



# DWQ

Da\_Warpath Quarterly



THE Place for all things Green!



ISSUE 2

DECEMBER

2005



READ IT, OR  
WE'LL HAVE  
TO CLUB YA

Kebabi



# EDITORIAL

By: Zorg\_orc\_warboss

Well here we are again for the 2nd ever issue of DWQ and hasn't time flown by! It seems like just yesterday we released our first issue and I'm amazed we managed to get all our articles in on time for this issue. We have gotten a lot more organised now and with the new DWQ editors forum we are able to discuss all our stuff and keep the magazine a surprise for you!

I must say the magazine is certainly better. We have a whole range of great articles in all sections of the magazine just like last time and to top it off the magazine has had a new style added. We hope you will enjoy the new look of the magazine as we sure like it and you should find that this issue is filled with pictures by our sites members. Pictures really bring magazines to life and we know you all like to look at the great painting of some of our members. On that note you may have realised there is a big picture on the front cover. This is from the winner of our front-page picture contest and congratulations to them (at the time of writing they haven't been announced).

We are, as always, looking for articles from people so if you want to write an article then help us out and get to work! To make it easier just look in our all purpose forum where I have written some pieces on the procedure to go through. But what if your stuck for an idea, or have an idea but no time to write it. Don't worry we have the perfect solution for that. Head into the suggest and article thread and post a description of an article you would like to see in our magazine, or browse through the already suggested articles and pick one you like to write. It couldn't be easier.

Well I'm sure you're all tired of me droning on about all this and you just want to get on with reading all the great articles we have this issue. So I'd just like to again thank everyone who helped with making this issue and for you the reader. Don't forget to post in our feedback thread as we really DO take all feedback into consideration, which has contributed to the magazine today. So here's Goofycabal and your favourite Snotlings Chug an' Lug to take you through the rest of the magazine.



## MY BIT O' SOMETHING

By: Goofycabal

New look Magazine. Awesome front cover. Awesome inside articles. And another great issue of Da Warpath Quarterly. Let me expand on these:

### New Look Mag:

Well as you can see (assuming you've seen Issue 1... If not; go get it now!) there's been a bit of shake up in the look of the magazine. We felt that DWQ needed a strong side bar. So I set about adding one... Then Chug an' Lug were let loose on it, and it ended up looking a bit ragged... Lug even took a bite out of it!

*it din' taste dat good. oi got a sore tummy from it*

### Awesome Front Cover:

Congratulations to Kebabi for winning the Cover Art competition. The Night Goblin Clubba is a co-ersive fella to get you to read this issue!

### Awesome Inside Articles:

Once again, our members at Da Warpath have provided us with some great material for you to all read. Go ahead, that's what it's here for...

### Another Issue Of DWQ:

Need I say more...?



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# GAMES WORKSHOP NEWS

By: Gasgruk the Destroyer

Welcome to the second instalment of Da Warpath Quarterly's news section! Quite a lot has happened in the world of Games Workshop since the first issue of Da Warpath Quarterly with a host of new models and armies popping up, and the ever-looming presence of 7th edition draws closer with each passing day.

## Warhammer:

Sadly it's been another pretty quiet spell for us Greenskins, Games Workshop has still not yet realised that Orcs and Goblins are the best army and should have constant attention. However, as Goblins are going to be one of the armies included in the 7th edition boxed set due out next summer, we should expect our army to be one of the first to get the new 7th edition overhaul!

Some new models are already on the drawing board for us though, and the one that looks to be released soonest is the new plastic giant. Very different to all those previously seen in the miniature range, the new plastic kit allows for a lot of variation in the look and accessories of your big guy, although he still isn't very pose-able. The kit has really been turned into a universal giant, so that Ogre Kingdoms, Chaos and Greenskins can all have their own 'style' of giant without having to go out and buy completely different kits. This led to some uproar amongst us greenies as the original pics were of a very chaotic and slave-like giant, but once shown the sprues we quickly quietened down.

Last issue the Wood Elves had only just arrived on the scene and now they've become a regular sight on many a battlefield. There are still a few new miniatures coming out for them although this latest one is a bit unusual...

The upcoming Dwarf update shall provide many new stunties for us Greenskins to kill as the new models are released over the next two months or so. The new plastic regiments look very nice and have a lot of detail modelled onto them, however unfortunately they will not be as pose able as the previous ones due to the fact that there are no longer separate leg and torso pieces. Sign of things to come perhaps?

The Warhammer computer game that was rumoured about in the last issue has been officially announced as Warhammer Mark of Chaos. A real time strategy game Produced by Namco, it is due out in the 4th quarter 2006, a while to wait until we can pulverise each other online! It looks set to be an excellent game and boasts loads of extra features in addition to its excellent graphics. So far it looks like there won't be any Greenskin side though unfortunately, although screenshots have been released of giant Gobbo mobz which suggests that you still may be able to hire them as mercenaries with some armies.



**The new Wood Elf Stag  
(that looks like a bull?!)**

Warhammer Online, the new MMORPG from Mythic, is expected to be released around 2007. There are plenty of rumours flying round at the moment but the only substantial one seems to be that it will take place in the lands of the Empire. Lets all hope this lives up to its hype and can compete against other MMORPGs out there.

## Warhammer 40K:

Well we've seen the release of the Black Templars as a true army in their own right alongside the Dark Angels and other chapters of note. The models and new 'Crusader' sprues are brilliant, and even if you don't collect Black Templars some of these bitz are well worth getting your hands on if the Adeptus Astartes are your cup of tea. GW have said that they will be doing each of the major chapters in this way, so for all those collectors of Blood Angles, Space Wolves and the like, you might just be next!

Another set of new Marines worth noting is the release of the new plastic Scouts. Some nice models, although some of the heads look a tad weird, but these should not only be thought of as mere Space Marine Scouts! Black Templar players already know that Scouts are the models for their Neophytes, but other imperial armies can use the Scouts just as effectively. Whether you want some parts to convert a squad of carapace clad Guardsmen to add you your Inquisitorial or Imperial Guardsmen list, or even just for some nice Arbite conversion opportunities for either 40k or Necromunda, these guys have some nice possibilities for any keen modeller.

The Tau is reportedly the next army up for revision with a batch of new models coming out commercially, as well as some nice new resins from forge world.

y'know sumfink, lugs? dem elves stink funny

yeah, dey smells worse dan yer shoes...





The New Tau Broadside

Along with these Tau models are their newest ally, the Vespids. Strange lil' guys, the fill a much needed 'flyer' unit in the army. Not much is known about the rules as yet, but the models aren't the best I must say. From what was expected from the fluff and sketches, the models look far too bug-like and are in strange poses. Bit of a let-down, but at least it wasn't an Orc & Goblin model that they stuffed!

Rumours of a Codex: Eldar update are getting stronger than ever, and we can assume that when the time comes we will also be given a heap of nice new models to feast our eyes on. Codex: Alien Hunters is another list that feels close as it is needed to complete the Inquisitorial trilogy. Time to get the Ordo Xenos out into the open and kick some alien but!

### Lord of the Rings

GW has had a big re-release of all the LOTR stuff, and of course has bumped the prices up. Now the rules can be bought in one big book, with a starter set 'Mines of Moria' set-up similar to that used in 40k. A few new models have been released, including many more plastics and mounted models, but the system is still doomed if GW keep bumping up the prices.

So the future looks bright for us Orcs and Goblins with the upcoming army revision in the not too distant future, along with hopefully some nice shiny new models. Anyway, that's it for the Games Workshop news for this issue, see you again in a few months!



## DA WARPATH NEWS

By: Arfa

Hey there, and welcome to the second issue of DWQ! A fair bit has changed in the world of Da Warpath since the last issue came out and I'm here to dish out the important stuff. Emerging from the random banter of Gnoblar-Goblins and dream revisions were some relevant developments / events on Da Path, so here they are!

### New Mods!

We've had a couple of appointments to our moderator lists, namely Warlord Ghazak Gazhkull and Goomb. Congrats to our two newest bosses, may you continue to grow till put in your place by a bigger boss!

### Forum Changes

There have been a couple of changes to the various forums floating about the site. The LOTR forum was merged with the other GW Fantasy Games thread, which was then re-named to take this into account. A link to the Warvault has been added also, where you can go and vote for your favourite Warhammer site, so get down there and give us some more votes! Lastly, the 'Greenskins around the World' forum has been looted and pillaged by the Pirate Orcs, more on them later!

### Halloween

As the annual event arrived Da Path celebrated with its own themed forum style, with the boards adopting a very fitting theme for the holiday and following days. A very nice set of colours and buttons, as well as some previously un-seen transparency in the icons led to a very visually appealing layout and full credit to those involved. As many will agree, this years Halloween change was a lot better than that of April Fools! Also, the mods are supposedly looking at doing another theme for our lovely boards to celebrate the Christmas spirit. We cant wait to see what it'll be, and if its anything like the previous look then it certainly will be a Merry Christmas for all those on Da Path!

### It's my Birthday, Yaaay!

On the topic of celebrations, the release of this issue of DWQ will coincide with Da Warpaths third birthday, yay! During these three great years we have attracted a staggering 2500+ members, and have even been voted the best Warhammer site on the entire web by a poll held by the Warvault! This is quite a staggering effort I'm sure you'll all agree, so celebrate with us by raising a mug of your finest fungus brew and toasting to the incredibly successful three years Da Path has had. Cheers all, and please continue to support this great site so we can keep it the best in the world!

buNfday? yay! dat means weee get's cake!

oi love cake!



### Da-Warpath Official T-Shirts

After a long wait there is finally some good news on the t-shirts, and it looks like they are now available for purchase. A link to the thread is currently scrolling in the forums news bar, otherwise you can find it pinned in the Orc and Goblin Stronghold or just PM Goofycabal.

### Rumours

There are a few rumours running around in regards to the future of Orcs and Goblins, and the possible rule changes for 7th edition. Whether substantiated or not, they look quite promising and could be a real asset to the list in future after a little play testing. As for rumours on Da-Path, the mods are currently looking at new icons for various post counts, hopefully we'll hear more on that soon.

Anyway, that's pretty much it for this issue, but before I go I'll give you all with a small preview of one of Da Path's most recent fascinations. Until next time we meet may Gork an' Mork be with you!



## ORC PIRATES - A SNEAK PEAK!

As stated previously, Snotstaff and his ladz over in Greenies 'round da World have been busy tinkering, scheming and brainstorming the rules, fluff and models for this latest project. Progress is coming along very nicely, and although I cant disclose any official rules or fluff yet I have to say that it looks promising. Head over to the forum if you haven't done so yet, but for now I'll leave you all with a few nice conversions from various members. Thanks guys, and keep up the good work!



**WAAAAGH!**  
*Da Piratez iz 'ere!*



# NOOB INTRO

By: Snotstaff

Well hi ya'll funky newbs! It's a new issue and an (almost) new newb n00b intro! Now that we're in the holiday seasons I just want to wish all of you an Orcy christmas and a Snotty New year! I hope that your parents have pillaged you nice presents this year!

This time I can inform that I've been away for 2 months so I feel just like you n00bs out there... Lonely and scared... It's really hard to get used to all the new posts and new members (luckily without me, the last spamurai there are almost no new posts (just joking you can lower those choppas now guys... Guys!? AAAGH!)). But don't worry you'll get used to it and feel like at home in no time thanks to the great memebbers of our great forum... Nothing else to say I'll introduce this months marked of Snot: This month's Mark of Snot gets the Snotty's friendly posting hints by you guessed it: Snotstaff.



So have fun you all of you n00bs and all you oldies and have a blast reading this issue!

# NOOB ARTICLE

By: Snotstaff

This time all of you n00bs get to know what to do in what forum. I know our friendly Admins have written a short instruction but that's not nearly enough, na-ah! It's really hard to locate the right place for your post when you're new but that's where I come in! Better not write posts in the wrong places after this, or else (all I can say that I don't get my name SNOTstaff for fun).

Well starting from beginning we look at the News, Instructions & Feedback section. Now if you're not a Mod or Admin (which as a n00b you probably aren't) you can't really write anything there except for the Da Warpath Quarterly-forum where you can and should write some great suggestions for our awesome mag and/or maybe even become an editor!

After that there is the main Orc and Goblin Warpath section where all the action is! In the Newbie-forum you should first introduce your self and later you can post some question about Warhammer rules, something about Orcs and Gobbos or something in the field of Warhammer. Going to the Orc and Goblin-forum I'll say that this is the main place where you'll talk about Da Green horde. Asking, talking, making up polls, arguing and stuff like that about greenies is all this forum stands about! Now for the Warhammer General Discussion, which is the "talk about any Warhammer army" alternative to the O&G one. Tactics is a word I don't understand but what goes in to that particular forum is some tactics that you maybe came up with and want to share them or ask for some tactic you need. The Army Lists- forums is in the same field and it's the place to share some army list you've cooked up or maybe ask the fellow members what kind of army list should they do against some opponent! Battle Reports & Fan Fiction is surely a forum that really needs your help! Here we hope to get your pieces of fluff (preferably Fantasy or Sci-fi - we don't like to read stories how you went to the can!) So share! Who doesn't like to read a nice piece of fluff or a nice juicy battle report after all! Painting and Hobby is the home of our beloved Jimbob so be careful not to get him upset (basically paint well!)... Here you can put up beautiful pictures of models of yours, write some cool tutorial on how to do something and of course ask for some hints on painting or modeling. Also watch for competitions in which you can win great prizes! Going on to the Greenskins around the World - forum which is the best of all! It's main action is the Project Awesomeness 2005 which I started (but is basically run by Warboss Kurgan) which means that we are doing an alternative list and making up loads of new units, items and stuff like that. So basically why don't you come in and suggest anything you think would be cool and maybe whoop up a good piece of fluff for some unit or Character! The last of the forums in this section is the forum of the lost souls - the Moderator Forum! And believe me fellow n00b brother you don't want to go there! So better behave and spam a lot... No sorry that was the other way around!

