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KIND OF
LIKE AN
ANGRY
BLACK
ORC.





EDITORIAL

By: Warlord Ghazak Gazhkull

Hello fellow greenskins,

I welcome you to a new DWQ issue. In this issue we have the honor to present the new Mantic orcs, we got a chance to interview the guy who made the minis and of course we have nice shiny pictures.

I got some free minis but I haven't had the chance to paint them up since I'm really busy with work.

Also our very own Goofycabal took part in the Battle Report for this issue.

For the Interview with a Warboss, we have an interview with Braad, he has a great blog on warseer so I would advise you guys to check it out. You can find it here: <http://www.warseer.com/forums/showthread.php?t=142576>. Most of the models shown through this issue are all Braad's work, too.

Enjoy the issue,

Greetz
Warlord Ghazak Gazhkull.



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DA GOOFY WUN

By: Goofycabal

As Warlord Ghazak Gazhkull has already mentioned, the battle report for this issue is between myself and a friend of mine. We figured that we should include a battle report using the new armybook where the two main armies were Greenskins versus Empire. It turned out to be a great fight - even though it was my first game with the new rules.

That aside, Warlord Ghazak Gazhkull did a great job in getting the guys from Mantic to give us an interview. If you're after some cheaper Greenskin alternatives to the Games Workshop models, take a look at the article in this issue. There's some nice examples of some of their releases - and there's more on the way from them.

Last, but not least, we also have the second part of the 8th Edition Impressions article. This one was written just after the new armybook came out - so it is a little bit dated now (considering this is the end of July, and the book came out near the start of the year...), but we'll see if the predictions in this part are coming true!



DA SNOTS!

By: Chug an' Lug

dis is the bestest copy o' da warpath quarterly eva! chug an' me gets ter fight in a big battle for da first time in ages.

hey, yer might 'ave 'ad fun in dat battle, but oi got a pretty nasty whack onna 'ead. oi still can't see straight...

yeah, well, it were still fun anyway.

Well, yeah, it were, oim lookin' forward to doing it again sumtime. sure is fun to swing my spoon at sum humies - especially when oi get ter see da look on dey're faces!





Tomb Kings

Since they've been out for a few months now, it's not really 'news'. That said, they are new in the fact that they are the second army that has been released for 8th Edition Warhammer.

Following the trend of our beloved Orcs and Goblins, the Tomb Kings have ended up with a huge plastic kit - the Sphynx. This model was something that a lot of players were calling for back when the Tomb Kings last had an army book (and back when the Games Workshop Website still had their own forum!).

Also, in accordance with the Magic Items list for the greenskins, the Khemrian Undead also have a reduced number of magic items to choose from.

Although it is still VERY early into the release cycle of 8th Edition army lists, one can easily speculate that the following armies will be redone in a similar vein. Rumors have it that the Ogre Kingdoms are possibly on the horizon, so we'll find out if the trend keeps up very soon.

Storm of Magic

Unless you've been hiding under a rock deep in a Squig infested cave, you've no doubt heard about (and possibly already played) Storm of Magic.

This new expansion for Warhammer is focused, as the name suggests, on Magic. And Monsters. But mostly magic. Unfortunately, there's nothing specifically Greenskin (aside from some VERY useful new spells for both the Spells of the Big and Little Waaagh!), but the expansion is full of all manner of new and improved rules for monsters and units of beasts - any of which can be included alongside a Greenskin horde.



There are even a number of very old troop types who have been brought back for this - namely the Zoats and the Fimir! In all, the feedback from a number of sources seems to indicate that this expansion is a lot of fun.

I'm personally in the process of converting a Fimir Balefiend for my own forces!



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!



INTERVIEW WITH A WARBOSS

By: Braad

This issue we're interviewing Braad.

What got you into painting Greenskins?

It all happened about 7 years ago. Had a gaming evening ('normal' games like Risk, Monopoly, that kind of stuff) over at a friends place. Later that evening, his younger brother asked me if I wanted to have a try at the Lord of the Rings miniature game. Well, that was quite fun, and after a couple of months of playing a bit and trying my hand at making a bit of scenery for that game, me and my friend decided to get into Warhammer Fantasy, as we figured that we could pour a bit more of our own imagination into the whole

modelling thing then with the LotR game.

Well, he went to get the starter set (back then it was orcs and empire), and on the 23rd of July 2004 my life took a different direction, as he handed me my half of the box. After a few lessons of building and painting models, I had a go with it.

About 1 hour of cutting and gluing and 4 hours of painting later, my first orc was finished!

Below: The Army Awaits Battle From The Shelves...

Bottom: They Didn't Have To Wait Long - The Horde Looks Impressive On The Tabletop!





INTERVIEW WITH A WARBOSS

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Well, the speed didn't improve much over time, I guess the painting quality did, but it took me about 3 or 4 months to play the first 'real' game with my own army. Something like 10 boyz, 4 arrer boyz, 1 chariot and 1 big boss on boar (still black, ouch!) against a small force of lizardmen. And a first victory for the tide of green-ness!

How many points of Greenskins have you painted?

So progressing slowly but steadily, I continued painting orcs (and still am, ofcourse!) for over 6 years in total, with only a minor break halfway when I went to the other side of the world for several months. This resulted in a quite a lot of orcs, goblins and the likes. Currently I can field a legal army of 9727 points!

If I add spare characters I can up that to 10841 points. And then I also got 1445 points worth of unpainted stuff. Thoug that is all quite likely to change with the new book coming up...

Right now I got a sort of buying-stop. First I want to paint everything I have left, then I'll buy new stuff. Quite likely I'll fail at this, though, with new orcs coming the 5th of march...

In the end I plan to have painted at least 1 of each option in the book, usually a few more, and sometimes completely new stuff. Forest goblin bat riders FTW!

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

Well, not the painting itself actually. I love the modelling bit the most! I like to put little silly things in my units and model them dynamically. Since I really dislike repetetive models, I tend to make them all different. None of my warmachines has the same crew as any of the others, and even though I have 8 stone trolls, none is the same.



What's Not To Love About This Forest Goblin Riding A Giant Bat?



Not A Conversion You See Too Often: A Savage Orc Warboss On A Wyvern



INTERVIEW WITH A WARBOSS

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Variety is key here.

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

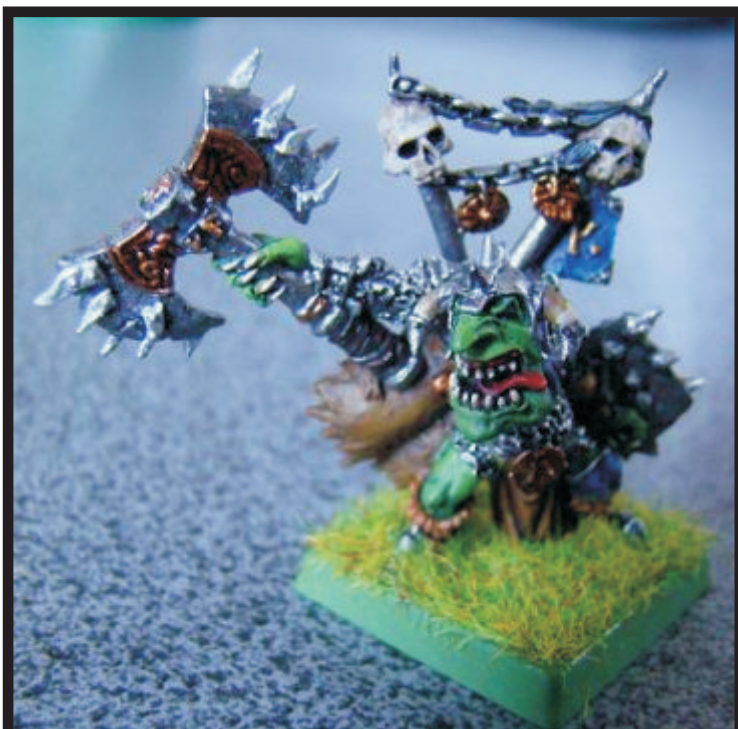
Most important of all is that you buy plenty of green paint.

Then you should really be able to paint model after model after model without getting bored. If hordes trouble you, go somewhere else. With the latest rules, that doesn't leave many options though...

And to top it off, if you really want to go gigantic on this, you need to feel at least a bit of the 'green love'. For better or worse. Something like that.

What is your favourite Greenskin miniature?

Can I name only one? What about all of them? I think that would be Badruk 'Eadsplitta, a Games Day model from quite a few years ago. While the model isn't as spectacular as a firebreathing dragon, or an eyecather as my savage orc wyvern, I always thought that this model perfectly represents what an orc is supposed to be: brutal green killing machine!



Above: Braad Has A Number Of The Avatar's Of War Sculpted Orcs And Goblins In His Army. This One Above Is Used As A Night Goblin And He Certainly Looks Very Impressive In That Role!



The 8-Strong Unit Of Stone Trolls. As You Can See - All Of Them Are Different. The Most Noticeable Of Them All Is The Far Right One Holding A Goblin Spear Chukka - This Is Braad's Homage To The Troll Detritus From Terry Prattchet's Discworld Novels. Certainly Looks Like He's Carrying A "Piecemaker", That's For Sure!



INTERVIEW WITH A WARBOSS

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Left: This Goblin Battle Standard Bearer Is A Dragonrune Model.

As With The Rest Of The Characters In Braad's Army, This Guys Looks Suitably Impressive; And Adds A Greater Depth Of Variety To The Overall Look Of The Force.

Below: A Closer Shot Of The Army's Banner Bearers.





INTERVIEW WITH A WARBOSS

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Above: This Unit Of Boar Boyz Was Converted From The Old Plastic Boar And The Boar-Riding Legs From The Command Sprue.

Right: Each Of These Night Goblin Squig Hoppers Are Conversions!



INTERVIEW WITH A WARBOSS

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By Combining The Actual Grom The Paunch Chariot With An Avatars Of War Goblin King, Braad Has Ended Up With A Unique Looking Grom For His Army.

The Goblin He Used For Nibblit Is One Of The More Recent Goblin Sculpts Also, To Make The Whole Model Completely Individualised.





MANTIC ORCS

By: Warlord Ghazak Gazhkull

With the recent release of their Orc range, we felt it would be a good idea to interview the guys from Mantic and get them to describe their models for us:

Mantic Games has fast established itself as an innovative and inventive company with a range of high quality yet affordable miniatures. With the new Orcs, Mantic has perhaps produced its best range yet; combining a great price with some awesome miniatures.

Mantic's aim is simple – make the hobby affordable again whilst allowing hobbyists to collect massive armies the likes they've only dreamt of. This is evident immediately with the Orcs Ax Horde (a basic Orc warriors kit) containing 30 figures for a penny shy of twenty quid.

Also in the kit is a command sprue, allowing you to add a standard, musician and a champion to your unit. Whilst playing with the sprues, we've found that you can

actually give a large number of them additional hand weapons, and previews on the Mantic Blog suggest that a metal upgrade kit for the Morax (because they have more axe's, geddit?) will add in a swathe of heads and new additional hand weapons.

The second full plastic kit in the range are the Greatax – heavily armoured and even more heavily armed Orcs with two-handed weapons. This kit is fully compatible with the other plastics and are pretty hard in the Kings of War game, Mantic's mass combat fantasy battle game written by Alessio Cavatore. The rules are free download if you want to check them out (www.manticgames.com/hobby/gaming.html) and so is the army list, meaning you could already get started with this great game with your current Orc armies, without any extra cost!

The best things of all however are the heroes. Mantic don't offer individual models yet (actually, they are just launching their blister range with a unique Orc hero figure – called a Krudger – as part of the initial wave in July), but instead they come together in packs, and would you just check out these figures...

In this set you get an Orc Krudger on Gore, an Orc Flagger and a Goblin Sneek, which have to rank as some of the best hero models in the Mantic range. The Krudger on Gore is just sublime!

Mantic have big plans for their Kings of War game, and the Orc range will be receiving a secondary wave in August, with a new Army Set, Morax with two hand weapons and the incredible Gore Riders (see insert) – rumours are also on the tubes suggesting that Mantic will



Left: A Very Sneaky Looking Goblin.

Below: A Horde Of Orcs; Armed; Dangerous And Marching To War!





Above Left: The Massive Orc Warlord Rides To War Atop His Heavily Armored Gore Mount.

Above Right: The Battle Standard Bearer For the Army.

be doing an all Goblin army too, and if that Sneek is anything to go by, they will be on to a winner!

Mantic Games is a fantasy and soon-to-be sci-fi miniatures manufacturer based in Nottingham. Their website is available at www.manticgames.com.

1. What inspiration did you have for making the Orcs? Were there any particular movies or books that influenced you?

Well Orcs are everywhere in our fantasy genre – they are the archetypal baddies! From the Mario brothers movie, the fifth element, the dark crystal that sort of thing. The orcen look is so pervasive in gaming and in movies and games etc that its hard to say exactly where the look comes from - we all probably agree on the broad look but have our own opinions about the specifics

I also recall seeing a fantastic cover for a middle earth game when I was a kid – it made a big impression on me! It may still be in my attic...

2. Where there any particular Orcish attributes or culture that were going through your mind as you made the models?

I see orcs as the baddies – they aren't nice. In fact any redeeming 'human' qualities that they have only serve to counterpoint their badness. I like to see them that way – they haven't come on to the battlefield for a nice time you know! Each army on the fantasy table has to have a character – dwarves are stern, elves are proud and orcs – well orcs are just baaaaaad. Great fun to game with though!

