty strong sense of savagery - which is somewhat appropriate considering they are "Savage" Orcs.

Additionally, those who have seen the models in person all seem to agree that they all look **even better** in person.

So start sharpening your choppas for the coming months - things are about to get a whole lot Greener!



INTERVIEW WITH A WARBOSS

By: Slannfrog

This issue we're interviewing Slannfrog.

What got you into painting Greenskins?

Ever since I started Warhammer in 1999, I have always wanted to play a horde army, whether they are good or bad. Debating between Orcs and Goblins and Skaven, I found that doing a little bit more research on each race was needed. The most influential factor that drove me to paint and play Greenskins would have to be J.R.R. Tolkien's "The Lord of the Rings" series. The way Tolkien described the Orcs and Goblins as being an unruly, hateful, and cunning race both amused and enticed me. When the time finally came to choose a Warhammer horde army, picking Greenskins was the only way to go. With an army that had the most amount of unit variety and character. I knew I would enjoy building and painting them for years to come.

How many points of Greenskins have you painted?

Since I never go into battle without painted miniatures, I am proud to say that I have over 7000 points of fully painted Greenskins. The points range would be higher but I tend to sell units I never use rather than have them collect dust. Since the new Warhammer edition calls for

bigger sized units than the past editions, I'm currently increasing my army bit by bit. Who knows, maybe I'll even add some Orcs in for a change.

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

Having an artistic background outside of the gaming hobby, I have always had a deep respect and passion for art as a whole. When it comes to making a Greenskin Horde, I feel my favorite part of the whole painting procedure would have to be watching the model go from a grey plastic figure to a colorful and lively soldier that has its own personal story expressed through my own painting style and techniques. I like painting my army so much, that I would rather paint than play the actual game. Like any real army, I feel that a Greenskin army should have a lot of character and each soldier should stand out from his brethren. Not only is painting the model fun, but the reward of finishing it is bitter sweet.

Below: A Shot Of Most Of The Army. The Orange And Green Looks Really Striking When You See The Units Displayed Like This. Especially In The Mob Of 50 Gobbos There!





INTERVIEW WITH A WARBOSS

Continued From Page: 3

What's the toughest aspect of the painting procedure?

When it comes to any horde army painting, big blocks of 25-30 strong units can be challenging for even the most experienced painter. So a key trait to have would be patience and a drive to finish what you started. Although I love the fact that I will always out number my opponent and I always get the "That's a lot of goblins" response, getting to that point is the hardest part. There have been many times where I didn't run any new troops because I was tired of painting units, I ran the same list for three years straight to avoid painting more models. The best rule of thumb I've given people is to only play with painted models. By doing this you will find the motivation to paint your models, else you won't be able to field the unit you like.

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

"Think outside of the box."
Make your army stand out from all the rest. Greenskins are a race that can have so much character and flare,



Just Like The Orange Cloaks Of The Night Goblins, This Squig Herd Is An Absolutely Amazing Riot Of Colours!

that the options and paths for creating one are limitless. Also make sure you remember you are painting an army that is not known for its cleanliness, so "dirty up" their clothes and weapons, not only does it make sense but it looks good, too. When it comes to what colors to use, whether it be on their clothes or shields, let your imagination go wild, I've been known to use orange, yellow, and even pink. The best way to improve in Greenskin painting is to practice, practice, practice. Take your time and paint each model to the very height for your ability.



Here's A Close Up Shot Of The 50 Strong Unit Of Night Goblins.

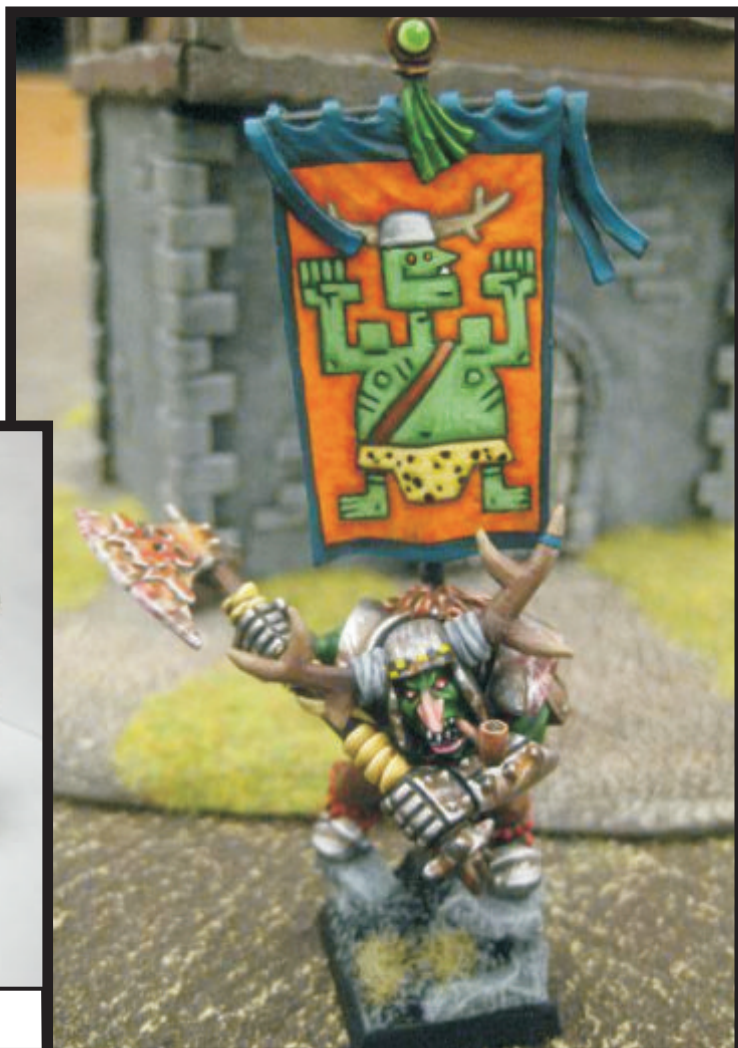


INTERVIEW WITH A WARBOSS

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What is your favourite Greenskin miniature?

My favorite Greenskin miniature changes from time to time, but at the moment, I like the goblin warboss I made, named "Da 'Uge Thumpin' Thumpa". The banner on his back is my favorite part of the model and how it shows how big and strong he is compared to all the rest. "My favorite miniature" only lasts until I make something better.



One Of Slannfrog's Wolf Boyz Units



This Unit Of Trolls Looks Ready To Tear Into The Enemy! A Great Mix Of Classic Models In This Unit Too.



INTERVIEW WITH A WARBOSS

Continued From Page: 6



All Goblins Are Adept At Looting Warmachines And Equipment From The Enemy. All Of The Shots On This Page Highlight That Fact - Including A 'Looted' Cold One!





INTERVIEW WITH A WARBOSS

Continued From Page: 7

Not To Be Outdone By The Regular Units, Slannfrog's Larger Models Are Equally As Impressive.

Left: Goblin Mounted On A Gigantic Spider - Almost As Scary As The Arachnarok!



Below: Two Giants. Both Giants Have A Lot Of Individual Personality, And Really Stand Out.

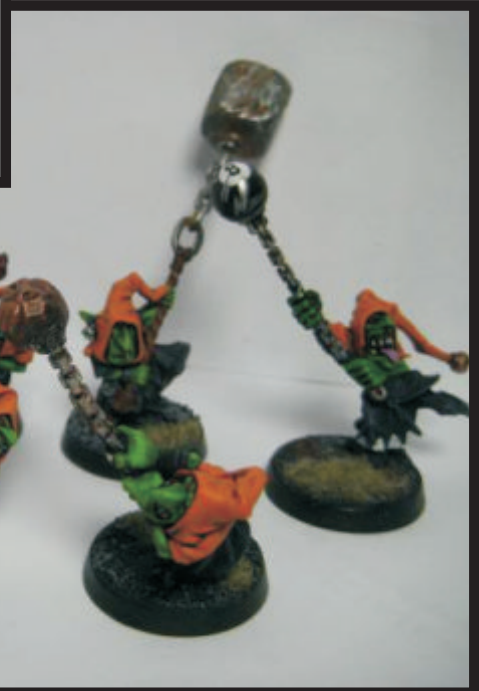


INTERVIEW WITH A WARBOSS

Continued From Page: 8

Left: The Squig Hoppers Unit Includes A Few 'Classic' Squig Hopper Models, As Well As A Few Looted Weapons.