The next small section is Other GW Games which is pretty unpopular with it's Warhammer 40K et. al. - forum, in which you can post anything 40k:ish and the Warhammer Fanatic Games and LOTR - forum which is even less used. Here you can post about the specialist games and LOTR. Basically if you collect any of these please post because they are too rarely used.

The last and probably most often used (but unfortunately it doesn't boost up your post count) section Off Topic! The General Off Topic - forum is the place you post anything you want that isn't Warhammer! Everything goes just don't write posts like "I'm stupid"! The Games - forum is probably the most fun of all and here you can invent some cool game and try to get the members to play it. Also it includes the Arena Of Death sub-forum which used to be really popular. Well you can read the rules of it later. So there you go! Just remember that covered only one of the rules so why bother just don't obey em!







Howdy

Nice to see you again in our painting and general hobby pages! As promised in the last intro – one of our members' great work will be showcased with a 'how-to' by Kebabi that gives some great insight into a seriously cool way to knock out some quality Gobbo spear units. (Those moons are awesome!)

Also this issue... a 'just before the deadline' submission on our latest CONTEST! You'll get a look-see at the winners (and if I can cajole the editor and our layout master – maybe even sneak in the runners up!).

You will notice a new 'blurb' bit for paint and hobby this issue. Something I hope to expand on in the future. Sprinkled through out the magazine will be "Hobby Tips". Quick little bits of advice collected from the wisdom of our prolific painters (and posters – hee hee).

So, there you have it – if you have any questions about the articles (or even better want to submit something yourself!) please visit the paint and hobby section of the forum, or if you want your article to be a surprise, just zip me an email!

Peace



## HOW TO MAKE NIGHT GOBLINS

By: Kebabi

### KEBABI STYLE

"So, ya wanna know howta get shiny grotz like e boss? Then diz iz ya'r lucky dey 'cuz me, kebabi, will giv ya da sekretz behind 'Da Yellow Moonz Rawskullz'!"

\*Cough, cough\* Ok, so you've stumbled upon my article about how to paint Night Goblins, or rather, how I painted my Night Goblins. As you probably know by now, (if you've been a good runt and read Jimbob1066e's article [in DWQ 1],) that there are about a thousand ways to paint greenskins. But I like to think of this way as quite unique, involving the Camo Green line of green and several different techniques. But it's quite easy to do, and even tough it takes some time to finish this process of painting it gives a good gaming standard, in my humble opinion.

#### Colours:

Chaos Black, Scorched Brown, Bestial Brown, Snakebite Leather, Bubonic Brown, Bleach Bone, Skull White, Shadow Grey, Codex Grey, Camo Green, Rotting Flesh, Dark Green ink, Flesh Wash, Blood Red, Fiery Orange, Sunburst Yellow

#### Materials:

- ❑ Night Goblins (of course!)
- ❑ Hobby knife
- ❑ Clipper
- ❑ PVA glue
- ❑ Plastic glue
- ❑ Sand
- ❑ Pebbles/rocks
- ❑ Static grass
- ❑ 4 kinds of brushes (a standard, a detail, an old worn out and a small cheap old Brush)



Kebabi's Night Goblin Unit In Its Finished Glory

# HOW TO MAKE NIGHT GOBLINS

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## Preparation:

I try and do my minis in large groups, because it goes a lot faster that way (and when painting several dozen goblins it's a relief to know that it could have taken twice the time if you've painted them individually). So I start by removing the parts required to make the goblins from the sprue, using a clipper (could easily be substituted by a knife, but it's faster with a clipper and you need to spend less time cleaning up the parts later on). The shields can stay on the sprue, but the part of the sprue containing the shields and the moons (which I've used here) is removed from the main part, separately (so you've got shields and icons four by four, easier to spray and paint later on). I've stayed away from the spear arm holding his spear in an awkward position, looks too weird for me. Next I clean the parts using a knife. A file will work as well, but I find the knife to be more effective. Take off flash and mold lines by running the blade across the surface gently, I've also removed some of the skulls on the hoods and also the moons (just don't think they fit). Then glue the parts together and put them on their bases (still, leave the shields for later), simple as that!

Now it is time for the bases. First I've take some pebbles or small rocks from the garden (economical, wouldn't you say?) and put them on about every fifth goblin, attached with the PVA glue (a.k.a. Wood glue), this is applied with a cheap and horrible brush. Then, once it dried (takes about 30 minutes for it to really fit) I've painted the entire base (except the where the feet and rock are) with PVA glue (a little water helps to get a good consistency), using the same brush as for the pebbles. These are then, right after being painted, dipped in a bag of sand (regular sand, I bought mine for about a buck fifty at a pet shop). Cover the base then lift up and shake it a bit. Now the preparations are done, and all that is left is to spray it Chaos Black...

## Step 1:

I started off by painting the base. Begin with an overbrush of Scorched Brown (pretty much paint on the brush, but gently stroked across the surface), followed by a lesser overbrush of Bestial Brown and lastly a drybrush of Bleached Bone. Make sure there is very little paint on the brush and use slight strokes, as the colour should only be on the highest parts of the sand. Next up, make sure to paint Chaos Black with some water mixed in to fill in the spots the spray may have missed. Note that I only painted the skin-parts black, the remaining parts of the mini that's still grey waits for later. This is one of the most time-consuming parts of the painting-process.



Step 2

## Step 2:

All skin parts are painted Camo Green, with two layers and mixed with some water, so the skin doesn't appear thick once finished.

## Step 3:

Now the mini is given a wash of Dark Green ink. The wash is approximately two parts Dark Green ink and two to three parts water. This will make the skin much darker, and a bit shiny, but it'll look better later.

## Step 4:

I've gone about highlighting these Goblins using the drybrushing technique (wiping off most of the paint on some paper), this doesn't give the mini as clean finish as layering does, but it's faster and easier (since it picks out the higher parts of the skin), which is good when painting a greenskin horde. This is done with an older brush, as it will wear out the brush quickly.



Step 1



Step 4



# HOW TO MAKE NIGHT GOBLINS

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Step 5

**Step 5:**

After the skin has been brought back to its original base colour, but with the deepest parts darker and overall a much more green tone to it, I've done the same as the previous step, and drybrushed, this time with Rotting Flesh. This gives the goblin a pale skin-tone, which suits goblins.

**Step 6:**

With the skin done I paint the parts left, which isn't skin or the base, with a watered down chaos black. It's messy to drybrush so the areas around the skin gets some green on them, and when repainting these parts it's just as easy to add painting black on those parts were the spray missed. With the repainting done it's time for cloaks. This is simply an extreme highlight (a light colour over a dark, only Painted on the highest parts) of Shadow Grey. The Goblins are well sculpted models so you can easily make out these parts. Also, the shoes, spear and the type of leather bracelets [bracers] that are a bit thicker are painted Scorched Brown. The tips of the spears are

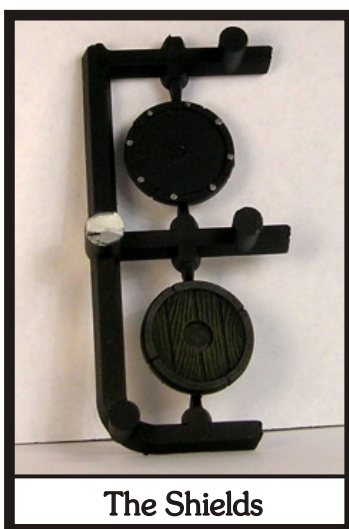
also painted now, drybrushed with a light layer of boltgun metal.

**Step 7:**

All that remains are the fiddly parts. Using a detail brush I painted the teeth Bleach Bone and the eyes Blood Red then Fiery Orange (leaving some red showing). The spear shafts have been drybrushed with Snakebite leather, to make it look a bit more alive. The tongues and gums are painted Blood Red, and then painted with a layer of (non-watered) Flesh Wash, that makes it look more glossy and gives it depth. The bone parts (like skulls on hoods or bones sticking through their heads) were painted Scorched Brown, then highlighted with Bestial Brown, then Snakebite Leather, Bubonic Brown and lastly Bleached Bone (might seem like a lot, but it goes pretty fast with only small surfaces to cover). Then the banding on the arms, spears and stitches on hoods/robes are painted Bestial Brown and lastly the rocks are drybrushed Codex Grey. It's a good thing if the rocks are a bit brown under the grey (from the first step), this will give them a cooler appearance and it looks more natural than just plain grey.



Step 6



The Shields

That's basically it, but what are missing are the shields, which is split into two parts and those are...

**The Shields Themselves:**

The sprue is made so that the four shields are still attached to each other, same goes for icons. That way it is easier to spray them and to paint them. I've started by painting black where the spray missed, then the nails with Boltgun Metal. This makes a great contrast with the black of the shield, yet very simple. The back of the shield is drybrushed Bestial Brown. This surface will be shown very rarely, so might as well make it easy to Paint.



Step 7

**Hobby Tip 211:**

When using Woodland Scenics Realistic Water: keep a toothpick, (or awl etc) handy to pop any bubbles that might appear whilst it is still wet. They look awful when dry. (Don't forget that those bubbles are sometimes formed by spreading the stuff around.) BUT if bubbles is what you want – then find a syringe (drug stores usually sell them for about a quarter) and inject it empty into the water and depress the plunger(of course!).

# HOW TO MAKE NIGHT GOBLINS

Continued From Page: 8



Shield Icons

## The Symbols:

These were sprayed with a Skull White undercoat, unlike the rest of the mini. As these will be yellow it's better to spray it white, as a white undercoat will allow yellow or bright colours to show up better. After I sprayed I did a layer of watered down Skull White (about 50-50 water and white), and once dry a coat of very slightly watered down Flesh Wash. This should become pretty dark to give the symbol depth. The second symbol on the picture is a highlight with Bubonic Brown, which is a great colour to build up to either yellow or bones. Same as the goblin, these are neat sculpts, so you can clearly see which part to stay out of. Third is a highlight of Sunburst Yellow, leaving a rim of Bubonic Brown next to the deeper parts. To finish it off the boils (the parts that stand out) are carefully drybrushed lightly with Skull White, to pick them out.

## The Finishing Touches:

The shield and icons are removed from their sprues; the edges where they were attached to the sprues are smoothed down and repainted yellow/ black. Then they're glued together and glued to the fist of the goblin. Lastly the base gets some PVA glue and patches of static grass.



Close-Up Of Finished Gobbo

gee lvg, oim 'appy master goofy neva tried ter paint us



er, 'e did, 'member? 'e painted yer blue an' put dat little white 'at on yer

er, shhhhh. dat oi dun wanna talk abart that...

## 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 special army list (all Gobbo?), 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!

### Hobby Tip 112:

You know those tired scrub brushes and brooms you have around the house? Well don't throw them away!

Bristle brushes (you know the ones to clean pots or floors) make perfect hedge row bushes. And the broom ends can make stands of reeds.





# DA-WARPATH CONTEST

By: Jimbob1066e

Howdy

The terrain contest was a HUGE success!!! We may have had slightly fewer entrants than previous contests (which is totally understandable considering the sheer number of hours spent on these pieces), but the quality was unbelievable!

I am including here the top three pieces determined by voting, and the random winner (since the piece rocked on its own right). Some seriously nice work! As to the winners... well, umm... I won... BUT ONLY BY THE SKIN OF MY TEEF!!! Hahahah. Warboss Kurgan, just missed winning by a few points! Early on I made a side bet with him about it. (I don't know if I'll hold him to it – but for an ENTIRE month we were neck and neck in pics, then votes) As to the prizes, of course, I will donate the regiment box to Kurgan, BUT I will keep the painted figure prize! (Come on, how often do you get a free painted figure from a painter you love?) That means Kurgan will also get a painted figure from the 'paint team' (as second place) in addition to his regiment/unit box...

In addition, I will put forward a THIRD place prize to Goargaz FootBreaker who came in third in total points BUT with the overall most votes first, second, or third!!! Good work brother! On behalf of the staff of the Warpath, please pick a current blister from the range AND decide if you want one of us to paint it for you!

And the RANDOM prize winner is... Kebabi!! (Whom I personally thought needed a few more votes considering his piece was both 'in the rules' as an Effigy of Mork, AND a dice tower!)