Mantic orcs are strong and mean - which leaves lots of room for the smaller goblinoids - I'll have to see what Ronnie thinks...

3. Did you think about where their materials came from as you were making them? Did you wonder if the Orcs made the armor themselves, or had slaves make it? Or perhaps everything was looted?

I think they may well loot stuff but misuse it ie they may take a human or elven breastplate and make a shoulder pad out of it. I'm sure this is how everybody sees them.

Their own technology is crude. Look at the shape of their shield – it is made by simply making a curved cut on a sheet of metal four times. That way they can make lots of shields from one sheet of material – simple and

MANTIC ORCS

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efficient!

Weapons? Again the orc character is simply to bash and crush the enemy - they just want them to go down and stay down. Big heavy edged weapons get the job done!

4. What is your favourite model from the greenskin range?

Hmmm – well are you asking about plastic or metal? I like the standard bearer very much as a stand alone figure but I am very pleased with the look of the plastic models. Once you have the full range of bodies, heads and arms at your disposal you'll have no end of possibilities for the unit. I have a big unit at the side of my bench and if I have any extra green stuff left I stick it on a model and make it into something. I used to paint figures for a living but I'm rubbish at it now so I'll either dip them or get someone else to paint them!



Above: A Work In Progress Orc Riding A Gore.



Left: A Finished And Fully Painted Gore - A Brutal Looking Porcine Mount Indeed.

Right: A Close Up Of One Of The Greataxe Orcs. Heavily Armored, Angry Snarl, And A Massive Weapon All Add Up To Mean This Orc Is Ready For A Fight!



A Unit Of Greataxe Orcs Are Surely A Force To Be Reckoned With.



DA WARPATH TEAMSPEAK

By: Groznit Goregut



Groznit: Oi! You has been making a lot o' noise about this Speaky Server thing....what the hell are you on about? What is this.....Speak Speak server?

Mr. Goregut: I'm so glad you asked! I started a TeamSpeak server for Da Warpath primarily for the idea of having available for when people want to chat while they paint. Painting can be a pretty tedious thing, but chatting with other Greenskins while you do it can be a lot more interesting. I also find I can ask advice when I have my brush in my hand, too.

Groznit: What exactly is TeamSpeak and how does it zoggin' work?!

Mr. Goregut: TeamSpeak is a client/server application that was primarily developed for computer gamers to coordinate and talk smack with each other while they played online games. This worked for fantasy games organizing raids to squad tactics for first person shooters. You download the client software for free and connect to a TeamSpeak server that someone set up (like me). The client is pretty easy to install and you just need a basic microphone and speakers to participate.

Groznit: If this is a thing for computer gamers, what the heck am I going to use it for?

Mr. Goregut: Just because it was developed for computer gamers doesn't mean you can't use it for other things! The Point Hammered podcast was the first that I heard that set up TeamSpeak with people at different locations to communicate. It was through them that I got the inspiration for having some where Greenskins around the world can log in and chat with each other about all things Green! It could be great to chat or even just listen to people talk about Greenskins while painting the giant, green horde.

Groznit: Well....I logged in once....and no one was on there! It was boring! What's up wit dat?

Mr. Goregut: It is just getting off the ground. The more people who regularly start to log on to the server will mean that the chances of other people being online when you want become bigger. I know everyone paints at different times and live in different countries. It's hard to arrange a time when everyone can get on, but this can almost be strength! You log on whenever you are painting and hopefully someone else logs in, too! The more people who try this will grow the user base. I am also trying to find some regular times for people to check in and see who is around.

Groznit: OK....this is startin' ta sound good. What else is going on wit it?



Mr. Goregut: I am in the works to have a few TeamSpeak events where some of the most famous posters on Da Warpath will log on and chat about all things Green at a pre-defined date and time! I'll make sure that everyone is aware of this so that those who are able to can log in and hear the likes of myself, Goomb, WGG, and others in real time. Think of it as speed reading the forums....except no one has to post!

Groznit: Is it really dat simple to install and get running?

Mr. Goregut: Yes, it is really easy. You download the TeamSpeak3 client for your computer (Windows, Mac, or Linux). Install the client. Put in the server info. Hit connect. It's that easy. It's that quick.

Groznit: I heard about one o' dem grotz who did this and couldn't connect. I thought you said it was easy?

Mr. Goregut: The biggest problem that prevents people from connecting is their own firewalls. Maybe their computer security or their network security from their router blocks them from finding the TeamSpeak server. I've written up some common tips and tricks to bypass this little snag. It's hard to really help as each person's setup is different. If you really want to connect, but my suggestions aren't helpful, just send me a PM and I will see what I can do! I've spent too many years as phone support and can probably help out.

Hostname = ts3.defconservers.com
Unique Port = 10060
Password = none!



MATH-HAMMER: TROLLS

By: Izzy Gutsnik and Groznit Goregut

Strength 3 Attacks

Stone Trolls
WS1, S3 3,7%
WS3, S3 5,6%
WS4, S3 7,4%

River Trolls
WS1, S3 2,8%
WS3, S3 5,6%
WS4, S3 8,3%

Normal Trolls
WS1, S3 5,6%
WS3, S3 8,3%
WS4, S3 11,1%

I've often heard that Stone Trolls are just not worth it in this edition of Warhammer. Their Magic Resistance 2 is just no match for the River Trolls -1 to hit ability. When the game is all about the combat grind, the River Trolls are clearly better than the Stone Trolls. Well, when my trolls get targeted by Bretonian peasants with flaming bows, and then large rocks start to drop on their head, I had to think about something. Could the 5+ Armor Save of the Stone Trolls be worth more than most people think?

To answer that question, I enlisted the aid of Math-Shaman, Izzy Gutsnik. Having a particularly clever mind for a Greenskin, he was able to use his Math-Hammer to give me some results. Izzy calculated the percentage chance of causing a wound against the various types of trolls. So, one can imagine a unit of 100 rolling dice against our trolls and see how many actually fall dead. I will state that the numbers do count in the chance of regeneration. Flaming weapons are not considered in this equation. Still, flaming wounds would rise the same for all types of trolls and don't matter too much to see the difference between the types. I will also note that WS 1 is included as the enemy may fail their Fear test and fight with a WS 1.

When we look at this, we see little difference between the Stone Trolls and the River Trolls. The 1% in favor of the Stone Trolls means that out of 100 attacks, 1 more wound will be inflicted on the River Trolls. Not that large a margin. Both special types of trolls are better than the common troll, though.

Strength 4 Attacks

Stone Trolls
WS1, S4 6,9%
WS3, S4 10,4%
WS4, S4 13,9%

River Trolls
WS1, S4 4,2%
WS3, S4 8,3%
WS4, S4 12,5%

Normal Trolls
WS1, S4 8,3%
WS3, S4 12,5%
WS4, S4 16,7%

The River Trolls are slightly better now as the Armour save of the Stone trolls is less effective, but once again differences are minimal. It takes (at least) 36 attacks to make a difference of 1 wound.

Strength 5 Attacks

Stone/Normal Trolls
WS1, S5 11,1%
WS3, S5 16,7%
WS4, S5 22,2%



The Odds Are - If A Troll Vomits On You, It Doesn't Matter The Type Of Troll - It's Still Going To Be The Most Unpleasant Experience Of Your Life...

MATH-HAMMER

River Trolls
 WS1, S5 5,6%
 WS3, S5 11,1%
 WS4, S5 16,7%

Differences finally get somewhat meaningful but still ain't massive. It now takes 18 attacks to do 1 more wound to Stone Trolls (or normal trolls who are equal to Stone trolls now) than it does to River trolls.

If you are thinking that there are still a lot of units with high strength attacks and you think River Trolls are still superior, what about enemy shooting? The armor save that the Stone Trolls get will tilt things in their favor. If we look at the missile weapons that would be fired at the trolls, we can see. If you want to consider that these weapons might be flaming shots, you double the percentage chance of a wound from the table below. The last number in each section is the number of shots needed to kill a single troll (3 wounds).

Stone
 hits required
 S3 11,1% 27
 S3AP 13,9% 21,6
 S4 20,8% 14,4
 S4AP 25,0% 12
 S5 33,3% 9

River/normal
 hits required
 S3 16,7% 18
 S3AP 16,7% 18
 S4 25,0% 12
 S4AP 25,0% 12
 S5 33,3%

As you can see, the standard S3 shots have a significant less impact on the Stone Trolls than the River Trolls. As soon as you start adding in Armor Piercing or a higher strength, that lead does diminish.

Overall, I can say that trolls are similar to many other options we have in our army list. Some are better against specific opponents while others are better against a different sort. The frequency of either option mostly depends on the opponents that you play. While one can argue that they face a lot of high strength Warriors of Combat, someone else reading this article might face numerous Skaven Hordes. One can never quite know who they will fight, but it is clear that the Stone Trolls are not as terrible a choice after all.



So - How Does A Fishman-Troll Compare To The Rest Of The Troll Choices...?



Below: Stone Trolls. The Math Doesn't Lie - They're Not Really A Terrible Choice After All. Plus, They Look Awesome!





8TH EDITION IMPRESSIONS

By: Goofycabal and more!

Now that the 8th Edition rulebook and the Orc and Goblin armybook have both been out for a while now, the veterans are back to comment on their picks for the future of the Greenskin army. Bear in mind, also, that these responses were written before the new Tomb Kings book...

After your first read of the Armybook, what was your initial impression?

Avian (A): This isn't full colour! Half-full at best! Most of the artwork is just black-and-white converted to black-and-sepia.

Groznit Goregut (GG): I have to say that I think it's a well balanced book with a lot of variety! There are so many toys now that I will have a hard time fitting everything into one army. Also, some of our "tough" units really became tough. The Choppa rule is fantastic and many units dropped in points.

Warlord Ghazak Gazhkull (WGG): After the first time I read it I thought it was a nice and balanced army book as I hoped it to be.

What are your favorite aspects of the new armybook (rules, background, artwork etc)?

A: I quite like the background. The Forest Goblin bits aren't sufficiently humorous and tries too hard to present gobbos as dangerous, but the rest I really like. It really shows that Jeremy likes greenskins. The background for the previous book was mostly just about the special characters, which I quite frankly don't care about. Happily, this time I could skip that part entirely and not feel I lost the whole background section.

GG: While I like the fluff, I am more of a gamer. The new rules are the best part of the book. For one, there is hardly any confusion and I don't expect a big FAQ to come out. They are very concise. I think the new army has a lot more punch than our previous one and I am excited to getting it on the table. I will admit that there is a ton of cool, little artwork scattered throughout the book. I'm constantly finding a new little snotling I hadn't seen before that makes me smile.

WGG: I really like all the new artwork in the book, and the added fluff and of course the hardback is a nice addition. Now it is a nice book that you also can put on your bookshelf.



How well, do you think the Orc and Goblin armylist will work in 8th Edition, bearing in mind that no other new books are out yet?

A: If the rest of the edition continues in the trend of O&G and TK, I think we'll do fine, especially once the other armies get all their best magic items removed. HOWEVER, if we get a repeat of what happened the last two editions - where the first few books are reasonable and then power creep really kicks in - then we're in trouble (again).

GG: I don't think the army is dead 'ard as some of the broken books. I do believe that GW will think more about balancing the army books. There are enough

All Orc Weapons Now Benefit From 'Choppas' - Making Boar Boyz Even 'Arder!



tools in the book to give a smart warlord what he needs to win in a game. One thing to note is more high strength attacks than we had previously. We still have a wide variety of units to choose from and believe we will be a true contender in 8th Ed.

WGG: I think we will do pretty well, although I fear that the low amount of magic items won't last the whole edition.

Do you think the new book lends itself to getting players to change their playing style?

A: I don't think it's a huge change from playing 8th edition with the 7th edition book, but I wouldn't want to play with my 7th edition army, that's for sure. I think that one unforgivable decision Jeremy made was to make the basic, 'vanilla' Orcs and Goblins LESS interesting than they were.

For myself, I'm getting a decent unit of Savage Orcs and bumping up my Trolls and Squigs.

GG: A new book and a new edition always gets people to change their play style. That's the point of a new book, right? Overall, though, I am not sure how much things will change. Hammer and Anvil will still be the main strategy that I see working. I believe we have better toys to flank with and better anvils, but this will be the main strategy. I feel as if we do have some units that really can win combats on their own now, though. This is a change from the last book. Big 'Uns, Savages, and Black Orcs might not need a flanker to win these days, so that is a change. We also get a giant spider to play with.

WGG: I think the playing style hasn't changed so much with the new book, the only thing that might change our playing style about is the switch from common trolls to special and lobbies to rare.

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

A: We can get a lot of units that are Strength 5 (either basic or just for the first turn) quite cheaply, which is quite good (incidentally, I think those are the units to go for). There are also a high number of units that are reasonably well balanced against each other, so there is quite some choice in how to build a good army. I'd like to have big units of Orc Big 'Uns AND Savage Orcs AND Black Orcs AND Squig Herds, but realistically I won't be



The Common Goblins Get A Bit Of A Boost By Way Of The "Nasty Skulker" Unit Upgrade.

able to afford all.

As for disadvantages, too much of the army are hopeless fighters with miserable Initiative that really aren't THAT cheap. Or they are decent fighters, but still plagued by bad Initiative and too expensive to get in sufficient numbers to cope with enemies striking them first.