Below: What Self Respecting Night Goblin Army Would Head To Battle Without Fanatics? Here Are Some Of Slannfrog's Whirling Loonies - Notice The Dice Modeled Onto Some Of Them!



Below: Both Of These Chariots Have Been Converted Using Common Goblin Infantry And Boar Chariot Parts.

These Are Reasonably Easy Conversions That Look Very Impressive.





8TH EDITION IMPRESSIONS

By: Goofycabal and more!

First off, since this issue is much later than intended, it would be best to point out that this article was originally written with 8th Edition Warhammer only having been on the shelves a short time. However, the insights are still very valuable, and I'm going to writing a follow-up article for a later issue. So read on to see what a handful of well known and respected Warhammer Players from the online community have to say about our current edition of the Warhammer Rules:

What are your overall impressions of 8th Edition rules mechanics compared to 7th Edition?

Avian (A): One major theme of this edition is that you get less control over things, but on average things do more (though with stone throwers it's the other way around, for some reason...). I am mostly in favour of this. The chess-like moves of 7th edition could get a bit extreme and you would definitely not be able to predict the movement of a unit in real life (or real fantasy) with that degree of accuracy. Now players have to decide for themselves what they see as acceptable odds in each situation. The lack of control can screw you over if you are unlucky, but in the long run this tends to even out and in a year or so I think most of us won't mind.

And units can do MORE, with the option now of avoiding march blocking and reforming AND moving in the same phase. I mostly like this, though the number of times you are now allowed free reforms is a little extreme.

But some mechanics seem to have been thrown in without proper testing because the designers thought they'd be a good idea. New players keep wanting to shoot Ogres behind Gnoblar's, so the designers thought it was a good idea to allow it, thereby making the game more intuitive. Fine, but in one battle I played, a Wolf Chariot got shot from the other side of a hill because one of the Goblins had his arm up in the air. That is wrong on so many levels. True Line of Sight is a pain in the butt (and the back!) to deal with. Another pain is units having to be 1" away from each other and (inexplicably) from impassable terrain. With a lot of units all needing a buffer zone, the table gets even more crowded and I can't see the benefit in having a rule like that.

Groznit Goregut (GG): The main strategy of 7th Ed was about getting the charge off and killing the front rank of the enemy. This was commonly known as a "bus". As



A Massive Unit Like This Can Now Benefit From The 'Horde' Rule - Dishing Out More Attacks Than Ever!



8TH EDITION IMPRESSIONS

Continued From Page: 10

long as you killed 5 enemies, you negated their attacks back. If you had Fear/Terror, you could auto-break the enemy, as well. This worked for elite infantry, heavy cavalry, and monsters. Superior movement and nasty units ruled the battlefield. Monsters were so prevalent that many people called the game "Monster-Hammer". I feel 7th Ed was more of a skirmish game than a real war game due to the number of pieces on the table.

This has drastically changed with 8th Ed! Probably the biggest thing is removing casualties from the rear. This allows charged units to attack back and removes the prominence of killing the front rank. Units also get to attack in two ranks which benefits basic infantry the most. Steadfast means that a bigger infantry unit is Stubborn, too. These changes have stopped the bus from running over unit after unit. A large unit of Core infantry can wear down elite units that charge it. This is epic in how it affects the game.

There is nowhere to hide on the board now. With more ranks getting to fire, shooting has gotten better. We can have more war machine as there are no more slots. Monster-Hammer has ended.

Warlord Ghazak Gazhkull (WGG): Games are a lot smoother to play, the new rules for scenery are great. Now forests are no longer blackholes for infantry, although now they are no longer safe places to hide your troops in. But I don't like that you have to roll a $d6+4$ for scenery as sometimes that means just too much terrain on the table, but we don't follow that any longer in our local gaming group. I also like the percentage rule, now we at least see big units on the battlefield and not just 3 units of 10 models.

What are your favorite aspects, so far, of 8th Edition?

A: My favourite change is that fleeing into things no longer automatically kills you. A unit clipping a piece of impassable terrain and getting wiped out was probably the thing I detested the most in 7th edition and I'm very glad they changed that.

I also like that magic is now a (semi) finite resource rather than something generated by the Wizards. In fact, the new magic system is suspiciously similar to a variant system I made some years ago and published on my website (my system scales better, though).

Percentages instead of slots for army selection is also good and for someone who used to play random scenarios most of the time in 7th edition anyway, it's nice to see that as the standard.

GG: I have to admit that the scenarios are my favorite part. I am tired of Pitched Battles. Everything was a

Pitched Battle. That scenario type also favors those who can sit back and blast from a distance. Those that had good magic, shooting, and elites/monsters ruled the table. Dark Elves, Lizardmen, and High Elves are clear examples of this. The game became stale. When you have scenarios such as Blood and Glory, your army really needs to change for the scenarios.

The other aspect that I like about 8th Ed is that you see more blocks of infantry on the table top. It really feels more like a war game with units maneuvering on the table top instead of war bands.

WGG: One of my favorite aspects of 8ed so far is that infantry units do now actually have a chance against nasty stuff, in the past, if Khorne Knights charged your unit, you had to test on a double one. Now, most of the time they will be stubborn. I also like the the new scenery rules, no forest are no longer black holes on the table for infantry but on the other hand I find that you can go to easy trough it, but I like the fact there is many different scenery now.

Now for some more Greenskin Specific Questions:

How well, in your experience, does the current Orc and Goblin armylist work in 8th Edition?

A: Not a lot better overall. In my experience, our infantry will lose combats by more than before since opponents fighting in two ranks usually do better than we do fighting in two ranks with no outnumbering bonus. However, we tend to be Steadfast and with the Warboss and BSB nearby, units should hold most of the time and we can send in reinforcements instead of being run down and the enemy unit pursuing out of reach. The downside is that our support units, which used to make good reinforcements, now die very quickly and might not be able to achieve much. This is a bit annoying in that these also tend to be the more fun units in the list.



It's Not So Easy For Wizards To Simply Sit Back And Blast Off Spells From A Distance For The Entire Game



More generic magic items is a welcome little boost.

GG: Orcs and Goblins primary strength has always been cheap, Core, infantry. This edition brings back the power of infantry blocks.

War machines have also become more powerful. With slots gone, we can take a little bit more firepower. Indirect fire for Rock Lobbas and Doom Divers has also helped a lot. Even our basic archers have improved. We can force the enemy to come to us if we need to.

Our magic has also gotten better. Gork'll Fix It is better now that so many dice are being thrown. The Big Waaagh! spells have also improved significantly. Bash 'Em Ladz is much better while Fists of Gork can also help defeat all those enemy Horde units. Waaagh! has become the game winning spell. It moves our entire army (but not war machines) towards the enemy and makes us quite vicious in combat. Our miscast table is now the envy of casters everywhere.

WGG: I've played around 30 games so far and I find that the our current book works a lot better under the 8ed rules then it did under 7ed,

How has your playing style changed?

A: My characters go back to being on foot, like they did in the old days, as sitting on boars is now a little too risky. I've been trying out a Warboss AND a Great Shaman at 2500 pts, though compared to the new rulebook lores, our spells are quite lacklustre and I feel I'm paying a heap of points for the +4 to dispel rolls and not much else.

I have generally been cutting back on cavalry and Squigs as they are a bit too fragile for my taste now that they don't strike first on the charge anymore and tend to come in either quite small or very expensive units. In general it's more war machines to shoot people with, big blocks to lock people in combat and chariots to smash them with (that is the theory anyway). My characters hang around centrally to boost their units and try not to get squished.