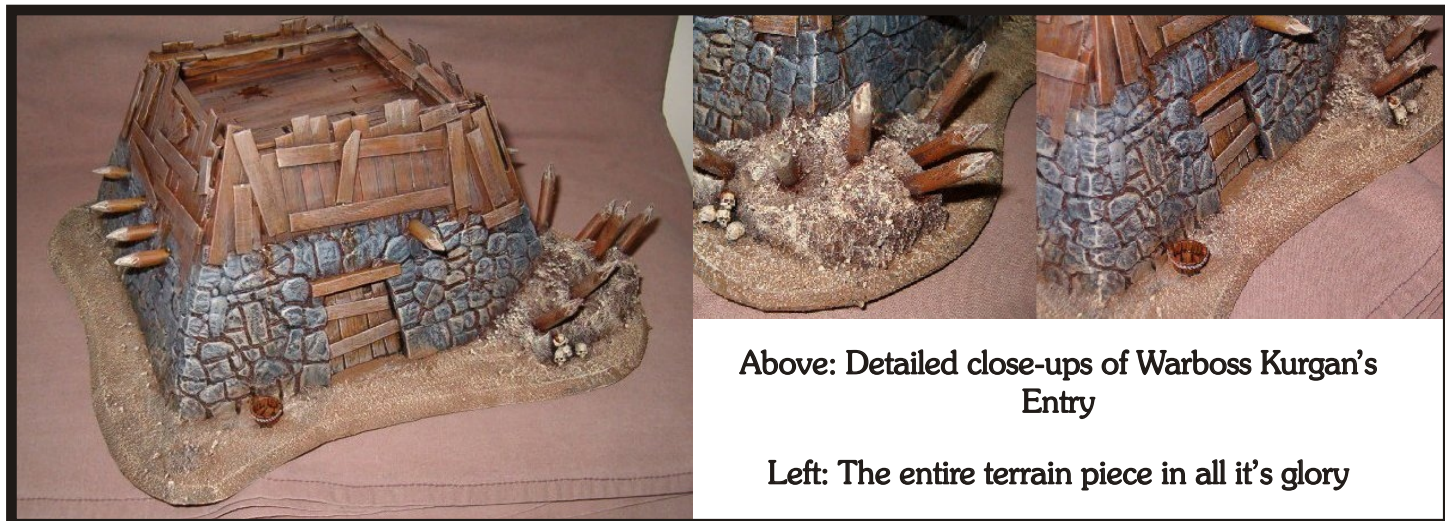
### First Place (barely) Jimbob1066e – Entry C



Left: Jimbob1066e's winning piece. Although it's not at all Orcy, it still needs to shine in its glory; since it's a marvelous terrain piece .

For a more detailed view of the entire terrain piece, flick on over a few pages for a larger image. Let's face it, the detail photos of this piece deserve their own page...

### Second Place – Warboss Kurgan – Entry G



Above: Detailed close-ups of Warboss Kurgan's Entry

Left: The entire terrain piece in all it's glory





# DA-WARPATH CONTEST

Continued From Page: 10

## Third Place – Goargaz Footbreaker – Entry E



Above: Goargaz' Fighting Pit  
Right: A Doom Diver's view of Da Pit



## Random Prize – Kebabi – Entry F



Above: Kebabi's Effigy of Gork tries to devour one of his dice...



Above: Kebabi's Effigy of Gork from the side.

Kebabi's Night Goblins also feature earlier on in the issue. You probably already saw them...

Thanks so much to all who entered! The effort you guys put in is why I keep logging the hours as paint and hobby mod! To see all the entrants please stop by the paint and hobby section! And keep checking back as the next contest will start soon!

And a VERY special thanks to Neil at thewarstore.com for his continued support of our little contests, yet again supplying the regiment boxes and blisters to keep us all interested!

Until next time my green friends, may all your leadership rolls move you towards the enemy!

Oi wish dat master goofy would make us a new 'ouse fer live in. dis one weee 'ave now is full o' rubbish and left ova food.

dere's left ova food? 'ow come oi neva 'eard abart dat? looks like oi'm gonna 'ave sumfink fer dinna after all







# DA-WARPATH CONTEST

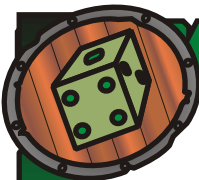
By: Jimbob1066e

And here we have the close-up view of Jimbob1066e's winning entry.



**Detail Shots:**  
Brick bridge and Cobblestone stairs;  
Water well and broken fence;  
Rapids and Waterfall; Plow at rest;  
Armor and weapons at ready and Ale barrels;  
Retaining wall (and overall shot of the back...)





# MAKE A MONSTROSITY

By: MorkaisChosen

These rules are for seriously insane Skaven, Vampire Counts (usually Necrach!) and Chaos players to let their diseased imaginations loose and design gribbly things! You can use them for other races, if you've got a good idea, too.

## Humanoid Monstrosities

These are your basic mutant human, Skaven-with-a-Rat-Ogre's-brain, or gribbly dead thing with the head of an Orc, the body of a human and the wings of a Great Eagle. The rules will also stretch to dead-dog-with-tentacles-and-wings. As you can see they're not necessarily completely humanoid!

## Basic Stats And Cost

Choose a basic infantry model (normally from Core) or a Hero. The basic statistics and cost are what your gribbly will start off as, and it will also have the special rules and equipment of the unit. You may use units like Dire Wolves. For instance, a Necrach's stitched-up muscle would start off as a Zombie with a Hand Weapon, for 6 pts.

## Extra Abilities

Each Monstrosity may have any number of abilities from this list. Every ability after the second costs double, and every ability after the fourth costs triple. Statistic bonuses don't count towards the number taken, but every point on a statistic over the racial maximum costs double. Heroes pay double for all abilities on the list. For the rules of abilities not in the rulebook, see the Extra Abilities section.

Continuing the Zombie Monstrosity example above, if the Zombie had +1 WS, +1 S, 4+ Scaly Skin, and Natural Weapons: Two Hand Weapons, it would cost 24 points(!), but if you added Poison, it would go up to 34, not 29 (because the poison is the third ability, so it costs double).

## Unit Slot

The slot the unit occupies should be calculated using this Formula:

- If the unit costs 2 times or less of the original unit's cost, it stays in the same slot.
- If the unit costs 2-3 times the original unit's cost, move it up a slot (Core becomes Special, Special becomes Rare, Rare becomes 2 Rare slots).
- If the unit costs more than 3 times the original cost, move it up two slots (Core becomes Rare, Special becomes 2 Rare slots, Rare takes up 3 Rare slots).

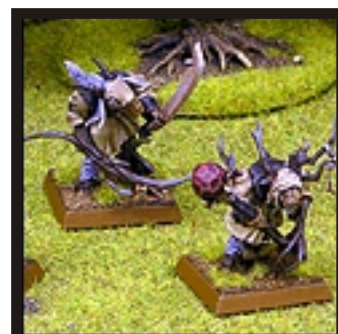
Don't expect to get flying, 3-wound, 6-armed Censer Bearers into an army of less than 3000 points!

Continuing the Zombie example above, the Monstrosity is a Rare slot, because it's more than 3 times its original cost, moving it up two slots to Rare.

## Unit Size

The Unit Size of a Humanoid Monstrosity unit is the basic unit size if it stays in the same slot as it started in, the same minimum size but with only  $\frac{3}{4}$  of the maximum size (a maximum size of twice the minimum if there is none) if the unit moved up a slot, and half the minimum and half the maximum if it moved up 2 slots (a unit which started off with no maximum size will have a maximum of the original starting size in this case).

The Zombie Monstrosity has a unit size of 10-20 in the example.

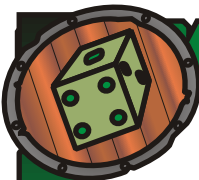


A Pair Of Mutants

## Extra Abilities

- Fly for 10 pts.
- Frenzy for 2 pts.
- Tentacles for +10 pts.
- Scaly Skin for +3 pts per point of armour (+6 points for 5+ save, for instance). All Scaly Skin counts as a single ability.
- Natural Weapons: Great Weapon for 4 pts.
- Natural Weapons: Two Hand Weapons for 4 pts.
- Natural Weapons: Halberd for 4 pts.
- Natural Weapons: Spear for +4 pts.
- Natural Missiles: Javelin for +2 pts.
- Natural Missiles: Shortbow for +3 pts.
- Natural Missiles: Thrown Weapon for +2 pts.
- Natural Missiles: Throwing Axe for +4 pts.
- Poisoned Attacks for +5 pts.
- Madness for free.
- Stupidity for -3 pts.
- Scout for +5 pts.
- Extra Arms: 10 pts per arm.
- +1 Movement for 2 pts.
- +1 WS for 2 pts.
- +1 BS for 1 pt.
- +1 S for 3 pts.
- +1 T for 3 pts.
- +1 W for 5 pts.
- +1 I for 1 pt.
- +1 Attack for 3 pts.
- +1 Ld for 2 pts.





# MAKE A MONSTROSITY

Continued From Page: 13

### Name it!

Zombie Monstrosity isn't that inspiring, but what sensible Empire general wouldn't dread meeting the infamous Rotflayers?

### Extra Abilities

**Extra Arms:** The monstrosity can use one extra weapon or shield for every Extra Arm it has. You may only ever have one shield. If you have a mixture of different weapons you may divide your attacks between them, and you always have at least one attack with every weapon. For instance a Mutant with four arms, one hand weapon, one spear and a great weapon, with one attack, would have one attack with every weapon. If it had two attacks, it would have one attack with all but one weapon, but the last weapon would have two attacks.

**Tentacles:** A Monstrosity with Tentacles may make a single special attack before anything before anything else in every Combat Phase, using Initiative if an enemy also has this ability. If the attack hits, it doesn't cause any damage, but the model it hits loses a single attack.

**Natural Weapons:** This ability allows a Monstrosity to use weapons not on its equipment list. These weapons have all the rules of a normal weapon of their type (for two-handed weapons, the limbs are assumed to be fused together). However, if you have a natural weapon as part of a limb (which it always is unless you use the Extra Arms ability: a Mutant with a long bone spur it can shoot out of its mouth would count as having an Extra Arm and a Natural Spear) you can't use anything else in that limb.

**Natural Missiles:** These work the same as Natural Weapons, but don't take up an arm: they may be spikes fired from the arm, acidic saliva or a bolt of Chaos energy, or anything strange you can think of!

**Madness:** The model may re-roll failed "To Hit" rolls. However, they do not defend themselves in combat, so enemies may re-roll failed rolls to hit them.

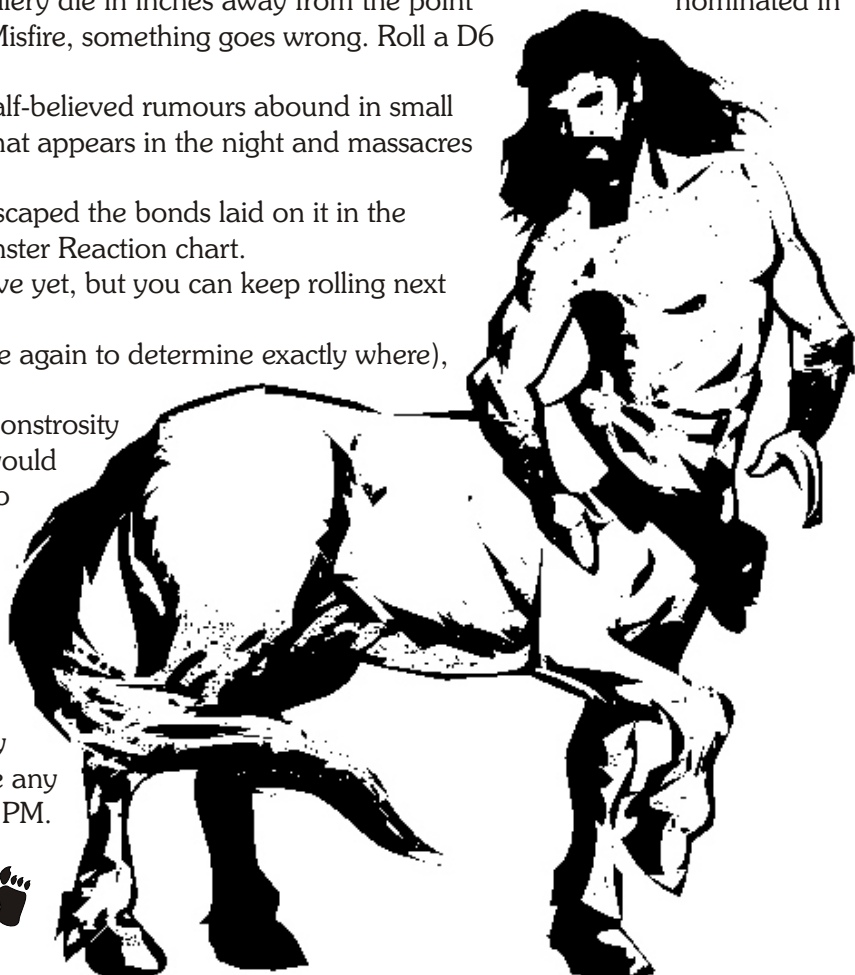
**Tunneller:** The Monstrosity may tunnel onto the battlefield. Roll a D6 every turn after the first. On a 5+ the second turn, 4+ the third, and so on, they arrive. Nominate a point on the tabletop and roll the Scatter and Artillery dice, and the model arrives the number on the Artillery die in inches away from the point the direction shown on the scatter die. On a Misfire, something goes wrong. Roll a D6 and consult the following chart:

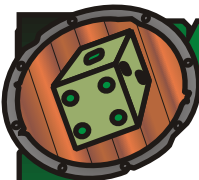
- 1:** The Monstrosity is never seen again, but half-believed rumours abound in small villages near the battlefield about a creature that appears in the night and massacres whole towns...
- 2:** The Monstrosity appears, but it has been escaped the bonds laid on it in the tunnels and must immediately roll on the Monster Reaction chart.
- 3-4:** False alarm! The Monstrosity doesn't arrive yet, but you can keep rolling next turn.
- 5:** The Monstrosity arrives (roll the Artillery die again to determine exactly where), but it cannot do anything this turn.
- 6:** The ground rumbles, but it looks like the monstrosity is stuck. It will arrive next turn in the spot it would arrive in this turn (roll the Artillery die again to find this point).

**Extra Heads:** A Monstrosity may have one breath Weapon per head. If you add extra Heads, You can add extra breath weapons!

And there you have it. If you want top get any Further clarification about these rules, or have any Questions, feel free to send MorkaisChosen a PM.

an' make sure to watch out fer all dem mutants...