GG: For advantages, I think we have everything in our list that we need. We have cheap troops, tough troops, fast troops, war machines, chariots, fast cav, combat characters, and magic. Greenskins have the tools to handle almost every situation. A well balanced army should be able to defeat almost anything that comes at it.

One thing we don't have is a true elite unit. I mean one that can get stuck in and win combats all on its own. Black Orcs are better now, but still die quite easily and they aren't Stubborn. We don't have a real nasty unit that wins games on its own. Also, our initiative is something that we definitely need to remember when making decisions. Boar Boyz can be very useful... if you pick the right combats.

WGG: As main advantage I see our cheaps troops and plenty of supporting units. The negative aspect for me is the loss of our great magic defence, but still it could be worse.

What tips do you think Orc and Goblins players could use to get the best out of the new armybook?

A: If a model's Strength multiplied by its Attacks and

8TH EDITION IMPRESSIONS

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then multiplied by its Wounds is not greater than it's points cost: Be wary!

GG: I have to say that I think the signature spell for the Little Waaagh! should be taken as often and used as often as possible. With the main strategy of Hammer and Anvils for Greenskins, this spell is golden! Anything flanking becomes significantly more effective with a low signature spell (that can be taken many times). Every unit in the flank becomes that much more effective with this spell. I would even use Wolf Riders in the flank of a big combat unit if I can get this spell off. A unit of 20 goblins in the side of another with this spell on it would be fantastic! This one spell can be taken advantage of as often as the signature spell for Beast Magic can.

WGG: I think the best tip is try out the stuff you like and learn how to use it, I had great success with my "Swiss Guard" in 7ed (common gobbos with shortbows and shield) while most other greenskin players thought they were worthless.

Goofycabal: As you can see, there is still a lot to say for the humble Orc and Goblin army. Unfortunately, only time will tell whether the rest of the armies come back into line with our armybook, or whether the feeling of 'power creep' rears its ugly head once again...



All Of The Trollish Types In The Armybook Now Have Their Own Separate Unit Entireties, Meaning If You Have The Points For Them, You Can Have Scores Of Troll Units Of Varying Types!



Not To Be Outdone By The Tombkings - Greenskins Now Get To Take Goblin Chariots In Units Too!



BATTLE REPORT

By: Goofycabal

The Battle For The Farm

The greenskin horde surveyed the fields before them. Ears of corn, fresh for the harvest; dairy cattle mindlessly grazing; and a fully arrayed Imperial Army readying their weapons in anticipation for the coming battle.

This was going to be a fun afternoon!

Warboss Gnashrack, a huge and burly Black Orc, strode back and forth in front of the ragtag army of Orcs and Goblins. As he passed each mob of Boyz, he eyed them up and down and growled. After a few moments of this, he raised a rusty choppa above his head and thumped his chest with his free fist. Issuing a loud Waaagh!!! he turned toward the Empire forces and screamed even louder. Buoyed by their Warboss's display, the rest of the army followed suit.

Soon, the farmland was echoing with the battle cries of the Orcs and Goblins yet the men of the Empire stood firm. If this farm were to fall to these foul greenskins, the village beyond would soon be lost. This was a day that they were prepared to sell

their own lives dearly in order to protect the lives of their loved ones...

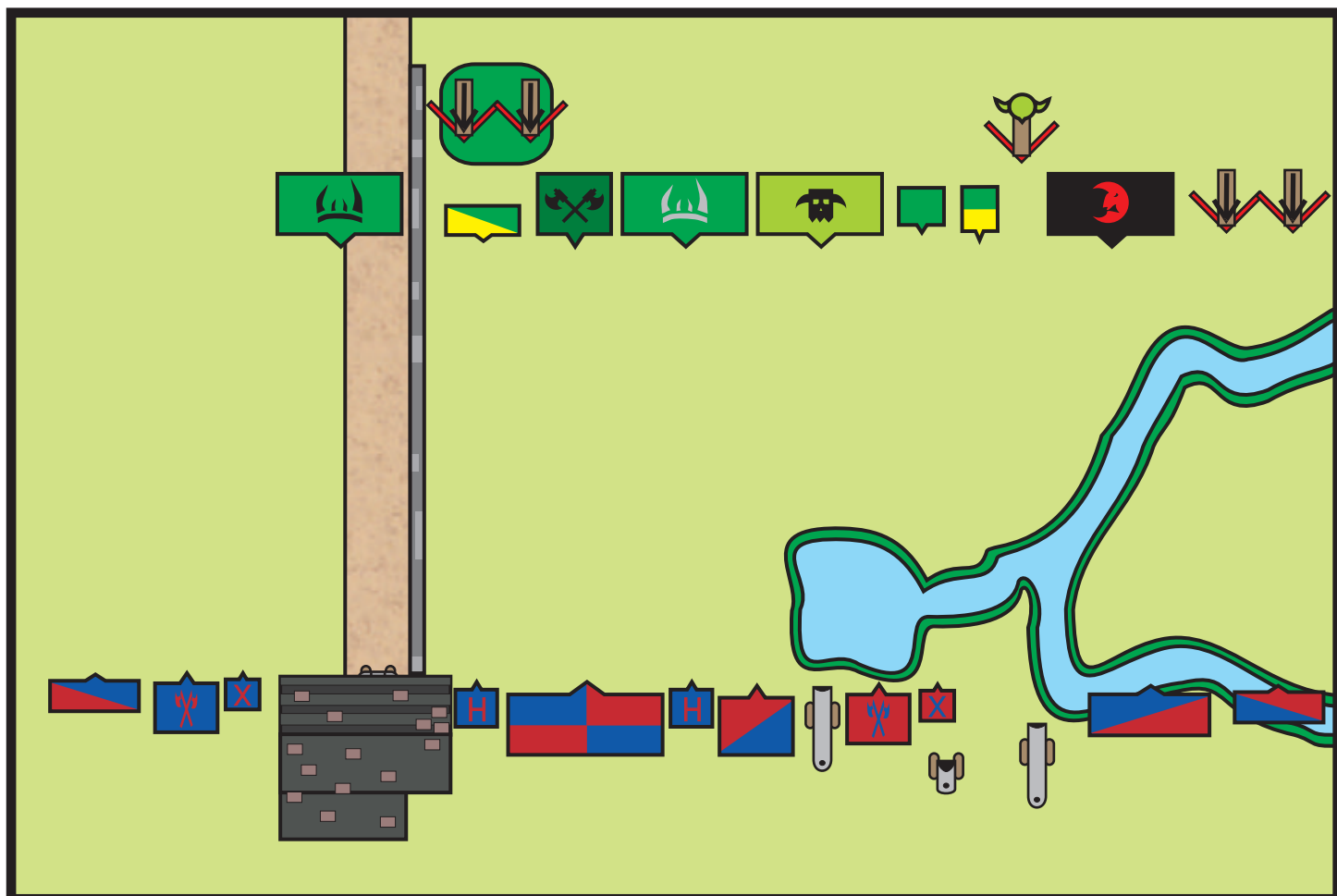
Deployment

This Mission was played out under the "Dawn Attack" rules from the rulebook. Both players had only 1 unit that they could freely place, and unfortunately for both of us, the large bulk of our forces were forced to deploy in the centre zone. This actually lead to a slightly cramped deployment for the Greenskins...

The terrain itself was fairly straight forward, aside from the Marsh. We rolled randomly for the effects of bot the River and the Marsh, and it turned out that the Marsh was in fact an area of "Khemrian Quicksand". Of course, we simply decided that the boggy mud was simply very dangerous (using the same rules, but obviously changing the name!).

The River was a "Raging Torrent" - something I was looking forward to taking advantage of. If I could charge across the River, my units would most certainly all strike first - including the Trolls!

Finally, the wall running parallel to the road was, in fact, simply a wall. Shame, as it would have been fun for it to have had some more interesting effects.



The Two Forces Arrayed - Ready To Fight!



BATTLE REPORT

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Greenskin Forces

Lords

Black Orc Warboss, Gnashrack Maddog, wearing Heavy Armor. He is Armed to da Teef and carries a Talisman of Preservation and a Potion of Speed.
210 points

Goblin Warboss, Rat Ratgut, wearing Light Armour and carrying a Shield and the Wizarding Hat.
171 points.

Heroes


Orc Big Boss. He wears the Light Armour and bears the army's Battle Standard. The Battle Standard is the Rzor Standard.
125 points

Orc Shaman. Level 2 armed with a Dispel Scroll.
125 points

Night Goblin Shaman. Level 2 armed with a Shrieking Blade and carrying an Earthing Rod.
120 points

Core

 27 **Orc Boyz** carrying Shields. The unit includes a Full Command.
224 points

 26 **Orc Boy Big Un'z armed with 2 Choppas each**. The unit includes a Full Command. The unit's Standard carries the War Banner.
304 points



40 **Night Goblins** armed with Spears and Shields. The unit has a Full Command. It includes Nets and 3 **Fanatics**.
270 points



40 **Goblins** armed with Hand Weapons, Shields and Light Armour. The unit has a Full Command. It includes 2 Nasty Skulkers (Chug an' Lug).
190 points



5 **Wolf Riders** armed with Spears.
55 points

Special



20 **Black Orcs**. The unit has a Full Command.
295 points



4 **Spear Chukkas**. Each one has an Orc Bully.
180 points

Rare



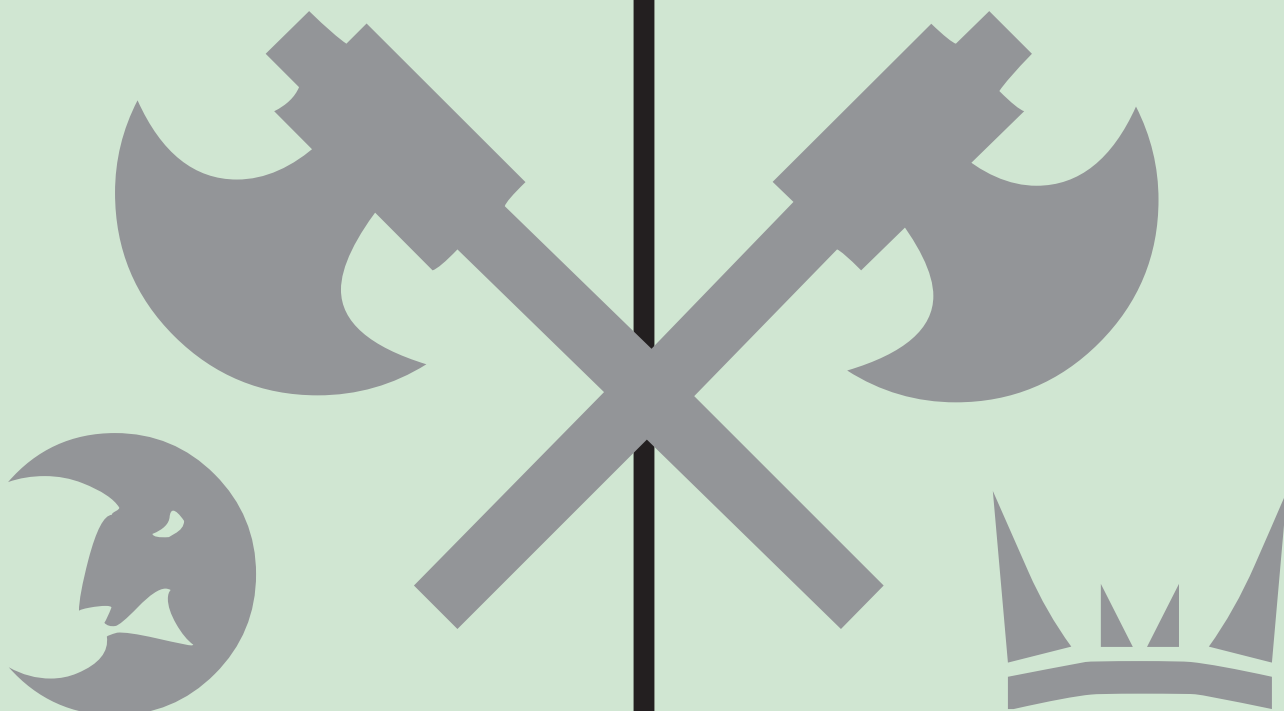
2 **River Trolls**



Snotling Pump Wagon equipped with a Spikey Roller.
60 points



Doom Diver
80 points





BATTLE REPORT

Continued From Page: 19

Empire Forces

Lords

Knight Grandmaster armed with a Holy Relic and wielding the Sword of Justice.
210 points

Heroes


Level 2 **Amethyst Wizard**. He carries a Crystal Ball.
115 points

Captain wearing a Full Plate and riding a Barded Steed. He is the army Battle Standard Bearer and bears the Wailing Banner.
147 points

Captain wearing a Full Plate and wielding a Halberd. He also bears a Talisman of Protection.
107 points


Warrior Priest armed with a Great Weapon and wearing Heavy Armour.
98 points


Core


 40 **Spearmen** armed with Spears, Shields, Light Armour and has Full Command.
260 points

 10 **Handgunners** (Spearmen Detachment).
80 points

 10 **Handgunners** (Spearmen Detachment).
80 points


 20 **Halberdiers**. The unit has a Full Command.
120 points


 7 **Crossbowmen** (Halberdier Detachment).
56 points

 20 **Halberdiers**. The unit has a Full Command.
120 points

 6 **Crossbowmen** (Halberdier Detachment).
48 points

Special

 8 **Knights**. The unit has a Full Command.
224 points

 10 **Knights**. The unit has a Full Command.
270 points

 5 **Pistoliers**
90 points

 5 **Pistoliers**
90 points

 **Cannon**
100 points

 **Cannon**
100 points

 **Mortar**
75 points

Rare

 **Helblaster Volleygun**
110 points

Pregame Thoughts:

This wasn't our first game of 8th Edition - but it was our first game using the new Orcs and Goblins armybook. Neither of knew what to expect from the game, aside from the fact that it would be a bloodbath.