GG: My play style has drastically changed. I had been running an All Mounted Badlands Waaagh! The idea was to hit the enemy fast and hard with some of the toughest troops we had while I re-direct with fast cavalry.

Steadfast has become incredibly important in the game. Orcs and Goblins mostly rely on the Hammer and Anvil tactic where a large, Steadfast unit will hold the enemy up while something else (the Hammer) hits the enemy in the flank. Even simple goblins can disrupt the enemy Steadfast and turn the combat quickly.

I'm actually using a lvl 4 caster now! I'm not used to doing much of anything in the Magic phase and have to keep remembering the rules. Some of our magic items that were useless before are now looking better. Effigy of Mork can be mixed with Glittering Scale armor for a nice -2 to hit. I've even used Basha's Blood Axe to good effect, too! That was one I never thought would get used.

WGG: My playing style hasn't changed too much, I already took quite a lot of shooting and chariots, the only thing that has changed is that my blocks are bigger and I no longer field wolf & spider riders. I will test them out, but I don't need them to win. And the best thing is that I now field my big units of goblins again. Also something that is different is the fact that I play more with squig herds then with hoppers. The herds are now a wall of teeth, I play with units from 6 squig herds, and deploy them 7 wide and they dish out 21 wide s5 attacks, not much troops can stand up to that. If combined with the waaagh spell you have a unit that kills almost everything.

What do you see as being the main advantages and disadvantages for Orcs and Goblins now?

A: Advantages I see are cheap characters, Special and Rare choices. We can get cheap blocks to grab Steadfast for ourselves and deny it to the opponent. Our miscast table is now tamer than the standard one (for the first time ever!).

For disadvantages Leadership and Initiative have become more important in this edition and in both of those stats we are below average. There are several spells in particular that are great against large blocks of greenskins. What I'm really hoping for with the new book are some decent augment spells to boost our mediocre fighters or some good hex spells to weaken our enemies. We may always get to fight in two ranks, but it never seems to do very much.

GG: The main advantage of Greenskins is our cheap infantry. We really got a boost with the new rules. We can swarm the enemy now. A smart Orc or Goblin can defeat anyone if he/she is clever enough.

If our units are not near the General or the BSB, we can easily break, even when Steadfast. With the parry rule changing, our poor armor saves even got worse. With fighting happening in Initiative order, we lost out a great deal. Our fast cav have lost out now as there is little that they can defeat in combat.

WGG: Our main advantage in the current set of rules certainly is that we have access to cheap infantry and cheap warmachines. I can easily field 5 warmachines a



The Main Strength Of The Orc And Goblin Army Has Always Been The Hordes Of Cheap Infantry. With The Importance Of Infantry Being The Focus Of This Edition, Our Infantry Seem To Be Strengthened!

and still have enough points left for some toys. The only disadvantage I see in my list is that small units like destroyed chariots cause panic in my troops, even with a re-roll from your BSB, you will fail a leadership test eventually. Also a disadvantage for our more expensive troops is striking in initiative order, something our Boar Boyz don't really like.

What tips do you have for Orc and Goblins players to help them adapt to 8th Edition?

A: This is a rather difficult question with a new book under way, though protecting your general and BSB even more than before should be obvious as those two are even more important for us now. Remember that you need to wipe units out or run them off the table now to win battles - we may be able to hold for the first round or two of close combat, but greenskin blocks aren't really great at grinding down foes and go down very quickly to things like Swordmasters and White Lions unless you manage to shoot them up a lot on the way in (I'm planning on a unit or two of 18 Arrer Boyz).

GG: The idea of a redirector has changed. No longer is it about fleeing to foil the enemy's plans. It turns out that holding with a cheap unit of 20 goblins is better than running away. Just make sure you angle your unit so support units get flank charges.

The point of the game is about hammer and anvil. You have a unit that has enough ranks that it holds when the

Enemy charges. Next, your support units hit the enemy in the flank.

Your General and your BSB should not be in the front rank. They are far more important in their roles (lending their leadership or allowing a re-roll) than as combat machines. Keep these fellows alive. Use the new magic armors and ward saves on them.

WGG: For a successful list I think you have to go with the Wall of Teeth army: that means lots of squigs to do the combat and some warmachines to do the damage from a distance. I also include a Level 4 Orc Shaman with a powerscroll in my list. That way I can get of the waaagh spell when I need it the most.

Goofycabal: And there you have it. As mentioned earlier, we will be following up on this article soon, once the new Orc and Goblin armybook has been released and people have started to have some test games.

Of course, that's not too far away now, so if we don't have the follow up in the very next issue of DWQ, then it will be included in the following one. There's still plenty of time to see if the tactics mentioned here will work for you.

Until then, make sure to keep an eye on the main Orc and Goblin forums where there is bound to be a lot of discussion on the new armybook when it Finally gets here!





CHECKERBOARD TACTICS

By: Groznit Goregut

Did you start playing Orcs and Goblins to see a green horde stomping across the table-top towards the hapless foe? Do you like to see 200+ models advance on enemy armies that just seem too small? Do you enjoy swarming over the enemy like Skaven on a dwarf cheese monger? Then perhaps you have heard of the Checkerboard Strategy. It was first developed in 6th Edition as a way to limit the problems with Animosity as your battle line advanced. Atchman tweaked the strategy for 7th Edition, but the power of Core infantry was severely limited in the last edition. With the new found strength of the Foot-Slogger, we should review this strategy and see how to adjust it to 8th Edition.

Previously, the idea of a Checkerboard is to spread your battle line to cover the whole table width. With the importance of the General and the Battle Standard Bearer, this has to be changed. I like to think the new strategy is around a central wedge formation that uses gaps in the battle line to counter charge in a hammer and anvils strategy. The concept is to have your units set up in a broken line formation (like a Checkerboard) so that the front units accept the charges and the 2nd rank units counter charge. The first rank is the anvil that takes the enemy's charge and the second rank is the hammer that slams back into the enemy. With lots of Core units, the idea is to grind your opponent down and deny him any rank bonus. Our troopers are not usually able to smash through the enemy, but a horde usually swarms and whittles the enemy down.

How Do I Set Up A Checkerboard Formation?

To set up your units, you need to place them with your General and BSB in the center. These guys will most likely be your second rank or hammer units. The distance between the front and second ranks needs to be enough that the enemy can't just ignore your front ranks and charge your rear ranks with ease, but you will need to be within range of a counter charge. I would think that around 6" are a decent amount. You can make as many front rank and second rank units as you have actual units for. This all depends on your army. The further you spread your battle line out, the further you are away from the General and BSB. When you space your front units, it is also important that the second rank has enough room to charge the enemy's flanks from between the first two units.

What about flanks? Well, if you are concerned about protecting your flanks, you can always set your main block with one flank on the table edge. Depending on your scenario, this could work out quite well for you. You will only need to worry about one flank. No matter how you set up, it would be a rare situation where you wouldn't have to worry about at least one flank. The main defense is that your farthest side units should be able to pivot and face off to protect that side. Having a lot of units is key with the Checkerboard, so spinning of a unit of 20 goblins to handle whatever is coming from the sides should not cause major issues with your battle plans.

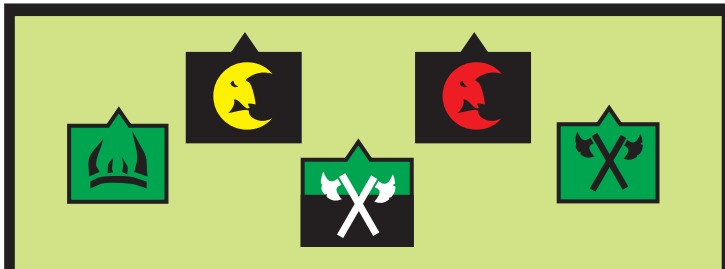
What Makes A Good Front Line Unit?