# CIVIL WAR

By: Goofycabal

In the first of what is going to be a regular feature for Da Warpath Quarterly, I will present you all with a fun little scenario for you to play with your gaming buddies. Rather than the same battles from the Core Rulebook, which everyone plays over and over again; these scenarios are here for you to add some flavour to your battles. Feel free to either play the scenario as presented here, or modify it to suit your collections and also your and/or opponent's suggested rules additions/reductions.

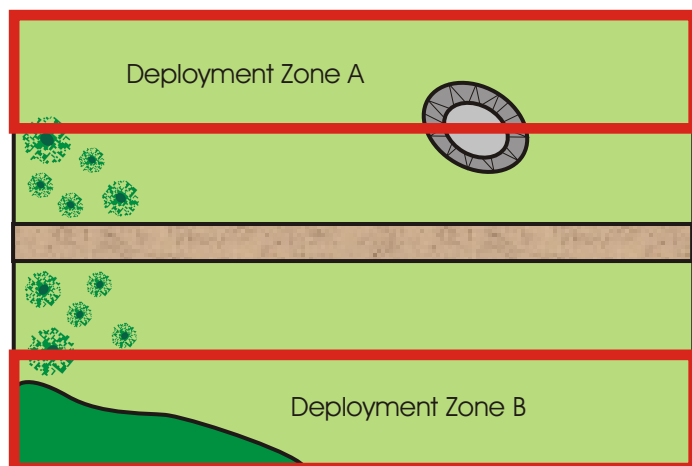
Above all, have fun! Warhammer is a game, and as such you should be enjoying your battles. If you've got any comments on the following scenario feel free to drop me a line at CaptainHair@Gmail.com, or send me a PM via the forums. I'll be drawing upon my wealth of scenarios for future issues of DWQ, but if you've got one you'd like to see added to the Magazine, then feel free to let us know!

### Forces:

Both players select forces of equal points value. 2000 points is recommended. One player controls an Orc force, while the other player controls a Goblin force. See below.

### The Battlefield And Deployment:

Understandably, the first place to start the battle is by setting up the battlefield. The map to the right shows the suggested layout of the battlefield. The forces are prepared to fight across a well worn road which makes its way out from the forest. The table is set up on a 6'x4' table, and both armies deploy 12" in from their respective table edge, and 24" apart from each other. Deployment Zone A has a piece of impassable terrain half-deployed within it. Deployment Zone B has a large hill in one corner.



The Orcs deploy in Deployment Zone A. The Goblins deploy in Deployment Zone B.

### Restrictions:

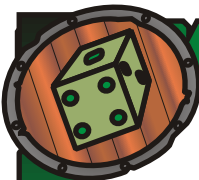
The following restrictions apply to both sides:

The Orc Army may only select the following units:

- ❑ Orc/Savage Orc/Black Orc Lords and Heroes;
- ❑ Orc Boys/Big Un's;
- ❑ Arrer Boys;
- ❑ Savage Orc Boys/Big Un's;
- ❑ Orc Boar Boys/Savage Orc Boar Boys/Big Un's;
- ❑ Boar Chariots;
- ❑ Spear Chukkas WITH Bullies;
- ❑ Rock Lobbas WITH Bullies;
- ❑ Trolls (any type);
- ❑ Giants;
- ❑ Dogs of War Units (Not including Oglá Khan's Wolfboys)

The Goblin Army may only select the following units:

- ❑ Goblin/Night Goblin Lords and Heroes;
- ❑ Goblins/Night Goblins;
- ❑ Wolf Riders;
- ❑ Snotlings (including Pump Wagons);
- ❑ Squig Herds;
- ❑ Wolf Chariots;
- ❑ Spear Chukkas WITHOUT Bullies;
- ❑ Rock Lobbas WITHOUT Bullies;
- ❑ Trolls (any type);
- ❑ Doom Divers WITHOUT Bullies;
- ❑ Giants;
- ❑ Dogs of War Units (Not including Ruglud's Armoured Orcs)



# CIVIL WAR

Continued From Page: 15

### Victory Conditions:

The battle lasts for a maximum of 6 turns. As explained below, it may even end sooner than this. Civil War uses the usual Victory Points calculations to determine who the winner of the battle is. Additionally, there are a few extra circumstances that afford players additional victory points.

### Additional Victory Conditions:

- ❑ If the General of either side is slain the game comes to an automatic end. Do not continue the remainder of the Phase or Turn; the game does not progress any further. If either General is Fleeing (or has Fled from the Battlefield) this does not count as having killed him. Only his death will end the game. If neither General dies, the game lasts the entire 6 turns.
- ❑ If a General is slain the player who killed him is awarded an additional +300 Victory points.
- ❑ If a General is slain in combat by the opposing General, the player who killed him is awarded a further +100 Victory points. (This is cumulative with the +3000 Victory points above)
- ❑ If a General Flees from the Battlefield (or is fleeing at the end of the 6 turns), the opposing player is awarded +150 Victory points.

### Justifying The Battle:

Even though everyone knows that Orcs and Goblins fight amongst themselves whenever they get the chance, it isn't everyday that a massive war like this takes place. Therefore, you may wish to make this battle into part of a narrative campaign. In which case, suggested reasons for the Civil War include (but are not limited to):

- ❑ An Orc Warboss is trying to subjugate a Goblin tribe (or vice-versa);
- ❑ The Goblins of a Waaagghhh!!! Rebel against their Orc 'Masters';
- ❑ An Orc tribe and Goblin tribe are clashing over the rights to territory;

And so forth. Almost anything can explain the Civil War, especially when Orcs and Goblins are involved. So have a great time coming up with a reason, and get those Greenskins fighting!

### Conclusion:

Well, there you have it; that's this issue's Warhammer Scenario. We've got some great ones coming up in the future, so keep your eyes peeled for those. In the mean time, if you and your buddies give this scenario a go let us know how you got on. Write up a battle report, send us some suggestions or anything you can think of. Anything to keep you from playing a plainold Pitched Battle should be worth letting us hear about!

OI DON'T FINK WEEE SHULD MESS AROUND INNA MIDDLE 'ERE FER TER LONG, LU.G...



why d'yer say dat?

er, 'COS dere's abart ter be a big rumble 'ere, an' d'yer's all POINTIN' IN OWA DIRECTION...

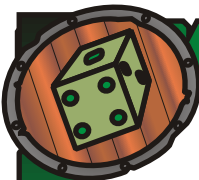
oh, dat's a good reason to leg it den. oi can see sum squigs dere, an' oi dun feel like bein' eaten by one o' dem terday...

let's GO GET sumfink ter eat

yeah, dat's a good idea







# QUESTIONS AND ANSWERS

By: MorkaisChosen

'Ullo boyz. It'z da Roolzboy agin. An no, dat wozn't me dat nikked off wiv da 'uge club. Wot wud I use a club fer? Course I wunt 'it peepul fer gettin da roolz rong. Honest, boss...

**Q:** If your front rank is made up of 4 models, how many models do you need in the back rank to be able to call it a rank?

**A:** Four. To be counted as a rank, you need four models in it.

OOOO

OOOO

Would get a rank bonus of +1, but

OOOO

OOO

Wouldn't.

**Q:** Is the +1/+2 CR bonus for flank/rear charge applicable if the unit strength is below 5?

**A:** No, it needs to be at least US5.

**Q:** Are there any swarms that do NOT block Line of Sight?

**A:** All swarms with the Small rule, such as Skaven Rat swarms and Lizardman Jungle Swarms, and any others that have this rule or say they do not block LoS.

**Q:** When charging a cannon with foot troops, does the cannon get the "stand and shoot" option? Meaning do they get to mow down my unit who foolishly charged their cannon with canister shot before contact?

**A:** War machines don't get Stand and Shoot reactions. This means that it's actually possible to destroy cannon with small skirmishing units.

**Q:** What is the rule on how many Big Unz are allowed in the army?

**A:** One unit is allowed, and the maximum size for that unit is the total number of normal Orcs of that type in the army (so you need as many Savage Orc Boarboyz as Savage Orc Boar Big Unz). It isn't the largest other Orc unit.

**Q:** If you use Borgut Facebeater and lead a unit of Boyz (using his "Do as I say..." rule), does it count towards your Big Unz limitations?

**A:** No it doesn't. This works the same as Grimgor and his bodyguards.

**Q:** How are the bonus power dice for having Orc and Gobbo units in combat worked out? Is it one die per shaman, or per unit?

**A:** No matter how many Shaman are in range of a single unit in CC, you only get one extra power die for each unit.

**Q:** Is the Grimgor's Ardboyz list official?

**A:** Yes it is, until GW say otherwise.

**Q:** If I take two Wolf Chariots as a single Special choice, do they both have to have the same equipment?

**A:** No. They are still separate units, and are deployed etc. separately. This also means that you may give them different equipment. This holds for all two-for-one choices.

**Q:** Can Bound Spell items, such as Nibbla's Itty Ring, be dispelled?

**A:** Yes, they can. The amount they count as having been cast on is the Power Level: in the case of the Itty Ring, this is 3.

**Q:** Do Orc Bullies have any effect on war machines except as an extra model?

**A:** They have no extra effects that don't come from being an extra model (so the enemy have an extra model to kill to make you fire every other turn), and the point of leadership, which comes in extremely useful sometimes!

**Q:** When using magic, does the opponent roll to dispel at the same time as the casting roll?

**A:** No, they roll after. This means they save their dice if you get Irresistible Force.





# GROSHNAK'S TACTICUS ORCUS

By Groshnak

As promised from Issue 1, we have the second part of Groshnak's Tacticus Orcus. This time, the article covers the various Magic Items available to Orc and Goblin characters. Keep your eyes peeled for the next issue when Groshnak takes a look at the Waaaagh! Spells.

## MAGIC EQUIPMENT

### Magic Weapons

Battleaxe of the Last WAAAGH! - This is a very powerful weapon. And unfortunately this is reflected in its points cost too. I usually give this to my savage orc warboss in order to get 5+D6 attacks. That's pretty mean.

Kleeva's Cleaver of Cleaving Could be effective against high-toughness troops, but it's so damn expensive I don't like it at all.

Krumpa' Club of Crumpin' The same goes for this, too expensive for what it does..

Basha's Big axe of Bashing Hmm, I've never used it. No comments

Hacka's Sword of Hackin' One of the few magic weapons I actually use sometimes. Good against horde armies, it's a poor man's version of the battleaxe of the last waaagh!! (though a little more reliable)

Fumpa's. Club of Fumpin' A big waste of points. Get a great weapon instead. Orcs have such low initiative anyway so striking last doesn't really matter.

Kurbog's Curmudgeonly Clobbera I've never used this either so I won't comment it. Seems to be an expensive weapon for what it does though, and it's only useful in certain situations.

Porko's Pigstikka A must a mounted character. This turns your chariot-mounted big boss into a real steamroller. In a unit of boar boyz, a pigstikka-armed big boss could let hell loose too.

Ulag's Akk'rit Axe Practically a cheaper version of Hacka's Sword of Hackin'.

Duffa's Club of Duffin' It's cheap and... yeah. It's cheap. Why not take it? Extra attacks are always nice.

Owzats Club of Smackin' Excellent weapon for a big boss, especially if you don't like challenges or If you think that chaos lord will mash your unit. The poor guy who's hit doesn't even get to attack, AND once he's placed outside the unit why not blast him with magic?

Wollopa's one Hit Wounda' This weapon suits a wolf-mounted Gobbo best. He suddenly has str7, let's go chariot hunting, shall we?

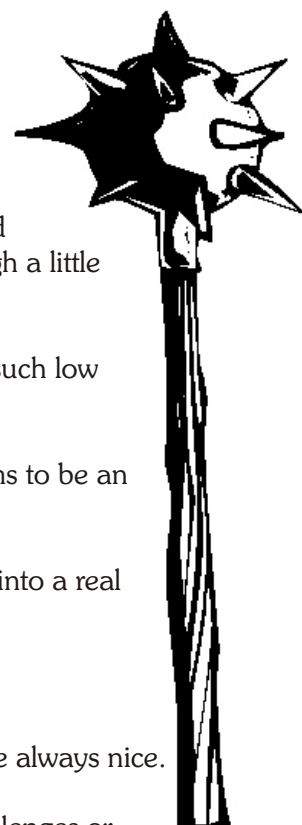
### Magic Armours

Armour of Protectyness Just look at the name don't take it. It's too expensive for what it does and it has a silly name.

Armour of Mork Could be useful against magic-heavy armies. Personally don't like it, as I don't think real orcs would invest in protective gear. Buy a big axe instead.

Ironskin Shield One of my favourite items. Unfortunately you can't use a great weapon at the same time, so I usually give this to a mounted character with a cavalry spear.

Armour of Gork The second best armour IMO. It's expensive though, and I wouldn't take it unless I know I'll face tough characters like vampires, oldbloods or tyrants. (Okay, if it's the last I'll just run, but you get it.)



# GROSHNAK'S TACTICUS ORCUS *Continued From Page: 18*

Ugbrag's Lucky Shield Never used this one either, it looks useful though.

Drog's Dead 'Ard Armour By far the best armour. An excellent armour save for a reasonable price. Can it get any better? Actually, yes. Combine it with the Best 'At and your boss will be dead 'ard.

Nobbla's 'Elmet I hadn't ever noticed this item. Looks unnecessary though.

Sizzla's Shiny Baubles This is definitely a very orcy weapon. It's very effective if used correctly. Don't take it if your character's hiding in a unit though.