The idea behind this game was to try out the atypical Warhammer engagement: Greenskins vs the Empire. For this reason, both of us decided to take the usual army that we take in these games - with a few minor alterations.

Since I was using the new armybook, I absolutely

had to use Nasty Skulkers - as these are finally the best representation for Chug an' Lug on the tabletop. For ages, I've been using Goblin Big Boss rules for them, but they didn't really fit the feel of the two Snotties.

Aside from this essential unit selection, the rest of the force is largely the same as what I usually take (aside from the Razor Standard - I wanted to include this as I knew I was going to face a bunch of Knights).

That aside, we were both eager to see how the new Animosity worked the most - and boy did I get a first hand example of that! Read on to find out why.



BATTLE REPORT

Continued From Page: 20

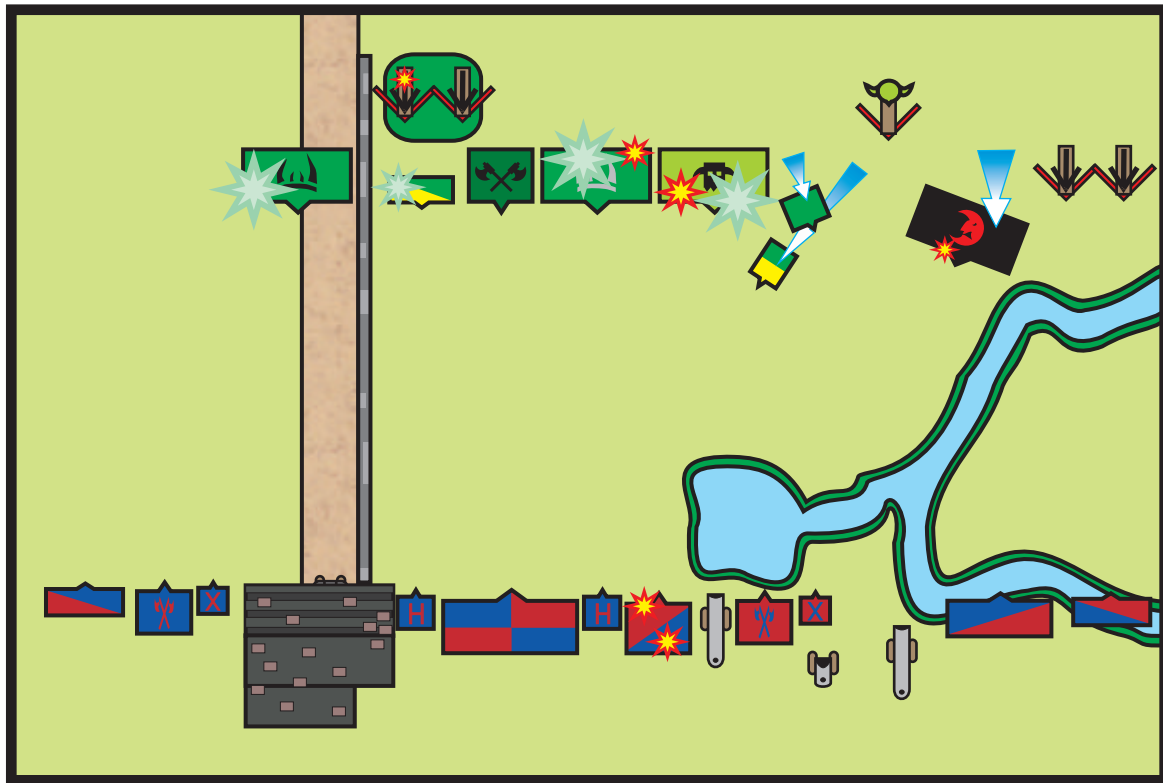
Turn 1.

With the battle cry still echoing out across the farm, the Greenskins started to make their way forward some of them at least. Upset that their larger Orc cousins were making insulting remarks and suggesting that they were going to “stomp da 'ummies” first, Ratgut's Goblin Boyz decided to hurl things at the Orc mob. Warboss Gnashrack had taken up a position in this Orc mob by now and in a fury, he ordered his Boyz to retaliate! When the dust had settled and a semblance of order was restored, 1 Orc Boy lay dead, as did 3 of the Goblins.

Seeing their leader fighting a petty squabble, rather than advancing on the Humans, caused a ripple of dissent among the rest of the army, as the Goblin Wolf Boyz and the Big Un'z on the far flank all started squabbling also.

Blinded to all this, the Snotlings on their Pump Wagon eagerly made their forwards toward the Empire line and the Night Goblin mob next to them marched to keep up. In the process of marching, the Night Goblin Shaman chomped down a Magic Mushroom and attempted to cast Curse of Da Bad Moon only to choke on the mushroom and convulse heavily.

As half the army was infighting, the Spear Chukka crew set to work firing their machines. With a series of loud 'twangs' (and 1 loud 'twang-snap-crash-aaargh!'), the 4 machines managed to fire 2 huge bolts (and one dead Goblin) across the field. One of the bolts slammed into the block of Knights lead by a Grand Master, skewering 2 of the unfortunate Knights, the other bolt sailed over their heads. With another mighty 'twang' a Doom Diver also hurtled toward the Knights crashing into them with such

**Greenskins' Turn 1 - Animosity Ensues!**

force that another 2 of them were killed. Bolstered by the presence of their Grand Master, however, the Knights held firm.

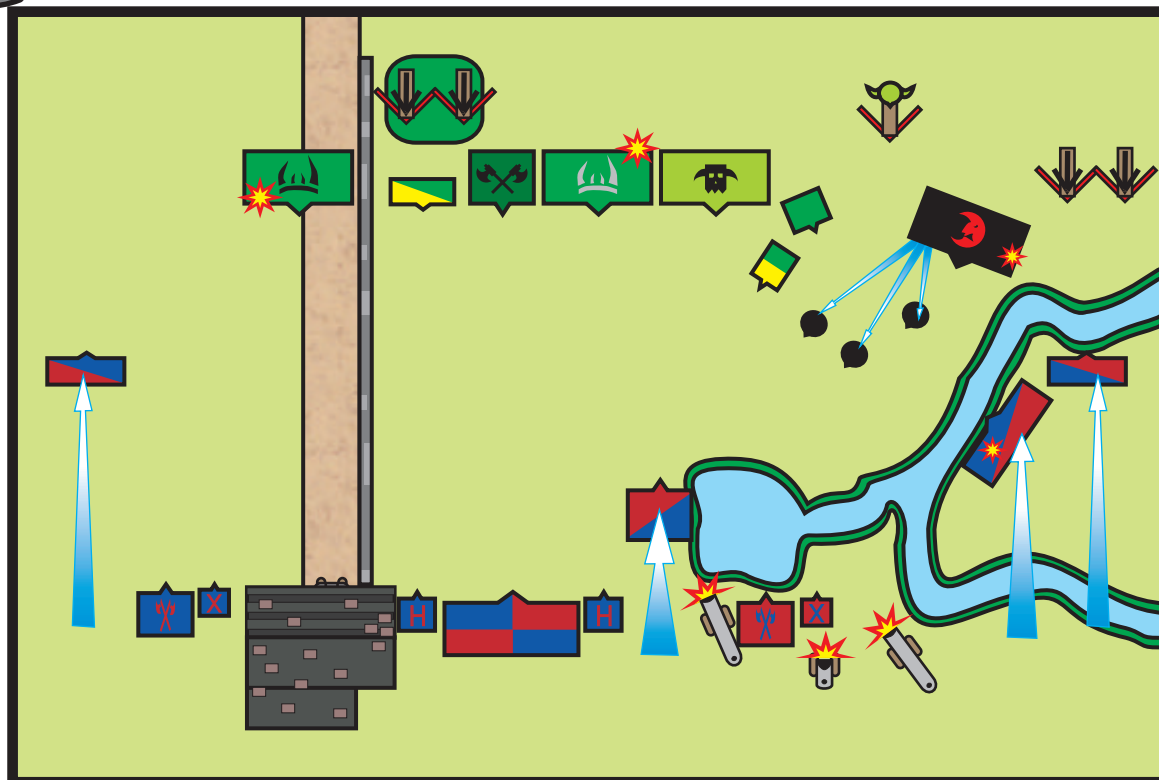
The Imperial army stood their ground, for the most part, seemingly enjoying the display from the ill disciplined greenskins. In reality, their commander had ordered them to allow the Orcs and Goblins to advance and suffer a hail of gunfire and cannonade the fact that they were laughing at the greenskin infighting was little more than an added bonus for the nervous soldiers. While the bulk of the force remained in their designated positions, the cavalry forces advanced. Crossing over the fast flowing river, a unit of Pistoliers and another unit of Knights made their way towards the Night Goblins. In the process, one of the Knights' horses stumbled in the river and was washed away; while the Pistoliers got themselves into a reasonably close position to the Night Goblins. In an display of surprise, the hooded Goblins unexpectedly released their Fanatics, but had the presence of mind to direct them away from the river, and toward the bulk of the Empire army instead. Over the far left flank of the Empire army, the remaining Pistoliers galloped forward to harass the squabbling Big Un'z.

Gesticulating wildly, the Empire Wizard attempted to cast Doomblight, but was thwarted in his efforts by the Night Goblin Shaman. Still dizzy from the



BATTLE REPORT

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Empire Turn 1 - Cavalry Parade

effects of the Magic Mushroom he had just eaten, the Shaman had dispelled the Doomblight with a mighty belch that stank of mould and magic. Simultaneously, the Warrior Priest leading the huge block of Spearmen managed to call forth an Armour of Contempt on himself and his fellows.

While all this was going on, the Empire warmachine crewmen had been hard at work aiming their cannons and mortar and with a roar they unleashed their fury. Unfortunately things didn't work out so well for them - both cannons had been packed with too much gunpowder, which meant their balls had overshot their marks. 1 cannonball whizzed over the heads of a bemused Spear Chukka crew, whilst the other landed in the rear rank of the Orc mob. This shot had been intended to kill the Warboss, but instead it bounced off the thick skull of one of the Orcs doing no harm! (*the shot had rolled a '1' to wound*). The Mortar crew fared little better, as their shell was caught by the wind and blown off course. Instead of landing squarely in the centre of the Goblins, the shot exploded behind the Orcs, killing 2 of them with flying shrapnel.

The other missile fire proved equally ineffective, with crossbow bolts bouncing off of the Pump Wagon's frame, while 2 Big Un'z were brought down by another volley of bolts. On the other side

of the field, 1 Night Goblin was shot dead by the Pistoliers. Encouraged by the Goblins' enthusiasm the Snotlings manning the Pump Wagon excitedly pumped the rickety wagon's propulsion system really hard and zoomed across the field at breakneck speed. Sadly for them, however, they fell short of crashing into the Knights, as they quickly ran out of energy and the machine slowed down.

Whooping manically, the Night Goblin Fanatics veered wildly around in front of both armies. This display of insanity was short lived, as one of the Fanatics throttled himself with his ball and chain, while the remaining two collided heavily with other, both of them dying as a result. The rest of the greenskin army then began their steady advance on the humans.

The excitement generated by the Orcs and Goblins was so palpable that the Winds of Magic blew strong all of a sudden (at this point I had rolled a 12 for the Winds of Magic!). The eyes of both shamen glowed bright red as they began drawing in Waaagh! energy to unleash devastation. Turning his attention to the Pistoliers near the flank of the Big Un'z, the Orc Shaman squinted his eyes and furrowed his brow. Two bolts of green shot from his pupils and seared their way through the Pistoliers, killing 4 of them, while head of the surviving Pistolier exploded in a violent and gory display of

of the field, 1 Night Goblin was shot dead by the Pistoliers.

Turn 2.