The front line is to accept a charge and not break. For this, it's best to ensure that these units are Steadfast against the enemy. You need more ranks for this, so a sizable unit is best. Whatever you think is needed to receive a charge and still have more ranks. With the General and BSB nearby, they should not break. With this in mind, the first reaction is to go with super cheap troops. If you go with goblins with no upgrades, that would be best, right? Well, they are a valid option. Having nets is also a decent idea. Less will die and your opponent won't go through them so fast. The important thing about an anvil is that it stays around long enough. For that matter, they don't have to be useless. They will get in combat as they are your front line. Giving them spears is not a bad option. They will most likely get to use them, so why not grind the enemy down a bit, too?

You don't have to stop with goblins, either. Trolls could be a great front line unit. They can absorb the enemy hits with regeneration pretty well and dish out some attacks back. Orcs with shields could also be a good choice. They have T4 and will be able to hold out longer. While goblins might be the optimal choice, you shouldn't think they are the only choice.

What Makes A Good Second Line Unit?

They can be anything. Orcs are a good choice as you will get the +1 Strength for the choppa. Units that dish out lots of attacks are good. Orcs with 2 choppas can really be devastating to hit the enemy flanks with. Black Orcs are also a good one. The general in a unit will also help lend attacks. Trolls as well as squig herds can chew their way through the toughest of opponents. Savage orcs with two choppas are able to beat on others with a primal fury. Units with a lot of attacks aren't the only useful choices, though. If a unit has at least 2 ranks it will disrupt the enemy's rank and have a good chance of breaking them. A cheap unit of 20 goblins with no upgrades could be an excellent choice. The number of attacks doesn't usually matter too much as it's the CR



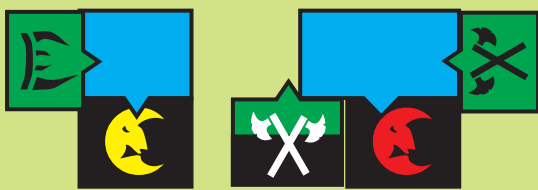
Above: A Very Simple Checkerboard Setup Example

CHECKERBOARD TACTICS

Continued From Page: 14

and the disruption of the enemy ranks that is key. Don't forget that this unit will get +3 CR for ranks, but also +1 for charging and +1 for flanks for a total of +5 CR! The enemy will only be able to have one rank of attacks hit the unit in the side, so these guys won't offer up too much easy CR.

When thinking of your flanking or hammer units, you have a lot of options. Where to spend your points is a good way of thinking about it. You can have any number of front line goblin units on the cheap. To augment this, you can have a large number of medium to small sized combat units that are meant to flank in on the enemy. Or, if you want to use standard sized orc units to flank, that is a good option, as well. These hammer units can be augmented with cheap characters to assist in causing as much damage as possible to the enemy. Remember, a large second rank unit will have a harder time swinging around to hit the enemy's flanks as they are too long to really wheel into position.



Following on from the simple setup from earlier, The Goblins in the front line have engaged an enemy unit, and the orcs have charged the flanks.

What About Support Units?

Boar Chariots, Wolf Chariots, and Snotling Pump Wagons are perfect for this type of strategy. A clever warlord will allow space between the various checkers to allow these fast and deadly devices to slam into the sides of unsuspecting opponents. Single trolls also have the same effect. They won't give impact hits, but they add in extra attacks to the side of an opponent who might not have expected it. If you have read the Tactics section of the forums, you might have heard about Stashman's one troll behind the first troll (instead of side by side) to reduce the front rank of who gets to fight against the trolls. Both trolls will get to fight, but only those in base contact with the first one will get to fight back!

War machines can also be used in this strategy. They can be behind the main battle line or off to one flank to cause a distraction. With Rock Lobbas and Doom Divers, you can put them safely behind your lines and use indirect fire on the enemy positions. Spear chukkas are probably best used on the flanks, though, or only against large monsters. These weapons of death and destruction can rain death upon the enemy from afar and force your opponent to come towards you.

Fanatics! Don't forget about these guys! Too many of them will see them whizzing through your own units. With a horde army, you don't want to kill your own troops. The best way to use them is from the second rank or to launch them from the sides. You want the enemy to charge you and your fanatics to land right in front of your own unit. This will kill the fanatic and cause 2d6 hits. That's the best solution, even if you have to send it through your own units to do it!

Left: The Enemy Unit (in Blue) Declares A Charge On The Orc Boyz. When They're Within 8" Of The Night Goblins In The Second Line, The Fanatics Are Released. They End Up Directly In Front Of The Orc Unit, Right In The Path Of The Charging Unit!

Right: The Charging Unit Completes Its Charge Against The Orc Boyz, Charging Through All Three Fanatics, And Finishing Their Move Directly On Top Of The Other Two. If There's Anyone Left Alive From The Charging Unit, They Won't Stand A Chance Anymore!

Final Words

This strategy is really a horde strategy where units support each other. The idea is to get into combat with the front units and counter charge with the second rank. You pin units with your front line and the hammers help clean up. This can work on offense or defense, but is probably best defensively, as you don't give your opponent a turn to react. The main concepts are to whittle them down with frontal units and then disrupt their rank bonus on the sides and hopefully kill a lot in the process, causing the enemy to break and run. With a little practice, you should be able to route most enemy armies off the field! Soon your opponents will have their hands shaking as they look across the table at a massive horde of Green! Waaagh!





BATTLE REPORT

By: Malorian

The Battle of Steelbeard Pass

A young deer, having strayed from the herd, feed lazily on some clover, completely unaware of the quartet of wolves that were slowly surrounding it. So too was the situation for the dwarf defenders of Steelbeard Pass.

Although grassy and peaceful looking, this mountain pass was vital as it presented the largest gate on the way to Karak Hirn, and so it's top was covered with towers and wall and inside dwelled a massive throng led by Olaf Dragon eater.

These defenses had turned back many greenskin invasions (and even the odd ogre one) however today would be no routine invasion, for below them gathered a vast horde of orcs and goblins determined to break through.

Leading this Waaagh! was Razah-tooth Bloodgush, and his second in command Waaazzap. Both savage orcs were the perfect example of orcish brutality, the only difference was that Warboss Razah-tooth preferred to do all his killing in combat while Waaazzap liked to fling a few spells first.

They had gathered the largest horde they could for one purpose, break through the pass.

Once Steelbeard Pass was taken, they would wave they banner at the top of the tallest tower, signaling to all other greenskins that the way was clear to Karak Hirn. Undoubtedly the rush of blood and revenge thirsty orcs and goblins would threaten to crush even the great fortress of Karak Hirn under the green tide.

For the dwarf defenders this meant that they MUST hold

no matter what, but the young deer, not dismembered and disemboweled, was not a good sign.