Best Big Boss 'At Combined with the Dead 'Ard Armour this makes an excellent insurance for your general. Great item.

Glowsy Green Amulet Gobbos are meant to die, so why even try to make them survive? Crappy item IMO.

The Collar of Zorga Pretty much useless as big monsters should be avoided anyway. Even if you happen to get close up with one, a great weapon is probably what you want.

## Arcane Items

Staff of Baduum It would be worth it on a Great Shaman, though I always give mine the Knobbly Staff so I don't have room for it. A good item though.

Buzgobs Knobbly Staff If you field a Great Shaman then definitely buy this for him. You don't want to loose your 300pts shaman to a simple miscast.

Dangly Wot Notz - A poor man's version of the above. If you for some reason can't afford the Knobbly Staff then buy this one.

Ditto's Double Doin Doo-Dahs Either you love it or you hate it. I hate it. I never buy extra equipment for my shamans save for a couple of dispel scrolls and the Knobbly Staff for my Great Shaman.

Staff of Sneaky Stealin' It's just not worth taking. You're better off with a dispel scroll or a power stone.

## Enchanted Items

Imbad's Iron Gnashas I've never used it as it's very expensive. Looks pretty useful though.

Effigy of Mork Great protection for your Savage Orc Warboss.

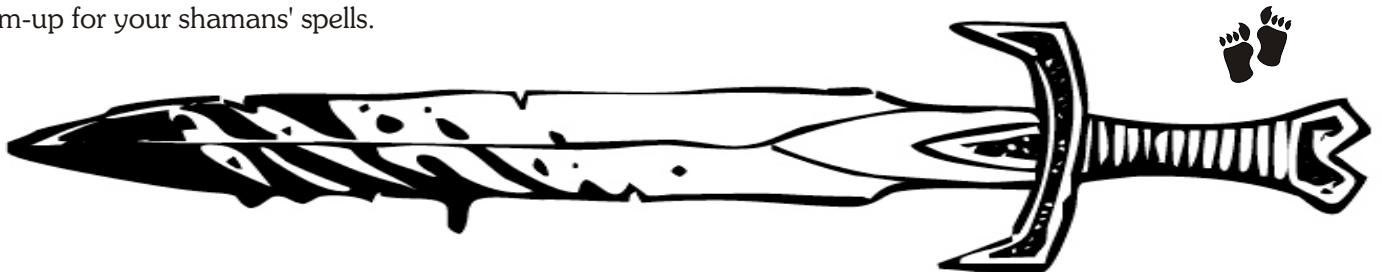
Bigged's 'Ed Kicking Boots Good item but its cost keeps me from using it.

Guzzla's Back Bone Brew Very useful in all-gobbo armies, otherwise it sucks.

Mad Cap Mushrooms Hear that sound? It's the sound of shattered armour. Great item.

Edbuttin' 'At Could be useful if you happen to get challenged. Otherwise it's not really necessary.

Nibbla's Itty Ring A great way to make your opponent use those dispel dice. The spell itself isn't that good, but it's a warm-up for your shamans' spells.





# DA GREAT OGRE TACTICA

FOR ORCS AND GOBLINS

By: Warlord Ghazak Gazhkul

As a player who's had experience with Ogres in a Greenskin army I thought I'd share my tactics. I'll start with a brief overview of things that need to be remembered when fielding the Ogres, and later in the article we'll explore each individual unit with more detail. Enjoy!

## Introduction

Well the Ogres have some advantages that are very useful to the greenskins. The first point to take note is that they have no animosity, so you can always rely on them to perform when you need them to. They also cause fear, which is very useful against the lower leadership armies. Even against the high leadership armies this can be a big advantage, as with a bit of luck they only hit you back on 6's. With their movement value of 6 you can use them as an effective flanking unit, as a 12" march and charge gives them that extra edge over most other troops. Personally I wouldn't suggest you use these guys to charge a fully ranked unit in the front unless the unit is at least eight models strong, as it is generally the infantry that win out- their rank bonus is a real killer. Sure you've got the bull charge that could possibly tip the balance in your favour, but it is much better to use the ogres as support for your own infantry units. The ogres are just too expensive to use for suicide missions.

The reason why I decided to take them in my army is not for the fighting power they add, even if the added weight they add to a goblin army is quite substantial, it is for the added variety.

There are six units from the Ogre Kingdoms we can add to our army:

**Ogre Bulls**

**Ironguts**

**Leadbelchers**

**Maneaters**

**Rhinox riders**

**And last, and probably least, the Manbiters from the Gnoblar list.**

Well we will start with the most common of all the ogres, the Ogre Bulls.

### The Ogre Bulls

These are the cheapest Ogre you can get, for 35 pts you get an Ogre with bull charge, fear causing and armour piercing clubs. I use these as small support units, and for getting in some handy flank charges. Give them light armour, additional handweapon or an ironfist, depending on what you are after. The ironfist gives an extra +1 save in combat, whilst the extra handweapon grants an extra attack. Work out which option you think will suit you best depending on what you are facing. Don't bother with command for the list. A unit champion is a very big no, for one extra attack you need to pay twenty points, which really is not worth it. Standards and Musicians are also not needed, as this unit is mainly used for supporting your bigger rank & file troops who already have these.

### The Ironguts

For 48pts you get an Ogre with great weapon, heavy armour and higher leadership than the common bulls. For these guys I personally field a four strong unit with a standard bearer that bears the cannibal banner. If these guys hit home you have a good chance that they completely butcher the opponents unit, and when supported by a fully ranked wolfrider unit you can go fast to the enemy and rip the centre of his army apart. Alternatively you can use them to terrorise the enemy flanks.

### The Leadbelchers

I never field a unit larger than three because they easily blow up with a bit of bad luck. That said this kind of unit is very good for protecting your war machines or flanks. When they are charged they still put up a good fight, because then they can use their cannon as an Ogre club, and they've still got great strength and attacks. You can also send them up the centre with the rest of your army and shoot the enemies that are most threatening to your troops. The only bad thing about these guys is once they have shot they need to spend an entire turn to reload their cannons, so it is a good idea to think twice before you shoot.



**Ogre Maneaters Are Powerful Allies**  
(Painted by: Jason Pyett)



# DA GREAT OGRE TACTICA

FOR ORCS AND GOBLINS

Continued From Page: 20

### The Maneaters

These are my personal favourite, but they don't come cheap at two rare slots and 80 pts unequipped. Even so, for this you get an ogre that is stubborn, immune to psychology and wields an ogre club( S5 and armour piercing is good). If I field these guys I take a unit of two, which I give both heavy armour, one a great weapon and the other a Cathayan longsword. I love to put these guys in front of enemy cavalry unit, after the first round of combat you will strike first with the Cathayan longsword against all but Elven cavalry. The weapon skill boost means that his attacks will hit on 3's, and his already high strength wound on 2's, and because their armour piercing there is a good chance that most of the wounded knight will die. The great weapon is also very useful against chariots, making this unit a true horror for unit's knights and Tomb King chariots.

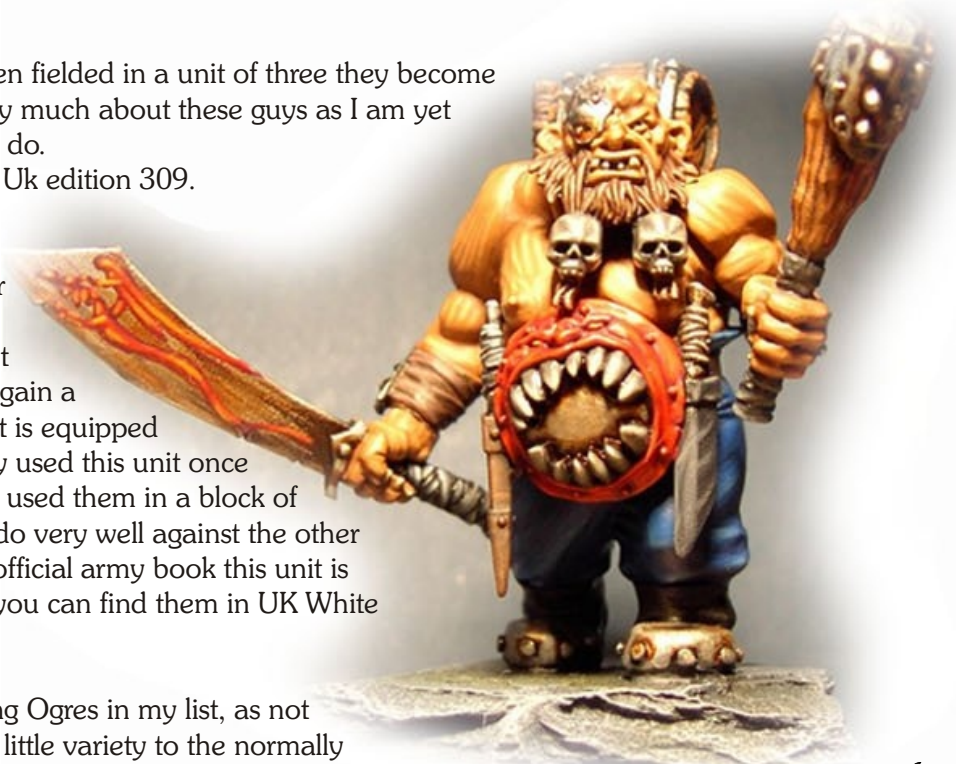
### The Rhinox Riders

Well this unit is very expensive, but when fielded in a unit of three they become a true combat machine. I can't really say much about these guys as I am yet to field them, but I'll update this when I do. Rules can be found in the White Dwarf Uk edition 309.

### The Manbiters

Well this unit popped up in the Gnoblar list printed in the White Dwarf, and although not technically Ogres I thought they deserved a mention. For 5pts you gain a Gnoblar with common Gobbo stats that is equipped with a flail and light armour. I have only used this unit once but I can assure they are really fun. I've used them in a block of 30 strong with full command and they do very well against the other rank and file units. Although not in an official army book this unit is still legal, and if you're after their rules you can find them in UK White Dwarf #310.

To conclude I'll say that I really like using Ogres in my list, as not only do they add new tactics but also a little variety to the normally all-green lists. I hope you enjoyed this article, and hopefully it will be of assistance if ever you decide to give the Ogres a try!



Matt Cexwish's OGRE BULL



### Hobby Tip 38:

To simulate wood grain (without paint):

Noggin Kruncher says, "Raking a razor saw across the surface of the material can add a 'grain' to simulate wood."

And Sanj says, "Something to try is to score the grain pattern you want quite deep then brush a little liquid poly over the top. It'll melt the sharp edges of the cuts away, but the cuts have to be pretty deep or you'll lose all definition. Don't use poly cement as it'll end up blotchy and definitely practice on some sprue off cut."

## PLAN OF DOMINATION

By: Gitsnik Blacktooth

An Orc would never normally summon an ingenious plan from the depths of his mind without serious thought or time put into the matter. However, there are a certain few Orcs who have a tactical mind. Gitsnik Blacktooth, Grand Warlord of the Crimson Choppaz tribe, is one of them. The Storm of Chaos wrecked uncontrolled havoc through the Empire, which has now become a backdrop of fighting and civil war. This is the idea place, in Gitsnik's opinion, to conquer, one already alive with strife. In was spring when his horde swept down into the Empire. Hosts of Orcs, Goblins and Snotlings marched tirelessly to battle, supported by Trolls, Squigs and Giants. Thousands of crude seige weapons and towers rumbled along beside them, and above them flew Gitsnik and his guard of Wyvern Riders. Such a vast horde does not go unnoticed, and yet again the Empire reluctantly went to war. Lord Thengal and his army would be the first to fall before the wrath of Blacktooth's plan of Domination...