With all the jeering leveled toward them from the Orc boyz, Ratgut's Goblins felt that they should do something uncharacteristically bold. With a high pitched scream of "Let'z get 'em!", the Goblins sprinted directly at the Empire Grand Master and his

BATTLE REPORT

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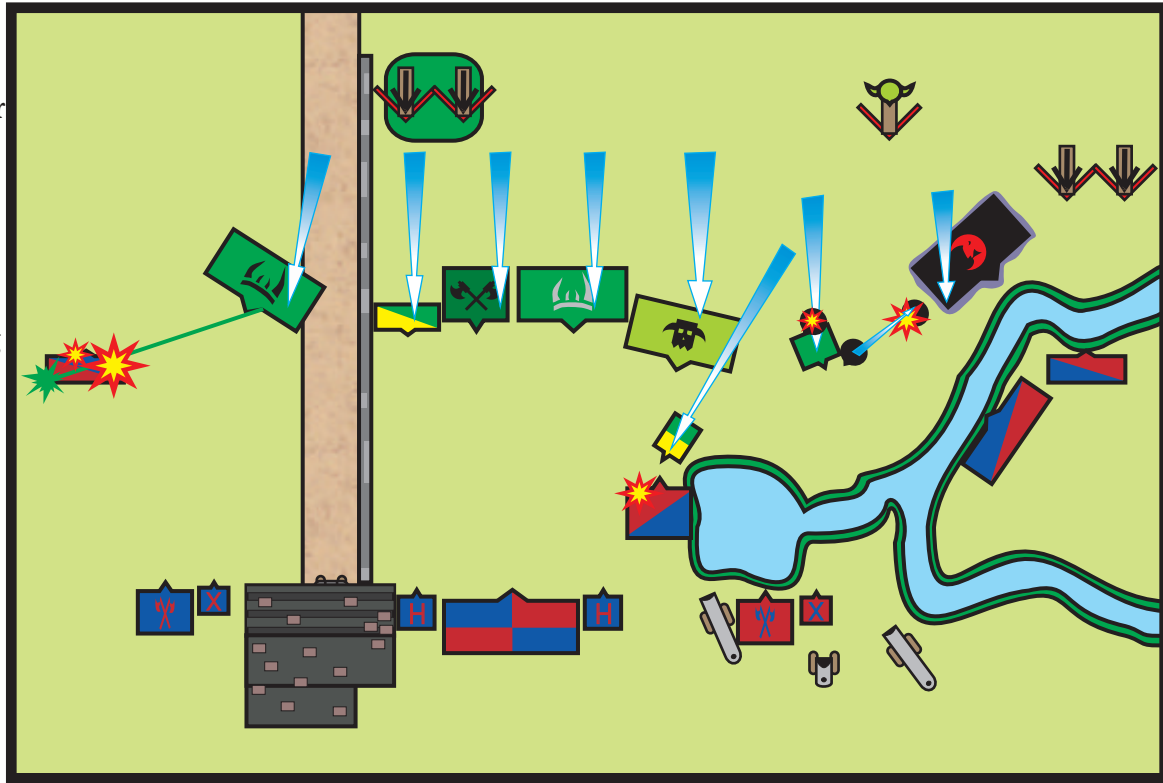
blood and brains.

Calling on the Spider God, the Night Goblin Shaman generated a magical mist which enveloped the Night Goblin mob, causing their weapons to drip with venom. Again, he tried to summon the Curse of Da Bad Moon, but the Empire Wizard thwarted his attempts. By this time, the Winds of Magic had weakened, as Ratgut tried to cast a spell using the powers within his magical helmet, but failed.

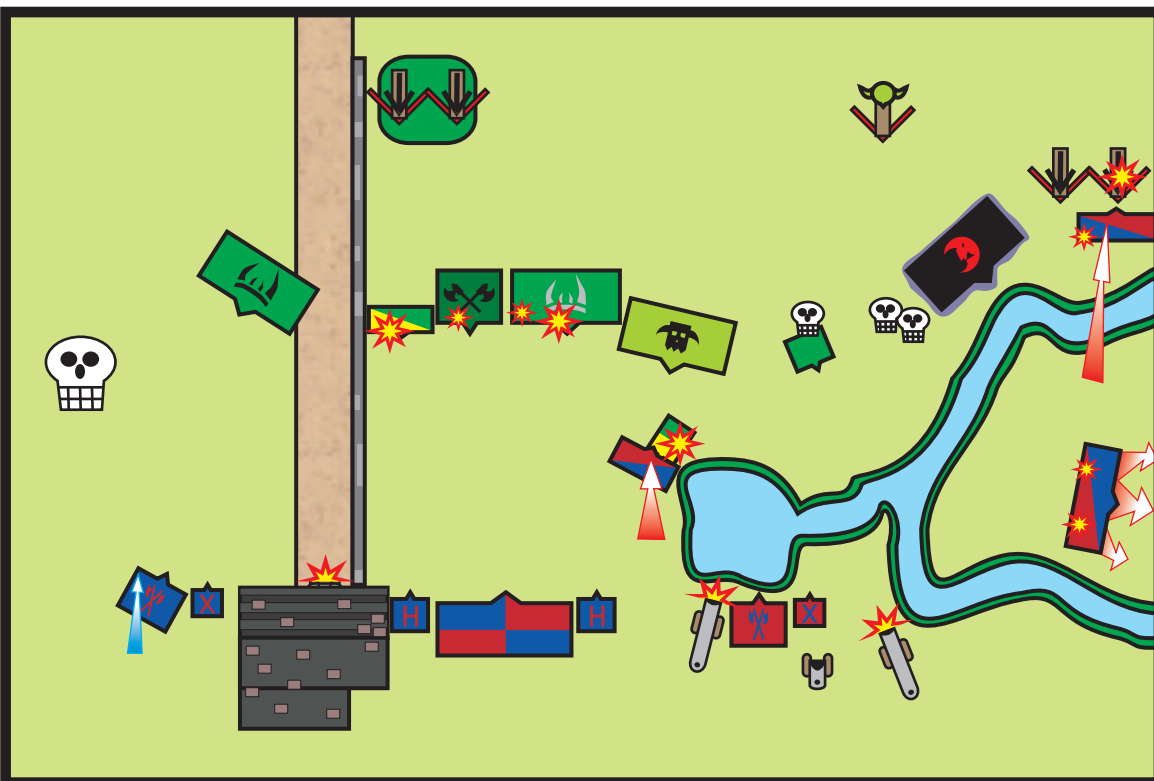
Taking aim at the Knights once more, the Spear Chukka on the hill let loose its deadly missile and once more 2 Knights were slain. The Spear Chukkas on left flank proved ineffective this time 1 missile bounced harmlessly off of a cannon and the other embedded itself in the ground a few metres in front of the Halberdier regiment. The Doom Diver

veered wildly off course also, and the Snotlings tired to hurl an exploding spore at the Knights, but also missed.

Seizing the initiative, the Grand Master spurred his mount onward his bodyguard Knights following suit. Within moments they had ploughed straight into the Pump Wagon and were ready to smash it to smithereens. Proudly following the example of their Grand Master the other Knightly regiment charged at the Night Goblin mob, only to run afoul of the river once more. 3 of them drowned in the river as they attempted to charge across, causing the survivors to turn tail and flee! Their Pistolier brethren, on the other hand, were able to swiftly charge through the river and come into combat with one of the Spear Chukkas. Aside from the



Greenskins' Turn 2 - Powerful Magics!



Empire Turn 2 - So Much Death Already...



BATTLE REPORT

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Halberdiers closest to the barn, the rest of the Empire army remained stationary.

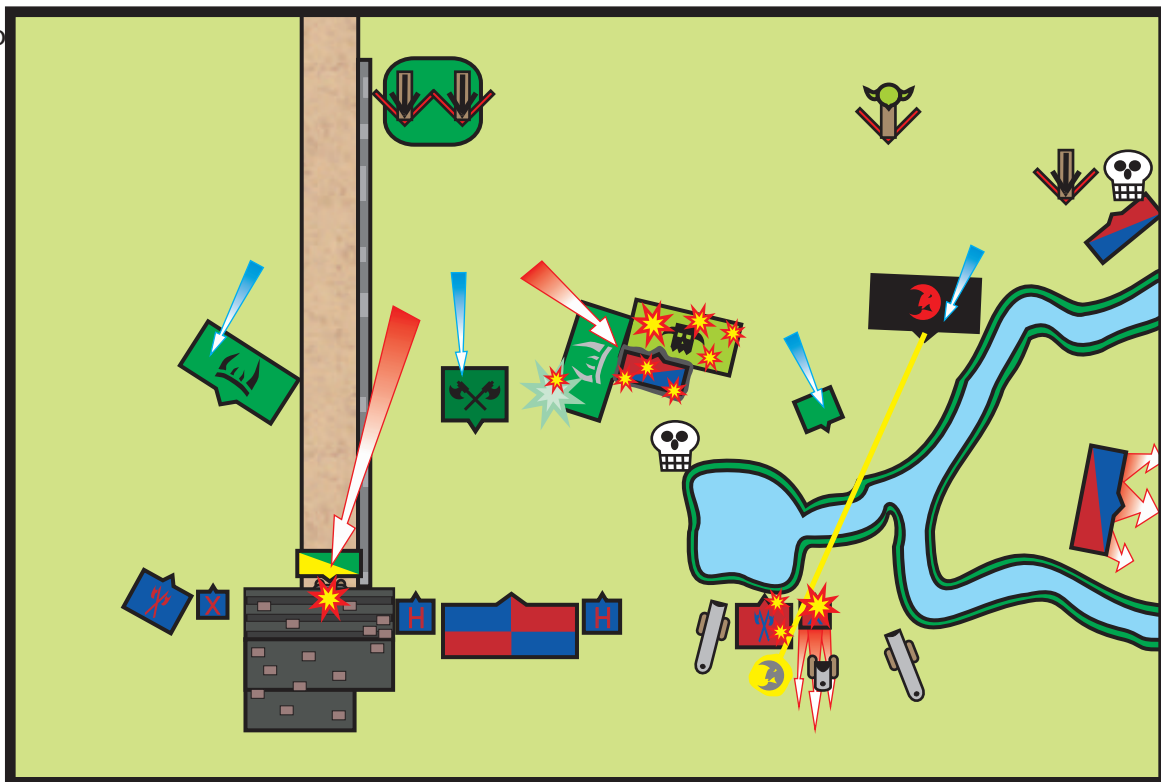
Rubbing his hands over his crystal ball, the Empire Wizard sought to discover what hidden secrets the greenskin army had. Once he had satisfied himself with this new found knowledge, he attempted to cast Soulblight on every enemy in near range of himself, only to find his efforts blocked by the Orc Shaman who

had broken open a small clay pot covered in Orcish runes. The spell attempt had been dispelled. The Warrior Priest, too, had little luck, as he wished to call forth a different Prayer effect for his regiment, but has stopped by the Night Goblin Shaman.

Fearing that the River Trolls had started to get too close for comfort (and knowing that the river in their way would prove to be no obstacle for the beasts), the cannon crews both levelled their aim at the monstrosities. The first shot failed to injure the tough Trolls, while the second one tore an arm from its socket. The cannon crew cheered at this, only to witness the arm immediately grow back. With a louder 'boom' than usual, the Mortar misfired, sending a plume of smoke into the air, while the crew hurried about trying to clear the barrel. Desperate to take down the Trolls, a hail of crossbow bolts were then directed at them one of them seeming to actually cause permanent injury to one of them!

Elsewhere, 3 Orc boyz were gunned down by handgun fire; 2 Wolf Riders were killed by crossbows (the surviving Goblins didn't even panic); and the Helblaster Volley Gun took down a single Black Orc.

In the middle of the battlefield, the charging Knights splintered the Pump Wagon with ease, and their



Greenskins' Turn 3 - Time For Krumpin'

momentum carried them headlong into Ratgut's Goblins. The Pistoliers made short work of the Spear Chukka crew and reformed themselves in readiness to charge the next Spear Chukka as soon as they had the chance.

Turn 3.

As the Knights crashed into the Goblins on their left Flank, the Orc boyz decided to squabble amongst themselves. Bellowing in anger, Warboss Gashrack smashed two Orcs' heads together and ordered the mob to charge the Knights. Fearing the wrath of their huge Black Orc Warboss, the boyz complied, and barrelled into the Knights' flank. The River Trolls decided to get in on some action also aiming themselves at one of the cannons. Unfortunately, it looked a little too far away for them, so they slowed their charge down and ambled awkwardly towards it instead. Howling as loudly as their wolves, the Goblin Wolf Riders charged at the Helblaster Volley Gun taking refuge in the barn, while the Black Orcs and Big Un'z marched steadily onward.

Squealing with delight, the Night Goblin Shaman found that he had enough Waaagh! energy at his disposal to finally conjure the Curse of Da Bad Moon. The incandescent ball of light and raw magic spewed forth from the Goblin's hands and boiled its way across the battlefield. In its wake it had killed 3



BATTLE REPORT

Continued From Page: 24

Crossbowmen and a further 3 Halberdiers. Appalled by the devastating magic, the Crossbowmen lost their nerve and broke. It seemed that all of the Waaagh! energy had been drawn into casting this spell, as the Orc Shaman on the other flank failed to cast Gaze of Mork at the Halberdiers guarding the barn.

Three loud 'twangs' rang out across the battlefield as three large spears were fired at the Empire Cannons. Two of them made contact with the warmachines, but splintered on impact, while the third sailed over the heads of the cowering crew. A loud scream of Goblin joy was heard by everyone on the battlefield as a Doom Diver was catapulted high into the air, only to be cut short moments later when he splashed down in the marsh.