Conditions

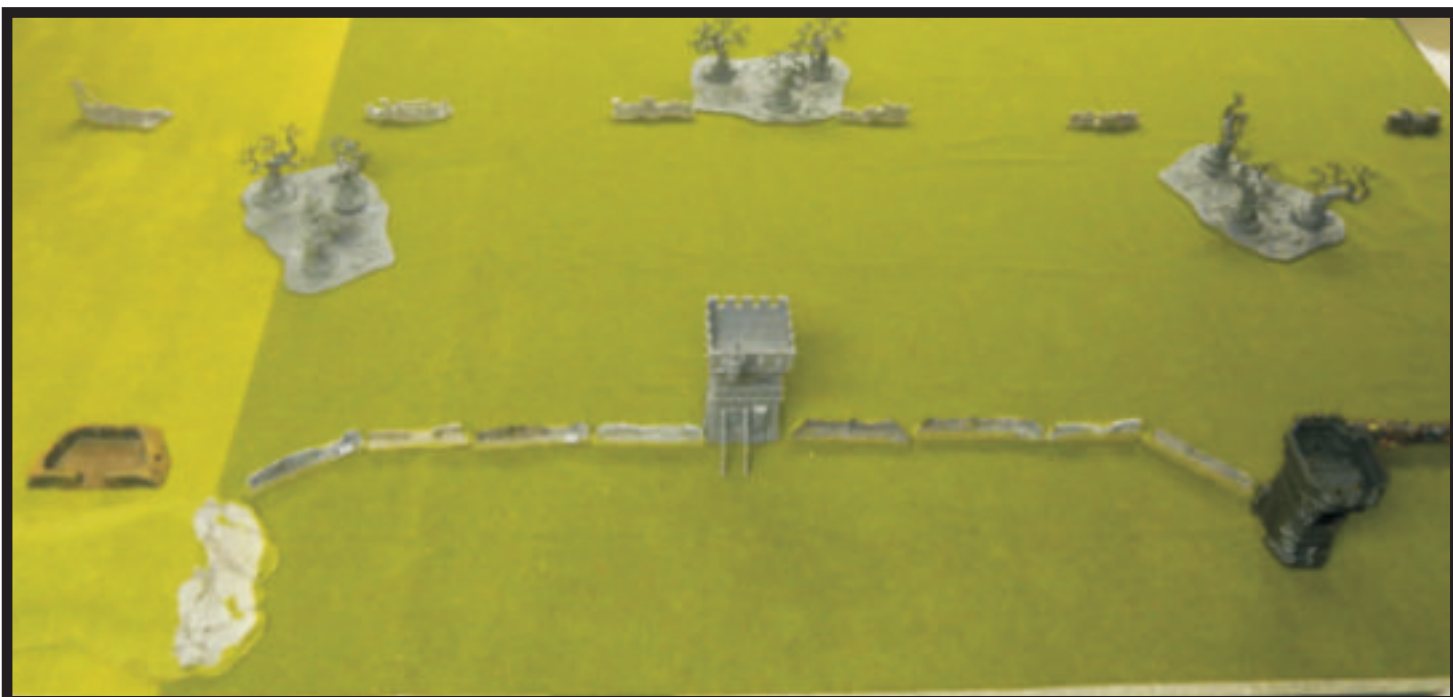
This battle report covers a 5000 point battle I had with my Orcs and Goblins against Once Bitten's Dwarfs.

It was an interesting battle because we don't even live in the same country, I'm in Canada and he lives in the United States. We had done two of these long distance games in the past and the way they work is that I set up the game at my house and send him pictures, he tells me what actions he wants to make and I sent more pictures. Overall it works very well so we decided to ramp it up to 5000 points.

In this game the dwarfs would be given a defended position and in particular a tower just in front of the center of their deployment (standard 12 inches from the board edge). The dwarfs would deploy first, then the orcs would deploy their entire force, and the dwarfs would get first turn.

To win the game you needed to end with the most points. Each army had two generals, a BSB, and then there was also that central tower, all of which are worth one point.

The board was 8X4 and from the Orcs point of view we had a woods in the center of our deployment zone, and then there was another woods on either flank. Our 12 inch deployment zone was marked with a scattering of minor walls whereas the dwarf deployment was solid line of walls. The dwarfs had that central tower but there was another one on the left side, and they had a hill on either flank for artillery.



Greenskin Forces

Lords

Black Orc Warboss wearing Heavy Armor and Warboss U'm Best Boss 'At. He wields the Screaming Sword and carries a bottle of Battle Brew and a Shield. He rides to battle atop his **Wyvern**.
449 points

(General 1*) Level 4 **Savage Orc Great Shaman**. He is armed with the Battle Axe of the Last Waaagh!!
320 points.

Level 4 **Night Goblin Great Shaman**. He carries 4 lots of Magic Mushrooms.
225 points

(General 2) **Savage Orc Warboss**. He is armed with an Additional Hand Weapon and Warboss Imbad's Iron Gnashas. He wears Armor of Glittering Scales and carries an Effigy of Mork.
221 points

Heroes

Black Orc Big Boss. He wears the Armor of Silvering Steel and carries a Luck Stone. He bears the army's Battle Standard.
160 points

Black Orc Big Boss wearing Heavy Armor.
89 points

Black Orc Big Boss wearing Heavy Armor.
89 points

6 **Night Goblin Big Bosses** each armed with a Great Weapon.
34 points each

Core

50 **Orc Boyz** carrying Shields. The unit includes a Standard Bearer and a Musician.
315 points

50 **Orc Boyz** carrying Shields. The unit includes a Standard Bearer and a Musician.
315 points

25 **Savage Orc Boyz** carrying Spears. The unit includes a Full Command.
255 points

3 units of 50 **Night Goblins**. The unit has a Standard Bearer and Musician. It includes Nets and 1 **Fanatic**.
222 points per unit

20 **Night Goblins** armed with Short Bows. The unit has a Standard Bearer and Musician. It includes 1 **Fanatic**.
97 points

5 **Wolf Riders** armed with Short Bows and Spears. The unit includes a Musician.
76 points

5 **Spider Riders** with a Musician.
71 points

Special

40 **Black Orcs**. The unit has a Full Command, and the Standard Bearer carries the Waaagh Banner.
583 points

Orc Boar Chariot
80 points

Orc Boar Chariot
80 points

Orc Boar Chariot
80 points

Goblin Wolf Chariot
60 points

Goblin Wolf Chariot
60 points

2 **Spear Chukkas**
70 points

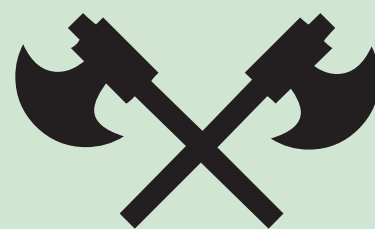
2 **Spear Chukkas**
70 points

Rare Giant
205 points

Doom Diver
80 points

Pump Wagon
40 points

Troll
40 points



* Note that the Savage Orc Great Shaman was a general for this battle even though he didn't have the highest leadership. This was for fluff reasons.



BATTLE REPORT

Continued From Page: 17

Dwarf Forces

Lords

Rune Lord. He carries a Shield and accompanies an **Anvil of Doom.** He also has 3 Runes of Spell Breaking
393 points

(General 1) **Dwarf Lord** carrying a Shield. He is borne aloft by **Shield Bearers** and has a Master Rune of Smiting and 2 Runes of Cleaving.
283 points

(General 2) **Dwarf Lord** with the Master Rune of Gromril; 2 Runes of Fury; and 2 Runes of Stone.
220 points

Heroes

Dwarf Thane. He has a Rune of Stone; a Rune of Cleaving; and the Master Rune of the Challenge. He carries the army Battle Standard.
140 points

Dwarf Thane carrying a Shield. He has a Rune of Stone; a Rune of Cleaving; a Rune of Fury; and the Master Rune of Swiftness.
142 points

Runesmith carrying a Shield. He has the Master Rune of Balance and a Rune of Stone.
127 points

Dwarf Thane armed with a Great Weapon. He has the Master Rune of Gromil.
94 points

Dragon Slayer
50 points

Dragon Slayer
50 points

Core

40 **Longbeards** armed with Great Weapons. The unit has a Full Command and the Rune of Slowness.
595 points

46 **Dwarf Warriors** carrying Shields. The unit includes a Standard Bearer and a Musician.
429 points

30 **Quarrellers** armed with Great Weapons. The unit includes a Standard Bearer and a Musician.
405 points

20 **Thunderers** carrying Shields. The unit includes a Standard Bearer and a Musician.
315 points

Special

20 **Hammerers** carrying Shields. The unit includes a Full Command and the Master Rune of Grungi.
340 points

20 **Miners.** The unit includes a Full Command and a Steam Drill.
270 points

2 **Bolt Throwers.** One Bolt Thrower has a Rune of Skewering.
125 points

Grudge Thrower with a Rune of Accuracy and a Rune of Penetrating.
130 points

Cannon with a Rune of Forging.
125 points

Cannon
90 points

7 **Miners**
77 points

7 **Miners**
77 points

Rare Gyrocopter
140 points

Flame Cannon
140 points

Organ Gun
120 points

Organ Gun
120 points



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PFFFFXH

BATTLE REPORT

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Deployment

Dwarfs deployed from right to left: thunderers w/ gyrocopter, bolt thrower, quarrelers, slayer, general 1 ready to go into the main tower, slayer, organ gun, hammerers w/ great weapon thane, organ gun, warrior horde w/ other thane and BSB behind, flame cannon, cannon in small tower, longbeard horde w/ general 2, bolt thrower and grudge thrower on hill w/ rune priest behind, cannon

Orcs deployed from right to left: *woods*, Black orc horde w/ warboss and BO big boss and an orc horde behind, wolf chariot w/ night goblin archers behind w/ night goblin great shaman, night goblins, all warmachines in the woods and a pump wagon behind, night goblins w/ all six night goblin big bosses, wolf chariot boar chariot, boar chariot, wyvern, boar chariot (and behind this mess was an orc horde with the savage orc great shaman and BSB), giant w/ troll behind, night goblins, wolf riders, savage orcs w/ BO big boss, spiders.