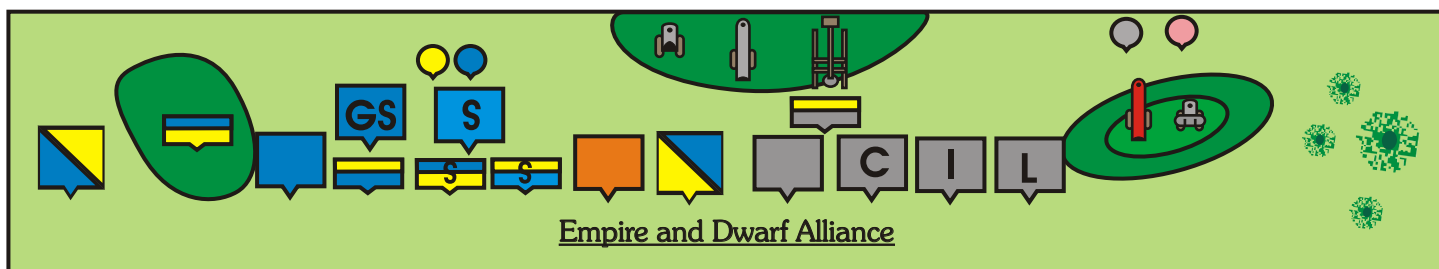



























# BATTLE REPORT

By: ShimmerGloom

One of our members, Shimmergloom, took part in this massive battle, and took the time to recount the battle for us blow-by-blow. The following is a recount of this great battle. (-Ed Goofycabal)

**Deployment:**

- |  |  |
|--|--|
| <p> 11 <b>Knights of the Inner Circle</b> armed with Barded Warhorses, Full Plate Armour, Shields and Lances with Full Command. Lead by the General: an <b>Elector Count</b> armed with a Barded Warhorse, a Great Weapon, Dawn Armour and Van Horstman's Speculum.</p>                                 | <p> 10 <b>Empire Knights</b> armed with Barded Warhorses, Full Plate Armour, Shields and Lances with Full Command.</p>  |
| <p> 15 <b>Empire Greatswords</b> armed with Full Plate Armour and Great Weapons. Lead by an <b>Elector Count</b> who has the Mace of Helstrum and Armour of Meteoric Iron. Also accompanied by a <b>Captain</b> who bears the Battle Standard of the Imperial Banner and wearing Full Plate Armour.</p> | <p> 19 <b>Dwarf Longbeards</b> armed with Great Weapons, Shields, Heavy Armour and with Full Command. The Standard bears the Rune of Slowness. Lead by the <b>Dwarf Lord</b> who is armed with a Great Weapon, Gromril Armour, Master Rune of Swiftens, Rune of Stone, Master Rune of Spite and 2 Runes of Cleaving.</p> |
| <p> Level 1 <b>Empire Battle Wizard</b> armed with the Ring of Volans and a Dispel Scroll.</p>  | <p> 19 <b>Dwarf Ironbreakers</b> armed with Hand Weapons, Gromril Armour with a Musician. Lead by a <b>Dwarf Thane</b> who bears the Battle Standard and wears Gromril Armour.</p>  |
| <p> Level 1 <b>Empire Battle Wizard</b> armed with 2 Dispel Scrolls.</p>  | <p> <b>Runesmith</b> armed with a Great Weapon, Gromril Armour, Master Rune of Balance and Rune of Resistance</p>   |
| <p> 25 <b>Empire Spearmen</b> armed with Spears, Shields, Standard Bearer and Musician.</p>   | <p> <b>Runesmith</b> armed with a Great Weapon, Gromril Armour, Spelleating Rune, Rune of Stone and Rune of Iron</p>  |
| <p> 10 <b>Empire Halberdiers</b> armed with Halberds and Shields. Detachment for the <b>Spearmen</b>.</p>   | <p> 20 <b>Dwarf Clansmen</b> armed with Great Weapons, Heavy Armour and with Full Command.</p>  |
| <p> 10 <b>Empire Handgunners</b> armed with Handguns. Detachment for the <b>Spearmen</b>.</p>   | <p> 20 <b>Dwarf Clansmen</b> armed with Hand Weapons, Heavy Armour, Shields with Full Command.</p>  |
| <p> 25 <b>Empire Swordsmen</b> armed with Hand Weapons, Shields, Light Armour and a Standard Bearer carrying the Griffin Standard.</p>  | <p> 10 <b>Dwarf Crossbowmen</b> armed with Crossbows.</p>   |
| <p> 10 <b>Empire Halberdiers</b> armed with Halberds and Shields. Detachment for the <b>Swordsmen</b>.</p>  | <p> 15 <b>Dwarf Miners</b> armed with Great Weapon, Heavy Armour with Full Command.</p>   |
| <p> 10 <b>Empire Handgunners</b> armed with Handguns. Detachment for the <b>Swordsmen</b>.</p>  | <p> <b>Dwarf Cannon</b> with Rune of Forging.</p>   |
| <p> 35 <b>Ricco's Republican Guard</b>. Dogs of War Pikemen Regiment of Reknown.</p>  | <p> <b>Dwarf Stone Thrower</b> with Rune of Reloading.</p>  |
| <p> <b>Empire Mortar</b>.</p>   |  |

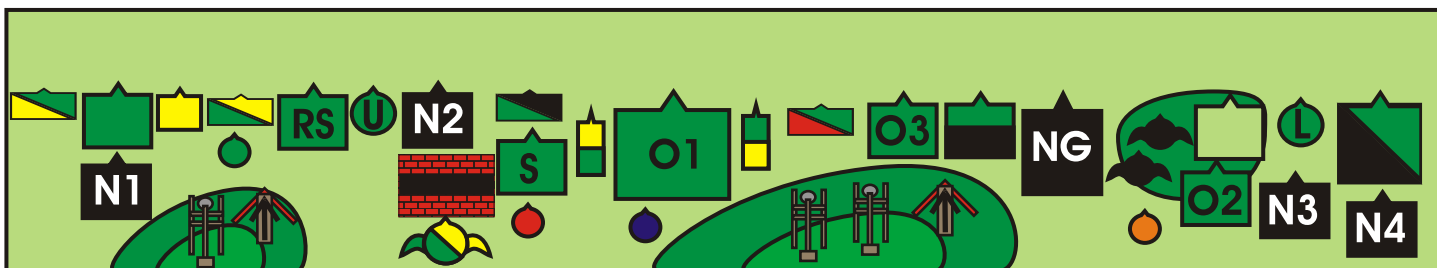




# BATTLE REPORT

Continued From Page: 22

## Greenskin Forces



**O1** 30 **Orc Boyz** armed with Choppas, Light Armour, and a Muscian and Boss. Lead by Graulz the General, a **Black Orc Warlord** who is armed with the Axe (Sword) of Battle, Drog's Dead 'Ard Armour and Warboss Um's Best Boss 'At. Also accompanied by an **Orc Big Boss** who bears the Battle Standard and is armed with Light Armour and Guff's Flag.

17 **Orc Boar Boyz** armed with Spears, Light Armour, Shields with Full Command. Lead by Grotfang; a **Black Orc Big Boss** mounted on a Boar and armed with a Shield, Spear and Armour of Gork.

**Orc Warlord** armed with Light Armour, Porkko's Pigstikka an Enchanted Shield and mounted on a **Wyvern**

Level 4 **Night Goblin Great Shaman** (Grummy the Wiseless) armed with Dangly Wotnotz and Nibbla's 'itty Ring.

Level 4 **Night Goblin Great Shaman** (Garn the Nearsighted) armed with Buzgob's Knobbly Staff, a Dispel Scroll and a Talisman of Protection.

Level 2 **Savage Orc Shaman** armed with Warpaint and a Dispel Scroll.

Level 2 **Goblin Shaman** armed with a Dispel Scroll.

**RS** 24 **Orc Boyz** (Orcs of the Rad Sun) armed with Choppas, Light Armour and Full Command.

**O2** 30 **Orc Boyz** armed with Choppas, Light Armour and Full Command.

**O3** 24 **Orc Boyz** armed with Choppas, Light Armour and Full Command.

**S** 25 **Savage Orc Boyz** armed with Choppas and Full Command.

**NG** 42 **Night Goblins** armed with Spears, Shields, Standard and Musician.

**N1** 30 **Night Goblins** armed with Hand Weapons and Shields and a Musician with 1 **Fanatic**.

**N2** 30 **Night Goblins** armed with Hand Weapons and Shields and a Musician with 2 **Fanatics**.

**N3** 30 **Night Goblins** armed with Hand Weapons and Shields and a Musician with 2 **Fanatics**.

**N4** 30 **Night Goblins** armed with Hand Weapons and Shields and a Musician with 2 **Fanatics**.

6 Bases of **Snotlings**

30 **Goblin Boyz** armed with Hand Weapons and Shields with a Musician.

6 **Wolf Riders** armed with Short Bows.

7 **Wolf Riders** armed with Spears and Musician.

7 **Wolf Riders** armed with Spears and Musician.

2 **Goblin Wolf Chariots**. Crew are armed with Short Bows and Spears.

30 **Black Orcs** armed with Choppas, Heavy Armour with Full Command and the Night Banner.

30 **Gnoblar (Goblins)** armed with Hand Weapons, Shields with a Musician..

4 **Ogre Ironguts** armed with Great Weapons and Heavy Armour with a Bellow.

**U** Ugh the **Giant**

**L** Largerbottoms the **Giant**

3 **Goblin Rock Lobbas**

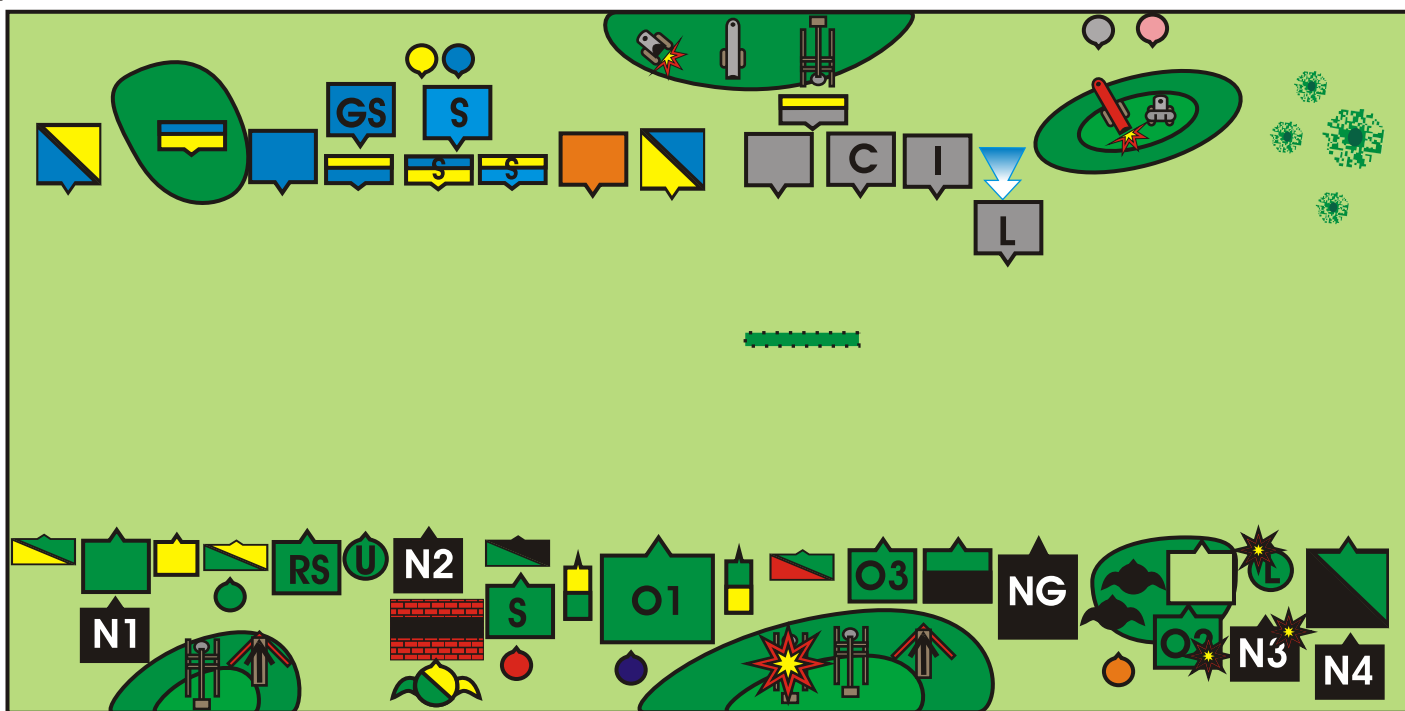
2 **Goblin Spear Chukkas**

2 **Goblin Doom Divers**



# BATTLE REPORT

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**Alliance Turn 1:**

There was almost no movement on behalf of the Alliance, aside from the Longbeards who marched forward and a few other units who took the time to wheel.

There was barely any magical offence, as the two Empire Wizards were only Level 1, though one of them managed to cast Second Sign of Amul, affording the Alliance 2 re-rolls. Re-rolls I would come to regret...

With the Magic Phase over, the shooting began. One unit of Handgunners shot at Ugh the Giant, but were out of range. The other Handgunners tried to shoot at the Ironguts but were also out of range. Despite having the additional range for firing for the first time... In a further display of poor shooting the Mortar shot at Largerbottoms the Giant, and scattered way off to only kill a single Orc. Then the Great Cannon took a shot at Largerbottoms; Misfired and then rolled a 1. Of course, this would have caused it to be destroyed; but they decided to use one of their re-rolls. In the end, the result was it could not fire this or next turn. The Dwarven allies proved to be more accurate: the Dwarf Stone Thrower lobbed a rock at my black Lobba, landing a direct hit on it and destroying it. The Dwarf Cannon shot at Largerbottoms, direct hit and wounded him once. It also bounced through the Night Goblins behind him killing two of them. The Dwarven luck ran out there; as the Dwarf Crossbowmen were out of range of the Black Orcs, their bolts falling short. The Helblaster did not shoot this turn.

With no units yet in combat, it was now the Greenskin's turn.

**Greenskin Turn 1:**

To start the ball rolling, the Greenskins started to squabble amongst themselves. Thanks to the Black Orcs amongst their ranks, there wasn't much to worry about. Two of the smaller Night Goblin units failed their tests, squabbling over some petty disagreement. Any other unit that failed was lucky to pass their re-rolls under the glaring stares of the nearby Black Orcs.