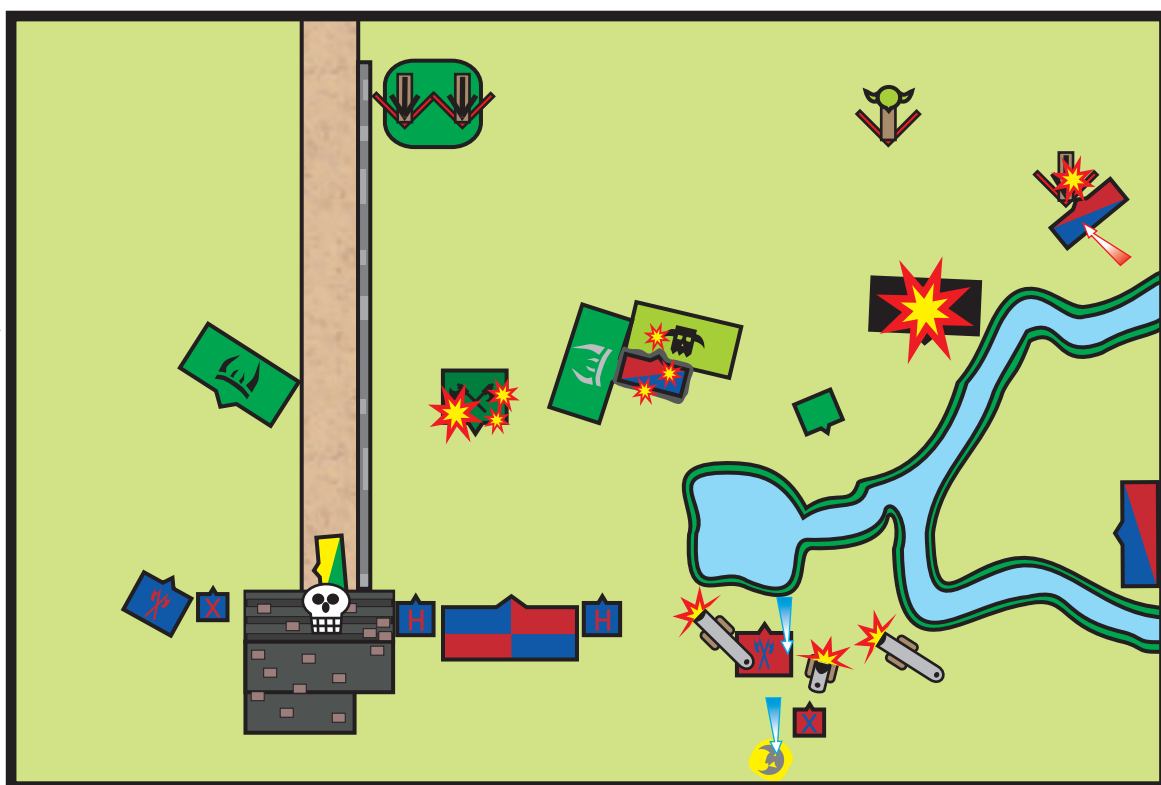
In an effort somewhat akin to the Empire Pistoliers, the Goblin Wolf boyz made short work of the Helblaster crew, and repositioned themselves to attempt to charge the nearby Crossbowmen in the flank.

As soon as the Knights had impacted into the Goblin mob, Chug an' Lug took this as their opportunity to reveal themselves. Leaping at the Champion of the Knights, Chug sought to fell this man with one stroke but failed to land a hit on him at all! In return, the Champion knocked him out and sent him crashing to the ground. Lug's shoelaces whipped viciously across the chests of two Knights, but apparently caused no harm! The Grand Master struck out with his magical Sword of Sigismund but he too failed to cause any casualties. The Empire Battle Standard Bearer slew 2 Goblins and the Knights and their horses killed another 4. Frothing with rage Gnashrack also cracked open the armour of 1 Knight, killing him instantly,

While the Orc Battle Standard Bearer also inflicted a deep wound on the Grand Master. In retaliation, the Goblins brought down a further Knight, while one of the Orcs actually managed to land a wounding hit on the Grand Master also. Although surrounded on two sides, heavily outnumbered, and heavily wounded, the Grand Master and the remaining few Knights stubbornly refused to flee (the combat was actually a draw but because the Knights lost their Musician in this combat, they lost by 1!).

Emboldened by their previous victory, the Pistoliers charged another Spear Chukka, eager to take down another Goblin warmachine. Calming their frightened horses, the fleeing Knights were also able to rally, and spun around to face the Night Goblins once more. The fleeing Crossbowmen also came to their senses, while their parent regiment took a few steps back from the Night Goblins in case they had any more nasty surprises!

Again the Empire Wizard sought to cast Soulblight, and again he was stopped in his tracks by the magical prowess of the greenskin shamen. The Warrior Priest, too, was prevented from doing anything helpful. The roiling ball of Waaagh! energy that was coalesced into the Curse of Da Bad Moon continued on its path directly away from the Night Goblin Shaman and toward the village that lay beyond the current battle.



Empire Turn 3 - Outrageous Firepower!



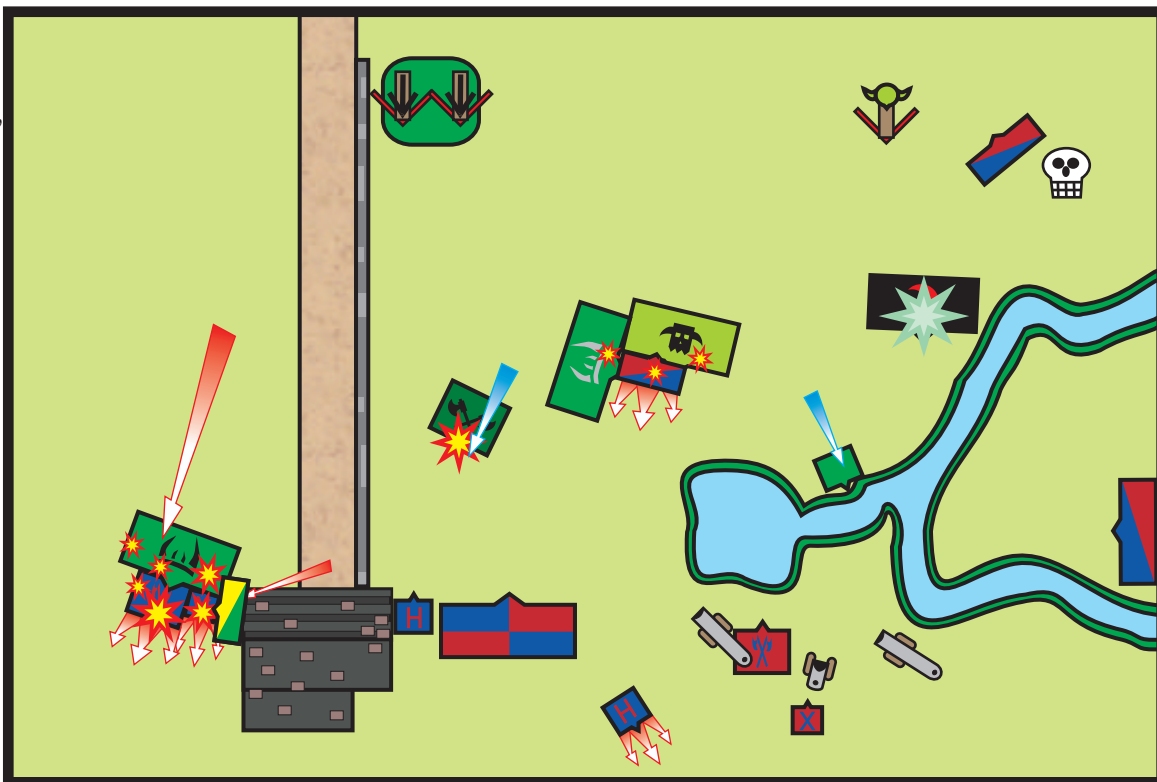
BATTLE REPORT

Continued From Page: 25

Seemingly making up for the misfire they had just cleared, the Mortar crew took aim at the Night Goblins. The shell was dead on target, exploding in the exact centre of the mob. 36 Goblins were hurled into the air from the force of the explosion, and 18 of them never got back up to their feet. Dusting themselves off, and wiping away blood and shrapnel, the Night Goblins simply snarled at the Mortar crew and stood their ground.

The cannonade continued to rack up the kills as between the two of them, both cannons killed 4 Black Orcs. The Handgunners were all on target too, as another 5 heavily armoured Black Orcs dropped dead.

In another fine display of their combat efficiency, the Pistoliers overcame a second Spear Chukka killing 2 of the crew and running down the others. Bellowing out a challenge, Gnashrack advanced on the Grand Master. Without a second thought, the Grand Master accepted the crude challenge and immediately swung his sword at Gnashrack's head. Gnashrack ducked the blow, but in the process he put himself off balance and he failed to land a blow in return. The Empire Battle Standard Bearer managed to slay 1 more Goblin, but the Champion directed his attacks at Lug and failed to hit him. Their horses actually connected with their hooves, but the Goblins they knocked down got back up without injury. In frustration, the Orc Battle Standard Bearer killed the Banner Bearer from the Knights and the Goblins swarmed all over the Champion and killed him too! Once again, however, the Grand Master and his Battle Standard remained unbroken (*though they did have to take their break test on a 3 and only passed because of their re-roll*).



Greenskins' Turn 4 - Again With The Animosity?

Turn 4.

As a result of the carnage caused by the Mortar, the Night Goblins began fighting amongst themselves, trying to loot the bodies of their slain comrades. For the most part, the Night Goblins were arguing over who would get the few remaining intact spears, but it soon broke down into a full fist fight.

Roaring in fury, the remaining Black Orcs attempted to charge a unit of Handgunners who promptly fled! Dismayed at this cowardice, the Black Orcs attempted to re-direct themselves into the other Handgunner unit, and found themselves under fire. 3 Black Orcs were shot dead, and what was worse, the unexpected deaths caused the handful of remaining boyz to falter their charge fell short! Unperturbed by the Black Orcs' shortcomings, the Goblin Wolf Boyz and the Big Un'z crashed into the Crossbowmen and Halberdiers.

The Curse of Da Bad Moon continued to make its way toward the village, leaving the battlefield far behind in its wake. Now that he was close proximity to the Halberdiers, the Orc Shaman attempted to fry them with Gaze of Mork, but the Empire Wizard managed to dispel this. However, this left the Shaman free to concentrate on the gestures and deep furrowed brow that allowed him to cast Brain Bursta and in direct response, the head of the



BATTLE REPORT

Continued From Page: 26

Halberdiers' Champion violently exploded, showering everyone with brain matter.

Grunting with effort, the Goblin crew of the Doom Diver Catapult pulled back as hard as they could on the ropes, ready to launch another Bat Winged Loonie. Before they could release the ropes, however, the entire catapult pulled free from its moorings and tipped over backward, causing the Goblins to frantically attempt to flip it over again. The remaining two Spear Chukkas fared just as badly. Although they did not misfire, their shots were well off target and inflicted no injuries at all.

Still locked in mortal combat with each other, Gnashrack and the Grand Master traded blows, but neither fighter could strike their opponent. In a moment of distraction, however, the Grand Master's faithful steed put a steel shod hoof straight into Gnashrack's temple and opening up a nasty gash. The Empire Battle Standard Bearer struck out with his weapon and slew another Goblin and Ratgut finally managed to stab his sword in between the armour plates of the Imperial Hero. This proved to be the final straw for the Knights and they finally turned tail and fled. Their surefooted horses galloped at great speed, catching the Orcs unawares. As the Orcs stumbled forward and tripped over themselves in their desire to catch the fleeing humans, the Goblins found this to be something they were quite good at. The horses

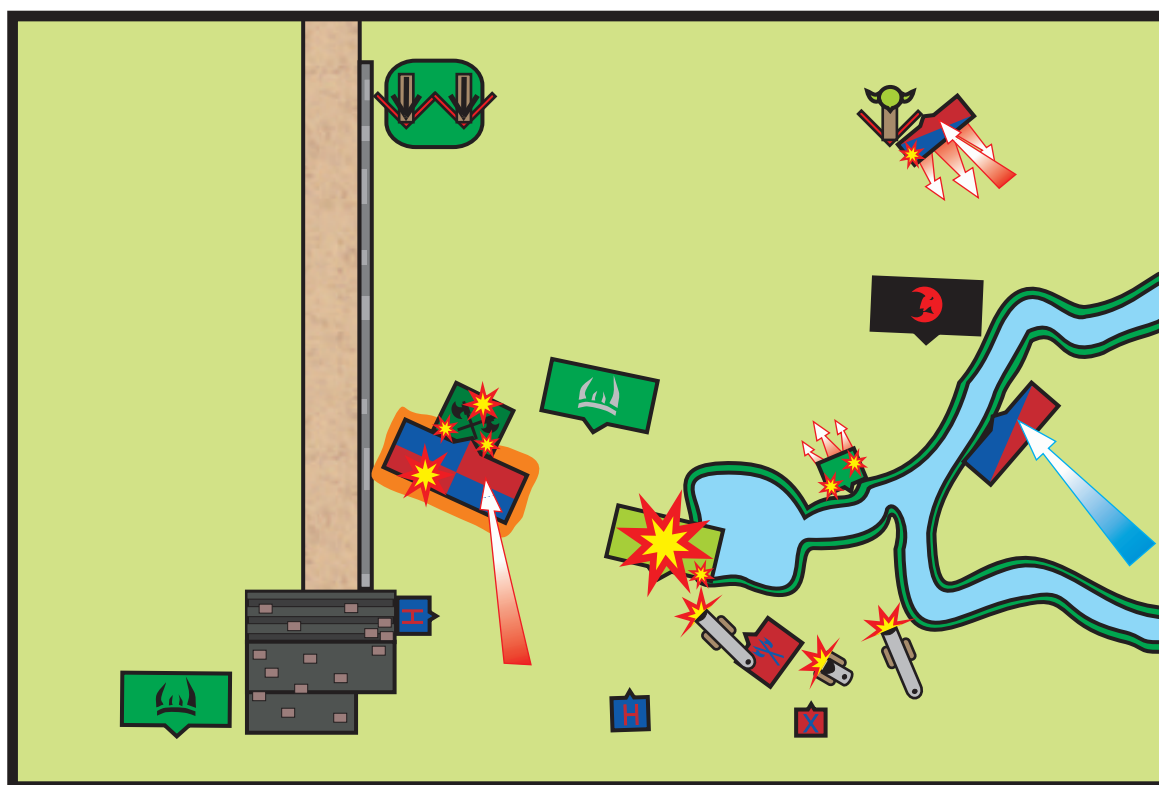
were fast, but the Goblins were equally quick and the seething mass of Goblin bodies proved fatal for the Grand Master and his companion both of them were caught and trampled to death. In the process, a pair of Goblins strayed too close to the marsh and drowned!