My fast cav and his gyro vanguarded up (yes the gyro isn't normally allowed, but it should).



Pre-Game Thoughts:

Now looking at this game you might think the orcs and goblins have the disadvantage. The dwarfs get a defended position AND they get first turn AND the orcs have some very juicy targets (wyvern and giant) for easy cannon kills... however I knew you can turn an advantage into a disadvantage.

Yes he has a perfect castle to fight from, but this also means he will sit tight in it. The plan of attack would be to concentrate on the tower on the right side (it was actually the middle of the board but since we weren't using 2 feet worth of the right side the tower was now basically on the right side of his formation). My black orcs would storm and crush those in the tower while the rest of the force basically kept him in check.

Chariots and fast cav would target warmachines, and if I got off foot of gork or gork's warpath I might be able to snipe out the BSB too (the dwarf player had him behind the unit thinking that would make him safe from combat).

Although I had his miners to think about, my main worry was that dwarf lord. He packs a major punch and could easily kill my warboss, so I would have to deal with him very carefully.



Deployment As Seen From The Dwarvern Left Flank...



...And The Deployment As Seen From The Dwarven Right Flank.

Turn 1 Dwarfs:

Right from the get go things go wrong: The longbeards charged the spiders! No they failed the long charge, however they were now past the walls, so my hope that they would sit by as I killed the rest of his army was now gone and the last thing I wanted was that ultra killy unit in my flank.

Apart from that, the thunderers enter the main tower and the gyro flies up to bait my black orcs towards the woods.

A scattering grudge thrower does 4 wounds to my giant, the warboss on the wyvern is kill while the wyvern losses 2 wounds, and 5 black orcs are killed. Anvil tried for ancient power but failed.

Overall not too bad, but then again his short range fire wasn't in range yet.

Turn 1 Orcs and Goblins:

Animosity makes the wolf riders run towards the longbeards such that they can no longer wheel past



The Longbeards Foolishly Attempt To Charge From Behind The Safety Of Their Wall...

them for a charge, troll passes stupidity, and the spiders fail a charge on the left cannon.

The whole line moves up (the left orcs reforming to get ranks) and, although magic is hopelessly shut down, shooting kills 2 thunderers (oh yeah!!!).

Razah-tooth Bloodgush could feel the blood in his veins pumping. This was happening, it was time to break through Steelbeard Pass, and all that stood in his way was a field to be cross so that he could begin looping off the heads of stunties.


BATTLE REPORT I

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The Wolf Boyz Rashly Head Towards The Longbeards

Turn 2 Dwarfs:

All miners come in (groan), the large on coming in behind my savage orcs, one behind my warmachines, and another behind the left night goblins (fanatic kills 2).

Longbeards try a charge on the spiders but after rolling horribly low they fail, and the gyro moves in front of the black orcs to block them while drawing out 2 more fanatics but I just toss them into terrain to get them out

of the way.

His rune priest actually moves out and off to the left as he's worried that fleeing savages could land in an open spot behind his lines. With the priest in place this would leapfrog the savages off the board.

Anvil throws the large miners into the rear of the savages and they are crushed in combat and ran down, and other wise shooting kills the wyvern, the giant, a boar chariot, and a scattering of other models.

So his shooting was starting to take a toll, but overall things were still going to plan. I was actually happy to see the large miner unit go after the savages so that they didn't interfere with my main target.

Turn 2 Orcs and Goblins:

Animosity does nothing of note, and stupidity is passed.

The left wolf chariot charges the left organ gun, the right wolf chariot makes a long charge into the right bolt thrower, black orcs activate the waaagh banner and charge the gyro which flees and is caught, spiders charge the cannon, and spiders charge the rune priest. The pump wagon slams into the miners.

The horde moves up to take positions.

Magic is again shut down, and shooting kills 2 more



The Miners Turn Up And Start Causing Some Headaches For The Orcs!



BATTLE REPORT

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thunderers.

In combat the miners are smashed and ran down, the cannon is killed (I love poison on spiders), the wolves do a wound to the priest and he breaks and is run down, the left wolf chariot destroys the organ gun and runs by, and the right one does two wound and the crew stubbornly holds.

Cannons opened up and from the side of his vision Razah-tooth Bloodgush could see his giant and wyvern were already dead. No matter, he signaled for the initial thrust and chariots screamed ahead along with goblins riding wolves and spider to strike at weak points in the dwarf line.

He and his black orcs naturally did their part too and ran down some dwarf flying machine (they don't fly too good with an axe in the propeller), and they now were only ten meters from their target: the tower.

In front of him lay a problem though: a team of crossbow and great weapon wielding dwarfs that could



Keeerruunch! The Pump Wagon Smashes Into The Miners.

counter charge them should they make an assault on the tower. Should they just boldly charge the tower anyway or deal with the crossbowmen first?...



Even Without The Wyvern And Giant, The Greenskin Horde Is Still Sizeable, And Resolutley Marches On.



The Quarrellers Charge The Chariot - With A Horde Of Black Orcs Eyeing Up Their Flank!

Turn 3 Dwarfs:

The remaining small miner group charges my left night goblins in the rear (more out of having nothing better to do than anything else), and to my pleasant surprise the quarrelers flank charged the wolf chariot (set up to run past the black orcs).

Longbeards and large miners reform to face center.

Flame cannon rolled a 2 and only reached and killed 1 night goblin, but the grudge thrower hit dead on and killed 13 more. Thunderers killed 6 more black orcs, and the organ gun does 2 wounds to the wolf chariot behind his lines.

In combat the miners and goblins each do zero damage even with hatred and the goblins combat reform to face them, and the chariot kill the last bolt thrower crew before being smashed by the quarrelers.

Those longbeards on my flank were starting to look very scary...