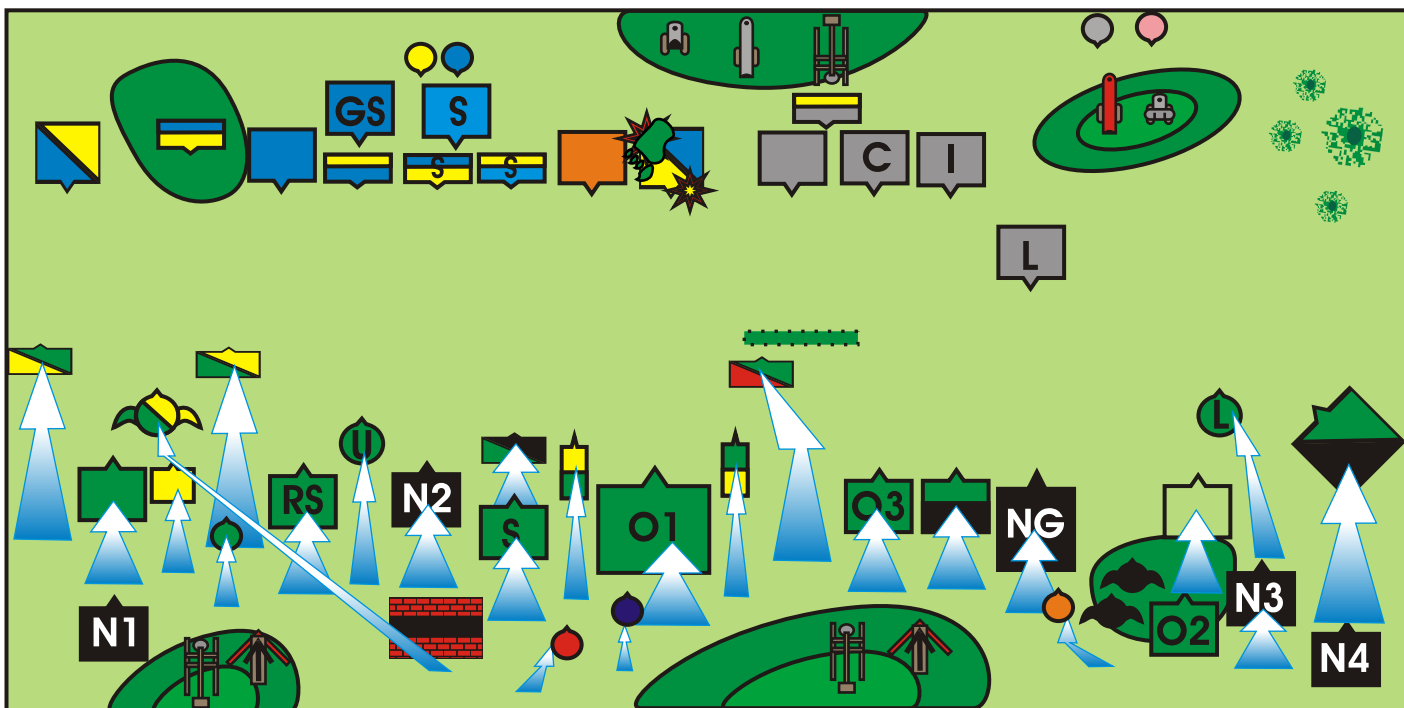
Once the Bosses had knocked some heads together, everyone who could marched forward to close the gap. The Wyvern flapped its leathery wings and flew up far to rest behind the Wolfriders on the far left flank, ready to charge the Knights of the Inner Circle next turn.

Garn the Nearsighted kicked off the Greenskin Magical barrage, though his attempt at Mork Save us, failed. Next, he attempted to cast Waaagh! with the aid of a Magic Mushroom, but this was dispelled with a scroll. Grummy the Wiseless tried to crush the Helblaster with the Foot of Gork, but the Runesmiths destroyed the spell with their Spelleater Rune. So he unleashed Gork's Warpath, killing a Knight. But then Gork got bored and wandered off.



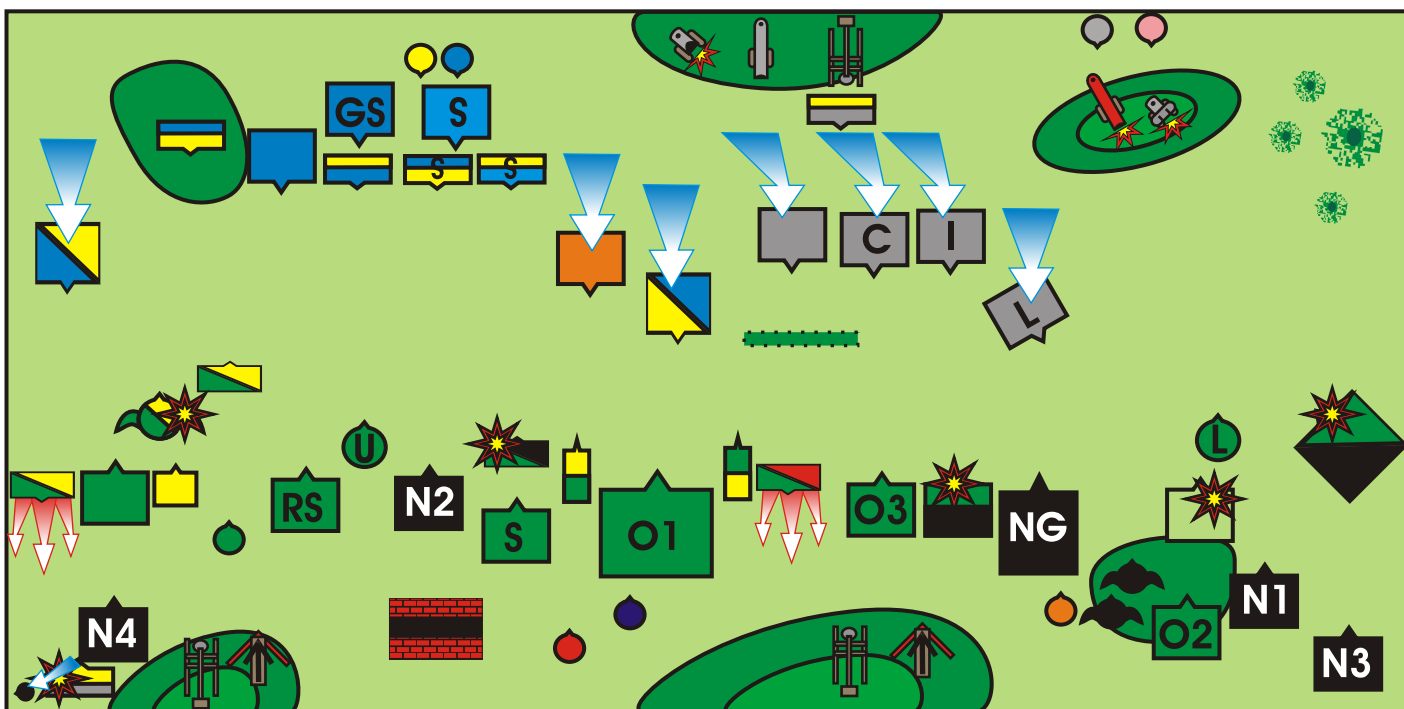
# BATTLE REPORT

Continued From Page: 24



Garn's attempt at Gork's Warpath was dispelled. To cap off the Magic, Nibbla's 'Itty Ring was used, but this failed to kill the Dwarf Clansman it was aimed at.

The sky filled with arrows as the Wolfriders fired at the Knights of the Inner Circle. Though the Knights' armour proved too much as the arrows failed to cause a single wound. The Goblins on the chariots tried to shoot the Pikemen but found they were out of range. The Old Lobba tried to drop a rock into the Knights of the Inner Circle, but the rock scattered away harmlessly. The Spear Chukka next to the Old Lobba also tried to skewer the same Knights, but the bolt sailed over their heads. Showing it's true Orc colours, my Red Lobba misfired and could not shoot this turn. Both Doom Divers tried to take out the Dwarf Cannon. They both hit, but failed to wound the tough machine. The final Spear Chukka managed to hit and kill 2 Knights.



### Alliance Turn 2:

Urging their steeds into high speed the Knights of the Inner Circle charged the Wolfriders with the short bows. The unit of regular Knights also declared a charge, though they aimed at the centre unit of Wolfriders. In a display of well-played co-ordination, both units of Wolfriders fled from the charges, leaving both units of Knights in position

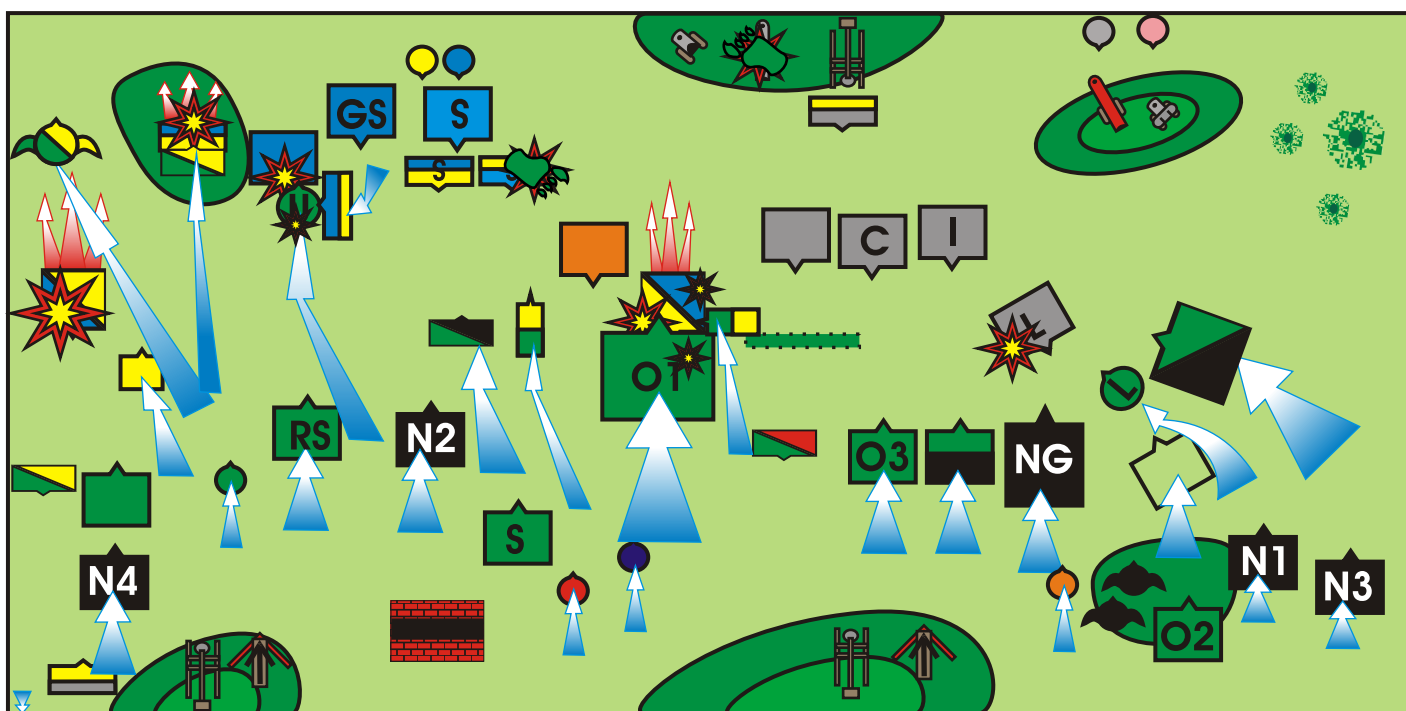
# BATTLE REPORT

Continued From Page: 25

for plenty of countercharges next turn. The only other Empire unit to move forward was the Pikemen; while all the Dwarf infantry units moved forward. As a final act, the Miners showed up behind the Night Goblins on the far left flank triggering the Fanatic. Although the Fanatic came out randomly, he still managed to plow through the Miners, killing three of them.

Once the troops had taken up their positions, the Wizards called forth their magical powers. Both attempts were easily dispelled, though a Dispel Scroll was used to prevent the Ring of Volans from successfully casting Second Sign also.

With their Magic being held in check, the Alliance once again let loose with their missile weapons. One unit of Handgunners managed to score a wound on the Orc Warlord, as well as his Wyvern mount. The second unit of Handgunners were finally in range of the Ironguts, and also managed to wound one of them. The Mortar once again scattered badly, nearly landing on the Longbeards rather than its intended target. The Stone Thrower also didn't do anything significant. Hoping to further their luck against Largerbottoms, the Dwarf Cannon fired at him again. This time it overshot the Giant and killed two Gnoblar instead. The Dwarf Crossbowmen only killed one Black Orc and the Helblaster had some minor problems. One of its barrels malfunctioned, but it still managed to slay two of the Orc Boar Boyz.



## Greenskin Turn 2:

Following the display of the Night Goblins from last turn, Common Goblin Boyz failed their animosity check this time. So did the Savage Orcs and the unit of 30 Orcs. Even the glares of the Black Orcs couldn't prevent it this time.

With a great 'whump' the Orc Warlord urged his Wyvern to charge the Knights of the Inner Circle, with the Snotlings whooping and following suit. Rather than face the wrath of the scaly beast, the Knights fled, though not far enough. Bowling into the confused unit, the Wyvern tore them all apart, and ended up deep in the Empire lines. Elsewhere, the big unit of Orcs led by my Black Orc Warlord and Battle Standard charged the other Knight unit, with a Wolf Chariot supporting them by hitting the flank. With a loud bellow Ugh the Giant tore across the battlefield, ploughing into the Spearmen, and finding himself countercharged by their Halberdier detachment. Finally, on the far right flank, the Boar Boyz attempted to charge the Longbeards, but didn't have enough momentum to reach them. This failed charge would prove to be their downfall.

Showing their skills over their mounts both Wolfrider units rallied and the crazed Fanatic spun himself off the battlefield, causing no further damage to either side. All other units that could moved forward at full speed.