The combat involving the Big Un'z proved to be just as pivotal. The Big Un'z Boss challenged the Empire Captain, only to find himself on the receiving end of a very sharp, and very accurate halberd. Stepping over the Boss's decapitated corpse, the Captain made his way deeper into the Big Un'z ranks. In the ensuing swirling melee, the humans slew 4 of the Big Un'z, but failed to take down any of the Goblin Wolf boyz. Bellowing in rage, the rest of the Big Un'z let loose with their attacks, wishing to prove to the Orc next to them that they were "da best". Limbs and blood rained down all around and when the Big Un'z had finished their initial flurry, 3 Crossbowmen and 7 Halberdiers lay dead in a mangled heap. The intensity of the attack instantly broke the nerve of both human regiments and they both fled from the onslaught with the victorious greenskins hot on their heels.

While their brothers on the other side of the barn were in full flight, the Spearmen felt confident that they could defeat the easily outnumbered Black Orcs standing before them. With a hand gesture the Warrior Priest ordered the charge, and the Black

Orcs eagerly awaited the coming battle. The Pistoliers, too, were now very confident in their abilities and decided to charge the Doom Diver crew.

The Handgunners who had fled (and caused the Black Orcs to become the prey for the Spearmen) now rallied, and most other regiments repositioned themselves to gain advantageous



Empire Turn 4 - Mortar Shells Are Deadly Accurate



BATTLE REPORT

Continued From Page: 27

ground ready for the fast-closing greenskins. The Wizard even made his way through his Halberdier bodyguard to find a clearer line of sight to the River Trolls.

Unfortunately for the Wizard, the Winds of Magic were now blowing very weakly though he was able to channel some more power for himself. Summoning all the power he could muster, the Wizard barely managed to cast the Fate of Bjurna on the River Trolls, yet the power was so weak that it hardly had much effect. The Warrior Priest, however, had his prayers answered by Sigmar, strengthening the resolve of his warriors around him.

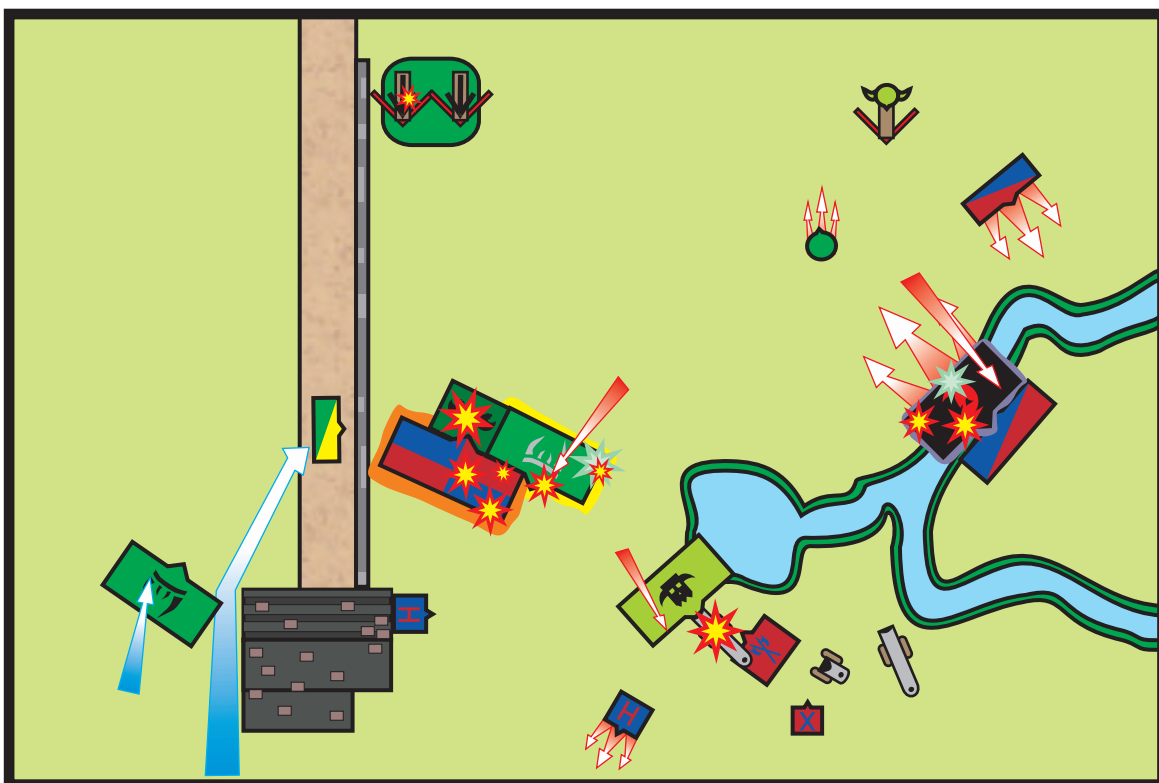
With the Trolls almost within breathing distance, the Cannon crew felt that it would be safer to fire a full barrel of grapeshot than to attempt a single cannonball. This proved to be a fine decision as the hail of shrapnel tore the already wound Troll to shreds and panic his comrade. The slimy Troll immediately spun around on its heels and took off running. Proving once again that they had been diligent in their practice, the Mortar crew landed a shell dead centre of the Goblin mob killing 10 of them in the ensuing blast. Taking notice of the success of the other Cannon crew, the remaining Cannon also fired grapeshot rounds at the Goblins, but the missiles dispersed far too much as they travelled through the air as only a single Goblin was killed by the volley.

Unfortunately for the Pistoliers the Doom Diver crew proved to be far more maniacal than they had expected. For all their efforts, the Pistoliers failed to kill even a single Goblin. Frothing at the mouths, the Doom Diver crew pummeled 1 of the Pistoliers to death and caused the others to break from the combat. As the Spearmen hurtled into combat against

The handful of Black Orcs the Boss of the greenskin unit stepped forward to attack the Spearmen's Champion. Noticing the challenge, the Champion made sure to run the Orc through almost snapping his spear in half from the impact. The natural toughness and thick armour plating of the remaining Black Orcs was almost too much for the other Spearmen to handle, but they managed to kill 2 more greenskins. The Warrior Priest's massive hammer also shattered the skull of yet another. Even though there were only a small handful of Black Orcs left alive (at this point, only 4), they were more than capable of delivering a massive blow to the Spearmen completely eviscerating 6! This wasn't enough to win the Black Orcs the fight, but that didn't stop them from staying in the fight.

Turn 5.

The balance of the entire battle seemed to be in danger of swinging either way at this point in time all it would take now was for a decisive blow and everything would be all wrapped up for one force. Seemingly sensing the ebb and flow of the battle, the Night Goblins felt overly confident and unanimously decided to charge across the river towards the Knights, accompanied by an excited group-squeal of "We'll show 'em!". In the confusion the of rush, 3 Night Goblins (unnoticed by the rest of the mob) were knocked down in the river and swept away. At the same time as this was



Greenskins' Turn 5 - Again Seriously - More Animosity?



BATTLE REPORT

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happening, the Orc boyz were still sorting themselves out after failing to keep up with the fleeing Grand Master, and decided to blame each other for this. A small fight broke out and it was soon ended by a backhanded swipe from an increasingly infuriated Gnashrack. The Orc he struck collapsed to the ground and never got back to his feet.

Stunned into silence by Gnashrack's display, the rest of the mob silently dusted themselves down. Screaming in rage, Gnashrack ordered the boyz to charge the nearby Spearmen. "Dem's da wun'z yer should be fightin' ya gitz!" he yelled these words of encouragement were all that was needed to get the boyz to stop their petty infighting.

Now that they were deep in the Empire battlelines, the Ratgut spurred his mob on to charge the nearest Cannon crew easy fodder for his boyz. The Wolf Riders gave up their pursuit of the fleeing humans and made their way up alongside the Spearmen, ready to charge them in the flank at their earliest convenience.

As the Winds of Magic blew, the eyes of all the greenskin magic users began to glow bright red. Unleashing the power of his magical helmet Ratgut was able to cast a Harmonic Convergence on Gnashrack and his boyz to aid them in their combat, but was then unable to utilise the same powers to curse the humans as the human Wizard made sure to block the spell from being cast. The Night Goblin Shaman once again called on the Spider God to bless his unit's weapons with magical venom, while the Orc Shaman failed to generate enough energy to fire of a Gaze of Mork.

Having seen off the Pistoliers, the Doom Diver crew got back to work sending Goblins skyward. There must have been something wrong with their calibration, however, as yet another Goblin landed with a damp, and heavy, 'splat' in the marsh. The Spear Chukkas, also, were still having little luck hitting their targets. Both of them targeted the same Halberdier regiment. The first Spear Chukka misfired, the troll-gut ropes flailed around wildly and snapped the neck of one of the Goblin crew. The second one fared little better it managed to fire without incident, but the frightened human soldiers saw the projectile on flight and managed to avoid it.

Shrieking with wild delight, Ratgut carved his sword through the air in a bloody arc, decapitating two of the Cannon crewmen he and his Boyz were engulfing. The other crewman fell on the sword of the Goblin Boss while the rest of the Goblins tipped the Cannon itself over onto its side, before cheering loudly and sprinting headlong at the remaining Halberdier unit. The sight of this seething mass of Goblins was too much for the nearby Handgunners who promptly fled!

Against the Knights, and invigorated by the cool chill from the river, the Night Goblins were wild in their attack. The Night Goblin Shaman drew forth a magical blade that shrieked and screamed, yet the Knights and their steeds seemed not to care. Although the Goblins fought with zeal, and their netters had successfully entangled the Knights, the Night Goblin attacks all bounced off the armoured Knights without drawing even a single drop of blood. In a display of contempt, the Knights then skewered 3 of the Night Goblins on their lances. Fearing that they were never going to kill the Knights, the Night Goblins lost their nerve and fled the Knights hot in pursuit.

The fight against the Spearmen soon broke down into a bloody affair. Gnashrack was completely enraged by this point, and singling out the Spearmen's Champion, he sliced him to ribbons, and stomped up and down on the few remains he could find (I should note that he caused 4 wounds on the Champion). The Orc Battle Standard Bearer was inspired by Gnashrack's impressive display, and cut down 3 of the Spearmen himself, and a further 3 deaths were added to the tally by the Orc boyz. Whether it was the blessing from the spell Ratgut had cast on them, or their own fury, it mattered not, they were simply happy to be causing so much havoc. As all this was going on, the last of the Black Orcs were overcome by the Spearmen, but even this was too little, too late. Under the leadership of their Warrior Priest, the Spearmen didn't flee, but they looked like they were seriously considering it...

Overcoming their panicked state, the fleeing Pistoliers gathered their wits once more, and turned to face the Doom Diver crew who had thwarted them. The Knights victoriously charged into the midst of the fleeing Night Goblins, slaughtering most of their number as they ran and scattering the rest. Finally, the last detachment of Handgunners



BATTLE REPORT

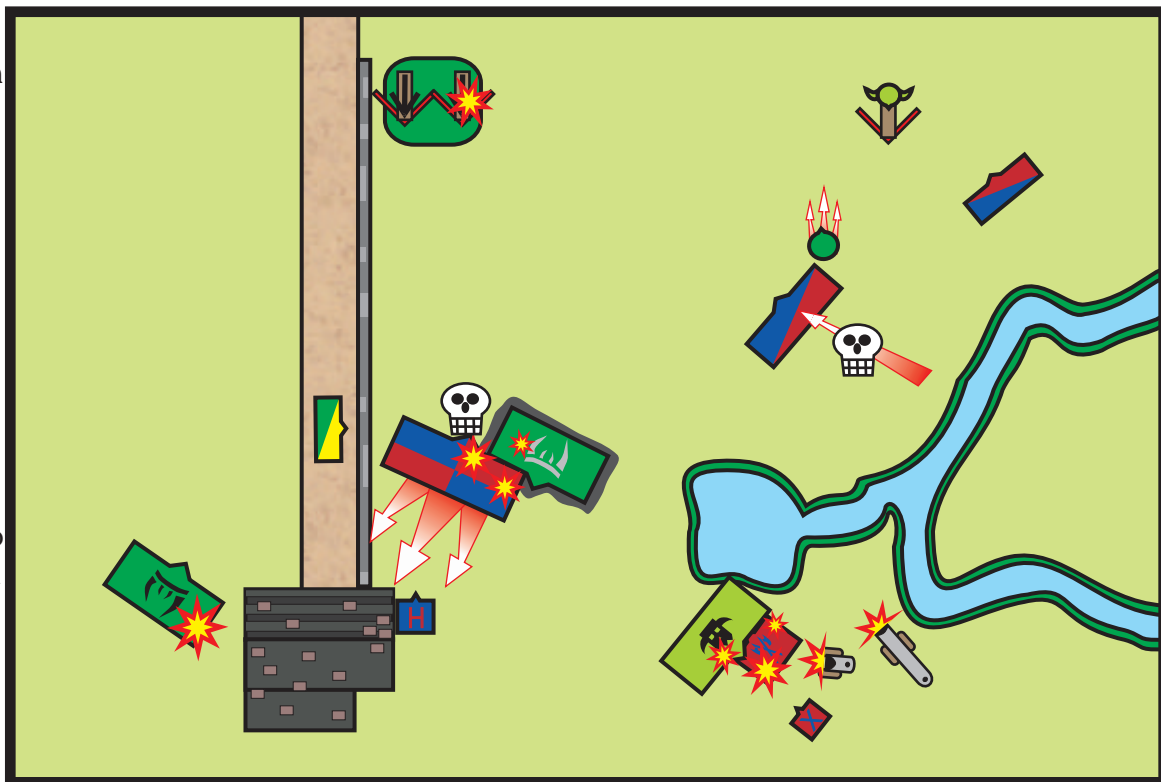
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shifted in their position so as to gain a better view on the battlefield.