Turn 3 Orcs and Goblins:

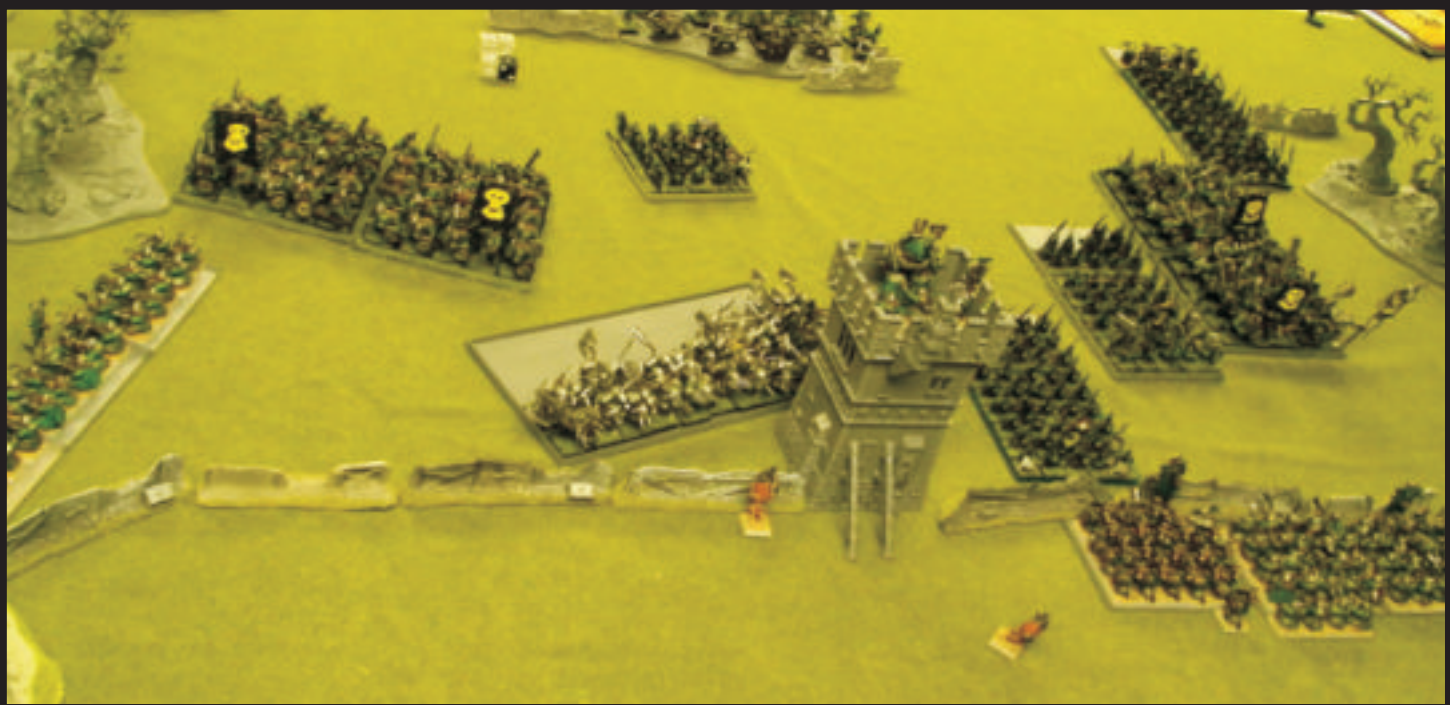
Animosity does nothing of note and stupidity is passed.



The Grudgethrower Squashes A Few Goblins - But There's Plenty More Where Those Came From.

Spiders charge the grudge thrower, a boar chariot charges the flame cannon, another boar chariot charges the warriors but the center night goblins fail the charge, the right night goblins charge the organ gun, and the black orcs lose 1 model in stand and shoot when charging the main tower.

Wolves come back on and the rest of the line move up while the troll moves over to redirect the longbeards into the trees. I should also say that the orc horde could have charge the flank of the quarrelers but that would have put me in the trees, so I simply moved up instead.



The Green Tide Reaches The Dwarf Lines - And In Typical Fashion, The Blood Starts Flowing!



The Spider Riders Ambush The Bolt Thrower.

I'm now thinking that a combined charge with my character heavy night goblins and left orcs can crush the warriors and knock out the BSB. The problem with this of course is those miners and longbeards on my flank. If I don't break them fast I'll be in serious trouble...

Spiders destroy the grudge thrower and overrun into the bolt thrower, night goblins net themselves and lose one to the miners but the miners hold, the chariot destroys the flame cannon and the other kills 3 warriors before being destroyed, the other night goblins beat and break the organ gun (even though it was stubborn) and run into the hammerers, and after the unit champ sacrificed himself to neutralize the dwarf lord the rest of my characters and black orcs kill a whopping 13 thunderers to the lose of 3 more black orcs but he holds.

Finally within sprinting range, Razah-tooth Bloodgush bellowed out the Waaagh!!! and he and his black orcs stormed the tower.

Like in a frenzy, they slaughtered the majority of the dwarf defenders, but when the stubborn dwarf lord refused to budge and started calling reinforcements the orcs had to momentarily retreat to regroup.

All around the warboss could hear the sound of war, but better yet the cries of dying dwarfs.

It was like music to his ears.

Turn 4 Dwarfs:

Longbeards and large miners charge the troll, and in a bold move the dwarf lord leaves the tower, along with a slayer, to block the black orcs from the tower. My guess is that he thought that if they could just hold them up long enough the hammerers could replace the thunderers in the tower.

The quarrelers reform back to face the black orcs and orc horde, and the BSB joins the warriors.

Shooting sees the anvil fail ancient power again (but this time it can't be used next turn either), a couple of black orcs are killed, and do a wound to the wolf chariot.

In combat the night goblins kill 1 hammerer while 8 night goblins are killed but they hold, the other night goblins net themselves again but kill a miner to only two dead goblins but the miners hold with insane courage,



BATTLE REPORT

Continued From Page: 24

for the second time a warmachine fails a stubborn test and the spiders run down the bolt thrower while running into the anvil, and the troll is easily smashed (although not before he pukes on the dwarf lord) and both units combat reform to face my main line.

I saw myself in a great position, and I now had a clear path to smash the warriors. All I needed Was a little luck and I had this game in the bag.

Turn 4 Orcs and Goblins:

Black orcs charge only the slayer, the wolf chariot slams into the anvil, and the character heavy night goblins and orcs charge the warriors.

The boar chariot goes behind the warriors to leapfrog them off the board should they flee, the wolves zip up to speed bump the longbeards (shooting one down for good measure), and the orc horde goes into ranks to block the quarrelers (I don't want to take any chances, I simply need them away from the tower and my black orcs).

Magic is again shut down but my shooting does a lot better. You see by taking his lord out of the Tower he gave me a clear shot with most of my warmachines, and a few spears later the dwarf lord was down for the count. (I should mention too that this might have been a mistake that my opponent wouldn't have made had he not been working from pictures.)

In combat Razah-tooth Bloodgush challenges the slayer and mauls him, the right night goblins kill 3 hammerers



The Dwarves Gang Up On The Lone Troll - Who Vomits On The Dwarf Lord Before Being Overrun.

To 5 in return, the chariot kills the anvil guard but is then destroyed, miners and night goblins go 1 for 1 and they hold, and in the main combat the thane challenges a night goblin big boss and does a wound but other wise 5 night goblins, 1 orc, and 8 warriors are killed and my great shaman and BSB take a wound. I actually lose combat but hold.



The Battlegrounds Erupt With Combat And Bloodshed As The Main Forces Clash!

This was bad... very bad... I thought I would crush him but even with netting that -1 to hit was killer and he killed more goblins than I had expected. I know had to hope the longbeards and miners wouldn't take advantage of my vulnerable situation.

Laughing as he saw the dwarf lord skewered by spears, Razah-tooth Bloodgush grabbed a nearby dwarf slayer and ripped its head from its body before crushing it under foot.

"Come on lads! The



BATTLE REPORT

Continued From Page: 25

towers is ours!!!”

The warboss and the black orcs started back into the tower to finish off the decimated defenders.

Turn 5 Dwarfs:

Longbeards charge the wolves and miners try to charge the flank of the orcs... they only need the average roll of 7 make it... double 2s!!! I make a huge sigh of relief as I'm saved once again by the short legs of the dwarfs, and now cross my fingers that my boyz can get it done in combat.

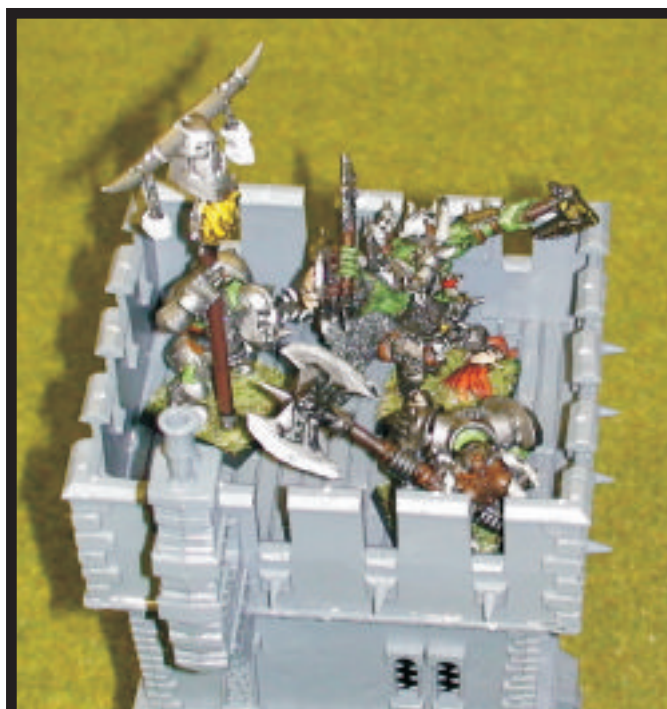
The remaining slayer jumps in to help the hammerers. Quallellers also reform into ranks and the thunderers surprise me by leaving the tower. I suppose his thinking was that they were doomed anyway so he might as well save them for something else.

The cannon grape shots the boar chariot and does a wound, but at this stage of the game that's all he has for shooting.

In combat the miners are finally finished off and my night goblins combat reform to face the larger miner unit, the longbeards wipe out the wolves but don't overrun far enough to make it to the flank of the orcs, hammerers kill 4 night goblins for nothing in return, rune lord kills 2 spiders and they break, and in the main combat he kills the night goblin big boss in the challenge, 3 more night goblins, and orc, and the BSB, and in return I kill 9 warriors. I win combat by 3... and he fails... but the BSB reroll saves him. Damn...

Why won't these warriors die?!? I was fighting them with 8 bloody characters and I'm even netting them! At least I've had lucky breaks with being flanked so far but with the longbeards now 5 inches away they will be in next turn for sure.

Those warriors need to break now!



Razah-tooth Bloodgush Finally Gets The Chance To Storm The Tower.

Turn 5 Orcs and Goblins:

Animosity makes the right orcs squabble (it was my only failed animosity the entire game).

The left night goblins make a decent charge into the flank of the longbeards (thank you Gork! And possibly Mork...), black orcs claim the tower, the boar chariot hits the hammerers in the rear, and spiders rally.

I get my first spell off of the game and cast Gork'll fix it on the warriors with irresistible force (miscast meant I forgot the spell). If this doesn't do it then nothing will!

Shooting also does well as despite the quarrellers getting cover from my orcs I still kill 8 of them.

In combat my night goblins holding up his longbeards lose 4 and the longbeards fail to reform, I kill 5

hammerers to the loss of 7 night goblins and they hold, and thanks to the combo of spell and nets the warriors only kill 2 night goblins to the 6 I kill in return and he breaks and I run him down!



The Rune Lord Finally Sees Off The Spider Riders



BATTLE REPORT

Continued From Page: 26

Razah-tooth Bloodgush burst into the tower only to find it empty.

“Ha!” Laughed the warboss. “Dem stunties ain’t ev’n brave enouff ta fight us!”

He made his way to the top of the tower just in time to see the center of the dwarf line crumble to Waaazzap’s orcs, and grinned as dwarfs were slaughtered like scrambling chickens.

The day was certainly theirs!

Turn 6 Dwarfs:

Ok at this point it was 3 point to 0 and so an obvious win for the greenskins, but that just meant we could have a shenanigans turn.

Miners charge the flank of the night goblins, thunderers flank my chariot, and then the hammer falls.

The anvil finally gets off ancient power and get it off big. It kills 6 night goblins archers, 6 orcs, and 7 black orcs. I

am very thankful I didn’t have to take these losses all game, but then realize something else... I need to take panic tests! My mind starts to worry about my black orcs fleeing out of the tower, but it’s settles as I make them all.

The cannon shots across both units that beat the warriors and take a full rank off both of them (once again I’m happy I’m only taking this damage now).

In combat I manage to kill 3 miners but then I’m massacred and fail my Ld 5 steadfast to be ran down, he destroys the chariot and breaks my night goblins with his hammerers/slayer. The slayer runs down the night goblins while the hammerers and thunderers combat reform, but then a failed panic check also sends my character heavy night goblins off the board too!

Holy last turn rally Batman!

Turn 6 Orcs and Goblins:

So now it’s really in the bag, so I decide to have some fun.



Things Start To Look Somewhat Scary For The Greenskins As The Dwarves All But Crush Their Central Forces!



BATTLE REPORT

Continued From Page: 27



The Green Hand Of Gork Reaches Down And Hurls The Black Orcs Into Combat With The Remaining Hammerers.

Animosity does nothing so I send the right orcs into the quarrelers, the black orcs leave the building (now set up for ranks) and face the hammerers while the night goblins archers take the tower, and we basically work together in the magic phase such that he lets me get off hand of gork to charge them into the hammerers for one last bash.

Shooting all aims at the slayer but I only manage to blow up my doom diver (doh!)

My orcs kill only 1 quarreller, then they kill 5 back, I fail my stubborn 7 test (since now general has moved away), and I get run down! My warboss and his thane meet in a mock challenge (it's not really a challenge so that the other hammerers can direct their attacks at him) and I killing blow him twice while the black orcs kill 4 hammerers for 2 in return.



Things were all going so well until, as usual, the cowardly night goblins started failing him. Breaking from combat and fleeing from the field, these cloaked pansies now left a large hole in the center of Razah-tooth Bloodgush's battle line.

Determined to close it he and his black orcs charged out of the tower and once again into the fray.

Just outside the tower was a unit of hammerers with a

heavy armored leader, and so the warboss lead his body guard straight into them.

Razah-tooth Bloodgush's choppas, backed by pure muscle, cut through the dwarf's armor like nothing, and meanwhile the black orcs were making a mess of the hammerers.

Another hour later, all that remained of the once imposing dwarf fortress on Steelbeard Pass was a pile of corpses covering the overrun battlements.

Like he promised, the army banner of Razah-tooth Bloodgush was waved from atop the highest tower, and even at that height one could hear the cheers and Waaagh!!!s from the fields below.

Turning around the warboss could see Karak Hirn itself, their to destroy and take. They would need to rest and regroup of course, but it wouldn't be long before the great horns of Karak Hirn would be silenced by his thunderous Waaagh!!!



Post-Game Thoughts:

Those dwarfs really had me worried for a good part of the game, but in the end it was good to see the plan pretty much go off.

The idea to not engage on the left flank was pretty much gone as soon as those longbeards left the walls on the first turn. Even a unit of 50 night goblins wouldn't hold them for long, and I really couldn't allow them to get to the orcs with the BSB and savage orc great shaman, and with cannons ensuring they couldn't just run away from the unit the only choice was to punch through the dwarf line.

Damn those warriors were a hard nut to crack though... I really didn't give them much of a chance, and the fact that they even beat me in the first round made me realize how much I had vastly underestimated them.

My opponent was frustrated with his failed charges. Being used to playing Bretonnians he is used to charging very long distances, so failing even an 8 inch charge must have made him yank out his hair.

Overall though we both had a lot of fun and we each had our moments of glory.



SNEAK PEEK

By: Goofycabal

If you've been checking the Paint and Hobby forums any time recently, you may have just seen these fine Orcs in one of the threads... If not, go and see if you can find the thread in question. Or wait a while, when we reveal the whole unit here in DWQ!



Full Unit Yet To Be Completed. Watch This Space...

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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.

Also, a big thank-you to Chug an' Lug for not ripping this issue of DWQ to bits in the same way that the Black Gobbo did to the Games Workshop website recently!

awww, bu' weee's did fink abart doin' dat. It looked like fun when 'e did it...

yeah. dat's why weee decided ter tear all your fancy book fings instead. dat was really fun!

um... why are yer glaring at me like that, master goofy? oh... right...

DA LEGAL BITZ

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