With the Night Goblin Shaman slain, the Empire Wizard had more luck drawing on the Winds of Magic. A successful casting of Fate of Bjurna was more than enough to obliterate Ratgut in a single blast of magic, and the Wizard then turned his attention to casting Soulblight on Gnashrack and his boyz. For the first time in the Entire battle, this too actually paid off for the Wizard!

Even though the Mortar crew could not see anything on the other side of the barn, they had witnessed the Big Un'z advancing across the battlefield and routing the Halberdiers from their position. They hadn't seen the Orcs since, so they figured they must still be there, and with this hope in mind they lobbed a shell high into the air to explode on the far side of the barn. Their shot was a little off, but they still managed to kill 4 Big Un'z. The last Cannon was also fired, but at the Spear Chukkas on the hilltop. The shot was true, and managed to catch all three of the Goblin crew as a bounced. The Orc Bully was the last one left, and with an audible "Ah zog it!", he set about loading the machine in preparation to fire it.

Looking to avenge both Chug (who, unbeknownst to Lug, was only unconscious), and the loss of Ratgut, Lug leapt at the Wizard and whipped him rather badly. Lashing out in pain, the Wizard actually struck Lug too but remembering something from long ago, Lug yelled out "6+ Save!" and the blow was somehow deflected! The Goblin Boss and the Halberdier Champion both sought each other for single combat, but neither combatant could land a blow the Boss was even able to parry one of the human's halberd hits!



Empire Turn 5 - How'd Those Goblins Get Here So Quickly?

Following their Boss's example, the Goblins managed to parry their opponent's halberds also, and as the soldiers stood there momentarily dumbfounded, the Goblins sneakily stabbed 5 of them to death. This was too much for the human soldiers, who broke from the combat, only to be run down by the cheering Goblins who continued on their path of destruction by charging into the Crossbowmen.

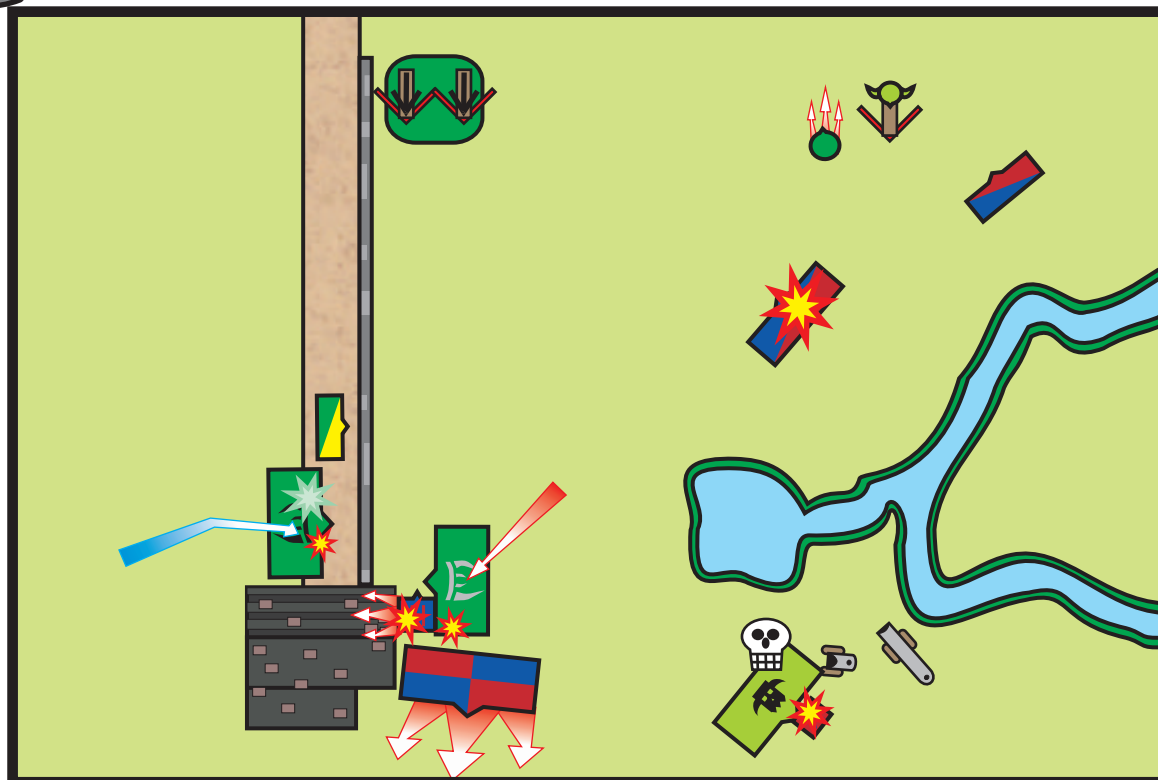
As soon as the Empire Wizard died, the curse upon Gnashrack and his boyz was lifted. Grinning wickedly, Gnashrack stalked through the combat to find the Warrior Priest. Showing as much contempt for the Priest as he had done for the Spearman Champion, Gnashrack sliced him into a pile of small parts too. 4 More Spearmen fell to the Orcs, with 1 dead Orc in return and finally, with their leaders all dead, the humans were overcome with panic and fled. The victorious Orcs were unable to catch them, but they certainly gave a good chase!

Turn 6.

Looking around for the source of the Mortar attack, the Big Un'z could only spot the distant Knight unit, surrounded by dead Night Goblins. Scratching his head, the Orc Shaman yelled "Oi, where'd dat big 'slosion come from? We'll show 'em 'oose da best! Charge!" and the mob surged forward. As they


BATTLE REPORT

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**Greenskins' Turn 6 - Goblins Running Ramapnt!**

rounded the barn, they were now able to see the Handgunners, and since they were closer, decided they'd charge them instead. The resulting hail of gunfire killed 1 of the Orcs and the rest faltered in their charge, figuring it was probably better to let Gnashrack sort them out.

Incensed that the Spearmen were getting away, Gnashrack ordered his boyz to give pursuit. The Spearmen sprinted even faster as the Orcs bore down on them, and the Orcs were unable to keep up. Fortunately for Gnashrack, the fleeing Spearmen had now betrayed the position of the Handgunners, and the Orcs charged them instead.

With the death of the Night Goblins nearby, the River Troll felt it was appropriate for it to head back home and kept on fleeing.

With the battlefield now only containing a single magic user, the Orc Shaman swelled with power, and raising his hands above his head, he drew in even more Waaagh! energy. Squinting as hard as he possibly could, he tried to unleash all this raw magic upon the Knights but before he could, the energy drained from his body. Somewhat depressed about this, he kicked a few stones around instead.

Before the Pistoliers had a second chance to attack

them, the Doom Diver crew hurriedly set about launching another Bat Winged Loony. This particular one had strapped his pointed helmet on extra tightly and pointed directly at the Knights. With a loud 'p-twang', the catapult was released and he smashed straight into the flank of the Knights. In the goriest display of destruction from any of the Doom Divers, all of the Knights were

impaled on the helmet's extremely sharp point. The proud Bat Winged Loony even survived the carnage and grinned from ear to ear at the mess he had made.

With the Knights so spectacularly dealt with, the Speak Chukkas had little choice but to fire at the remaining Cannon. Once again, however, the tough metal cannon simply shattered the huge bolts of wood on impact.

Leaping around with unbounded energy, Lug whipped 3 Crossbowmen to death, and the rest of the Goblin mob hacked the other humans to death. The momentum of their charging had not yet abated, and they proceeded to continue onward to face the Mortar crew.

Gnashrack's choppas swung left and right as he stomped through the Handgunners' ranks. 3 dead humans lay in his wake as the rest of his boyz piled in but the Orc Battle Standard Bearer was the only other Orc to score any kills, netting himself a further 3. One of the Orc boyz was shot point-blank in the face, but this was hardly enough to halt the rampage. With their backs pressed up against the wall of the barn, the Handgunners had nowhere to run and were all wiped out as they panicked.

With the vast bulk of the Empire army in ruin, there



BATTLE REPORT

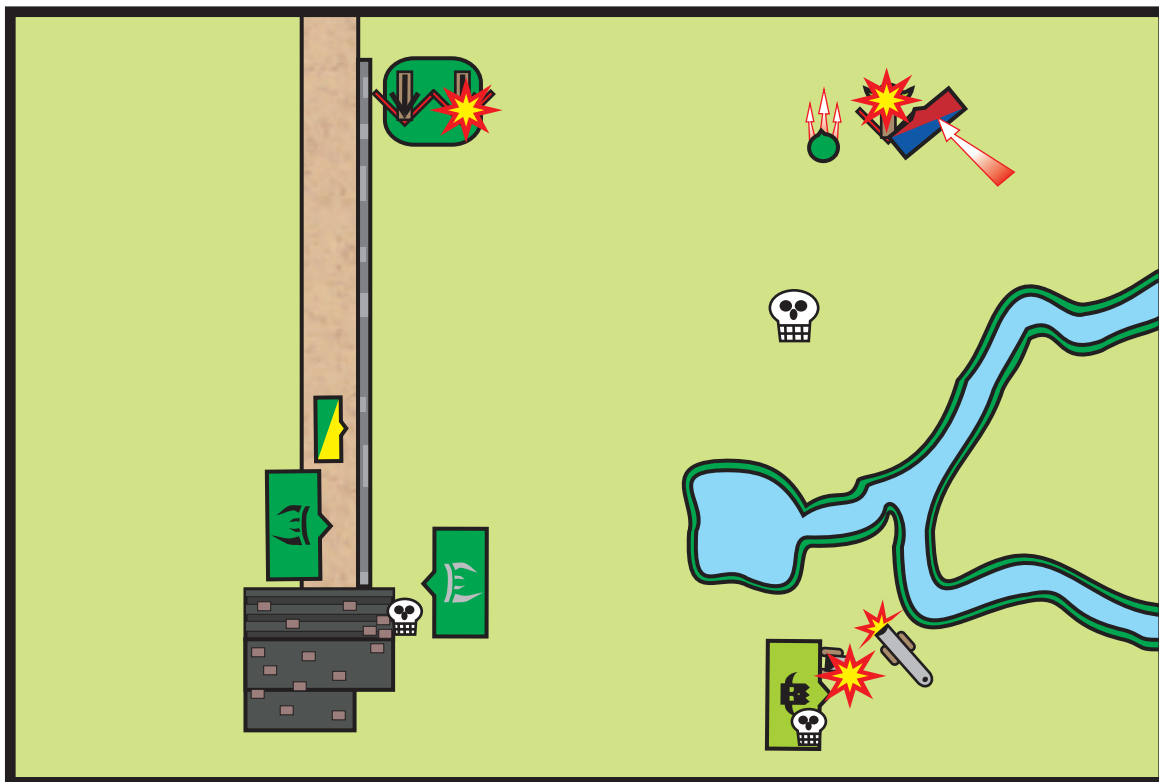
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was little left to do now. The Pistoliers were desperate to reaffirm their dominance over the Goblin warmachines, so they charged back into combat against the Doom Diver crew.

Aside from the 'boom' of the Cannon that had fired it, a cannonball sailed almost silently through the air to come down heavily on the Spear

Chukka manned solely by the Orc Bully. The wooden contraption was destroyed in a shower of splinters and the heavy iron ball carried on to pulverise the Orc.

The Pistoliers made short work of the Doom Diver crew, this time and looked around to see what was left of the Empire forces. Lug killed 1 of the Mortar



Empire Turn 6 - Yeah - About That..

Crewmen before the Mortar's position was overrun by the Goblin mob, who cheered excitedly as they stormed onward toward the Cannon. Realising that all was lost, the few remaining Pistoliers quietly, and hurriedly, withdrew from the field, their hearts heavy with the losses of this day.



Game Result:

Greenskin Victory!

MVPs Of The Game

To The Left We Have The Two Deadliest Fighters Of The Whole Game. Namely, The Black Orc Warboss Gnashrack And Lug (Even Though He Was Represented By A Lowly Nasty Skulker). Together, They Scored An Impressive Number Of Kills!



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DWQ is now in its 17th quarterly release and is looking for writers to help improve and the raise the standards of an already popular offering. DWQ is designed for you the Orc and Goblin followers and because DWQ is dedicated to the reader in the way it is; DWQ has numerous positions vacant for those who are able to produce an articles reporting on the topics of:

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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 taking part in this issue's Battle Report!

OWWW! dat sure were a painful battle. Oim glad oi didn't get 'urt any worse!

yeah, chug, yer 'ad me worried fer a bit! oi 'ad ter go around beatin' everywun up, 'cause oi fought dey killed
yer...

DA LEGAL BITZ

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Oh, Wait... That's Already Been Done...

And Now That I Think Of It, This Wasn't Intentionally Left Blank Anyway!