Gork smiled down on the battlefield as Gork'll Fix It was cast with Irresistible Force aiding the Black Orc Warlord



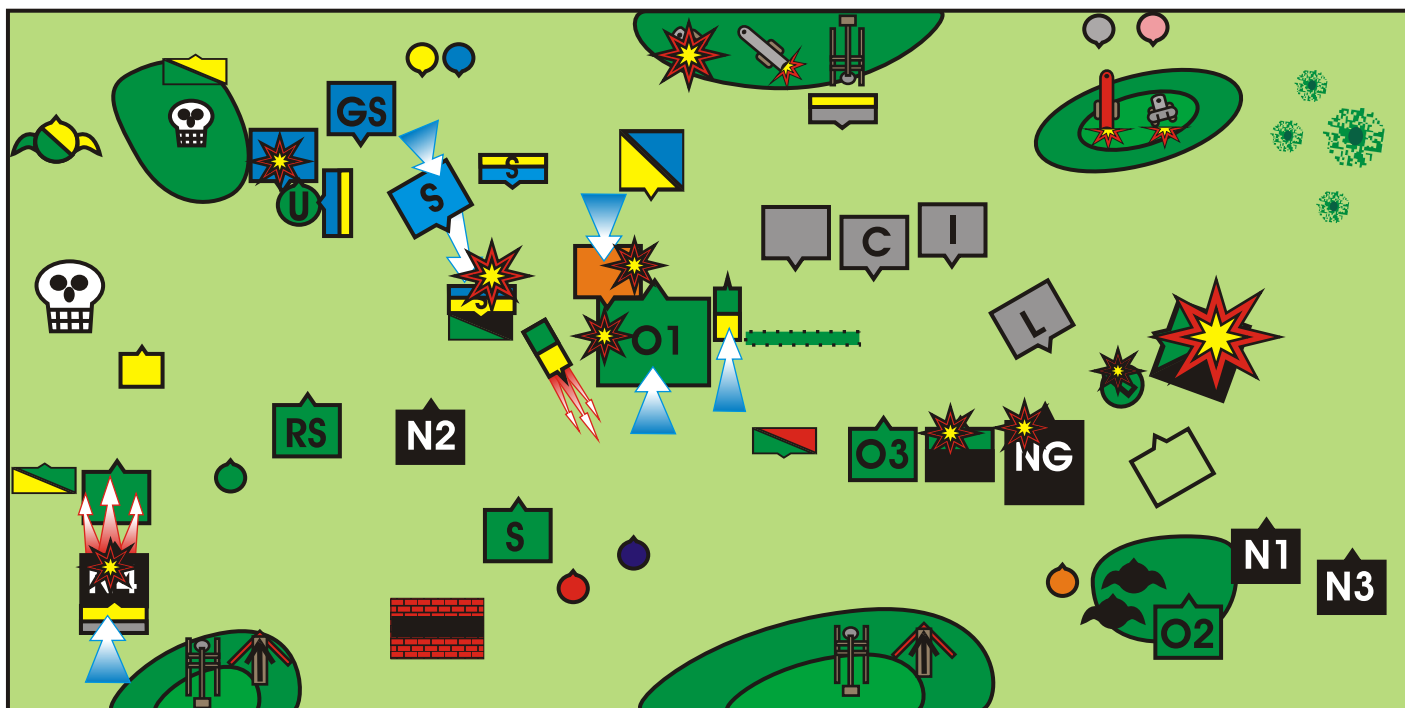
# BATTLE REPORT

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and his bodyguard in their battle against the Knights. A loud fizzle was heard as Gork's Warpath cast by Grummy was Miscast, but he jangled his Dangly Wot Notz to avoid disaster. Garn called to Gork again, and he came to the battlefield stomping away with delight; killing two Great Cannon crewmen and four Halberdiers from the Swordsmen Detachment before wandering off. Then Garn tried to get the Orcs to surge forward, readying Waagh!, but the Empire Wizards dispelled it with a scroll. To cap things off, an attempt at Brain Bursta from one of the other Shamen was dispelled.

In the wake of Gork's stomping rampage, the Old Lobba and its Spear Chukka companion concentrated their firepower on the Greatswords, though neither war machine was able to hit the mark. The Red Lobba fared no better, as it failed to hit the Helblaster. And to top off the bad luck, one of the Doom Divers was launched straight into the sky, and wasn't seen again. The other Doom Diver, however, managed to land itself in the midst of the Longbeards, killing three of them.

Shouting with glee Ugh the Giant started jumping up and down on the Spearmen. His leaping squashed seven of the poor humans under his weight. In return, one of the Halberdiers managed to wound him. Though many Spearmen lay dead, the combat was a draw, and the Spearmen's Musician swung the combat result their way. Luckily Ugh neither fell over nor broke from combat. Against the Knights Graulz, the Black Orc Warboss, struck out with his weapon, killing four Knights; one with each blow he struck. The rest of his ladz couldn't get past the Knights' armour, but the Wolf Chariot managed to bring down two more of the armour clad warriors. The Elector Count had issued a challenge to Graulz, but the unit's Boss stepped up to take the fight. The Elector Count slew him with ease. This was not enough to convince the Knights, however, as they turned tail and fled, their fast steeds carrying them out of reach of their pursuers.



## Alliance Turn 3:

Although Ugh the Giant was not only nearby, but also leaping like a mad man on their fellow warriors, the Greatswords passed their terror test and stood ready to fight the advancing Greenskins. Having just chased after the Knights, Graulz and his ladz had put themselves in front of Ricco and his boys, who lowered their pikes and charged. Graulz laughed and awaited the humans. Showing a sign of great courage (or high stupidity) the Handgunner detachment for the Swordsmen decided to charge the Ironguts. Drawing up toe-to-toe with the brutes didn't seem so smart once they'd gotten there, however. In the meantime, the Handgunner's parent unit, the Swordsmen, tried to charge a Wolf Chariot. The Goblins on the chariot decided to leg it, turning their ride around and fleeing, easily outdistancing the men. Finally, after having dug their way there, and enduring a Fanatic assault, the Miners charged into the unit of Night Goblins they'd dug themselves up behind. Elsewhere, the fleeing Knights reigned in their steeds and turned to face the Orcs once more, and a few other units inched their way forward into better positions.



# BATTLE REPORT

Continued From Page: 27

Once again, there was little showing from the Empire Wizards, as all three attempts at Second Sign of Amul were quashed before they had the chance to do anything.

In a similar vein, the Dwarven shooting also had a poor showing. The Dwarf Crossbowmen only killed two Black Orcs; the Stone Thrower fell short of Largerbottoms; and the Dwarven Cannon only managed to wound him once. The Empire war machines didn't fare much better. The Mortar misfired and blew itself and its crew to pieces and the Great Cannon only killed a few Night Goblins. The only saving grace was the Helblaster. Although it too misfired, the explosive charge was such that all three barrels fired at full force. The unfortunate target of this was the Boar Boyz. Once the smoke and dust had cleared, all 16 Boar Boyz lay dead; with only the Black Orc Big Boss alive. (The Empire Player had managed to score 26 hits!). Even so, the Balck Orc passed his panic test, though it wouldn't have been with much joy.

On the other side of the battlefield Ugh continued jumping up and down on the Spearmen killing another six of them. This was still not enough to cause them to flee. Ricco and his Pikemen killed five Orc Boyz, while Graulz and the Battle Standard Bearer gutted seven of the humans in return. Although they had initiated the combat, the Pikemen had been beaten and tried to flee. The victorious Orcs cut them down as they ran. As mentioned previously, the Handgunners regretted their impetuous decision to charge the Ironguts, as they were cut down by the Ogres. The remaining Handgunners broke, only to be trampled into the ground by the Ogres who then smashed into the Swordmen's Halberdier detachment. The only combat that favored the Alliance was the one involving the Miners. The Night Goblins lost the fight and broke, but managed to out run the short-legged Dwarves.



### Greenskin Turn 3:

Once again, there was a minor level of unrest among the Greenskins; the Orcs of the Red Sun and the Goblin unit near the Miners started squabbling amongst themselves. While it was a bad thing on one hand, on the other hand it was good, since it kept them from having to take a panic test due to the nearby fleeing Night Goblins. The worst part of it was though, that they couldn't reform to meet the charge of the Miners next turn.

Urging his Boyz forward, Graulz wanted to engage the Knights again, though the distance was too great, and the Boyz lost interest. Seeing his mate Ugh on the other side of the battlefield having fun, Largerbottoms charged the Longbeards to have some fun of his own. In an act of retaliation Grotfang spurred his boar forward, and tried to get the Helblaster crew. Having seen him survive their fusillade, the crew decided to head for the hills, rather than face his wrath. Proving their cowardice, the fleeing Night Goblins failed to rally, and kept running; but the crew of fleeing Wolf Chariot proved they were made of tougher stuff. They skidded to a halt, and turned their machine around to face the Empire troops once more. The other chariot moved forward to close the distance between itself and the enemy, while the Wyvern took up a position alongside the Spearmen, ready to charge them.

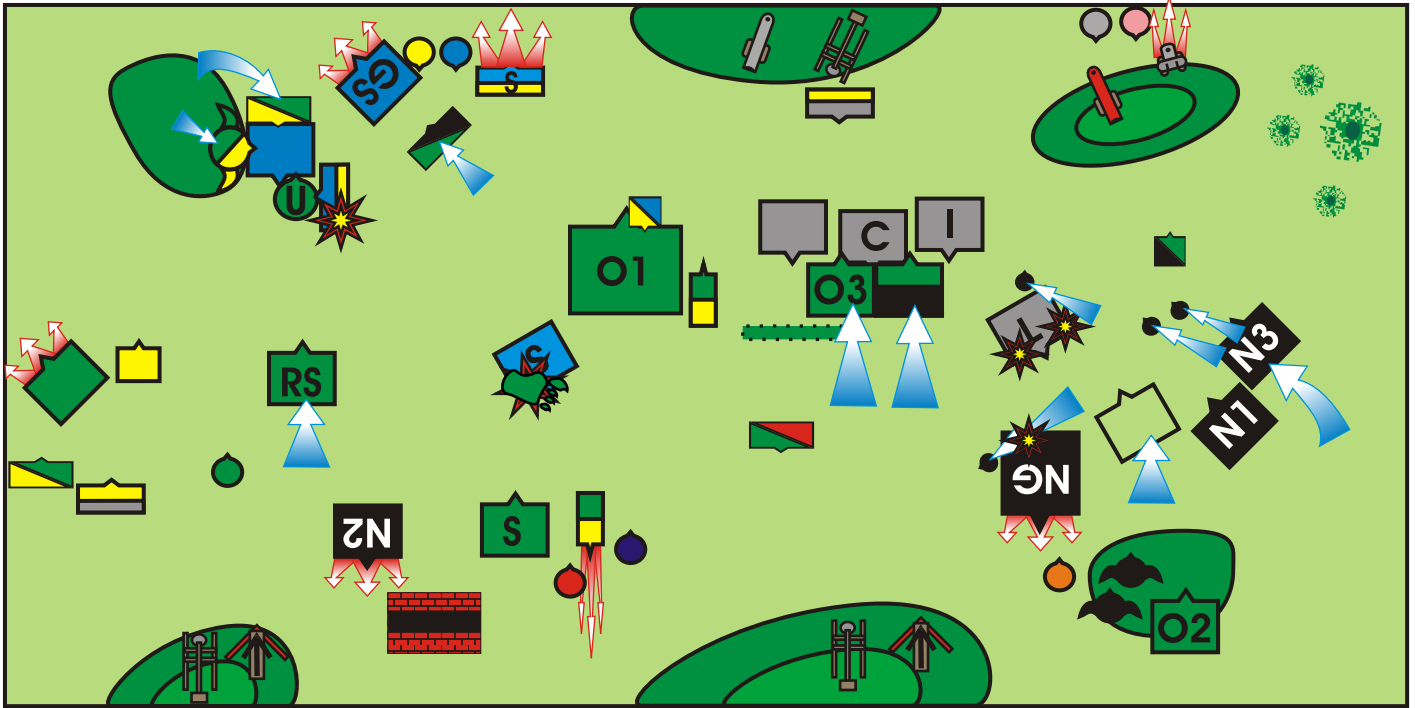




# BATTLE REPORT

Continued From Page: 29

jumping up and down killing a couple of Halberdiers, but they and the remaining handful of Spearmen just would not break. Right next them, however, the Ironguts broke the other Halberdiers but didn't have the speed to run them down. Outnumbered by the Swordsmen, the Goblin Chariot once again turned tail and ran, once more evading the slower humans. The Dwarf Miners, too, overcame their opponents, breaking the ranks of the Goblins, and forcing them to flee. The Dwarves' legs proved to short once more, and they were again unable to run down their enemy. As a final act of defiance, the lone Knight stood resolute against the horde of Orcs he was fighting, remaining in place to continue fighting.



## Greenskin Turn 4:

Finally, the Boyz had everything under control, as they all acted sanely; all petty squabbles being put aside. For the time being anyway. It was probably due to being so close to the enemy... Now acting as a unified force, the Greenskins piled into the Alliance in an effort to finish them off. The Black Orcs and a supporting Orc unit charged the Clansmen with the Great Weapons; the Wyvern and its rider eagerly tried to finish off the Spearmen. Aided by a unit of Wolf Boyz they bore down on the embattled unit. To help further sway the combat, the Orcs of the Red Sun tried to engage the flank of the Halberdier detachment, but weren't in range to be able to get there in time. Roaring in bloodlust the Ironguts charged the Greatswords to try to wipe them out, simply causing them to flee further.

Although everyone else was acting in a unified manner, those Greenskins who were fleeing were still unable to get their wits about themselves, and continued to run for their lives. Also, spinning out of control one of the Fanatics dove right into a Night Goblin unit, killing a few of them with his spinning ball of death. His comrade on the other hand, spun through the Longbeards, sending them sprawling, and killing a couple in the process. The other Night Goblin unit also moved up into position to release its Fanatics, wishing to crush the Longbeards, but they didn't give the Mushroom Crazy Gobbos far enough.

With great regularity Gork's once more came to the battlefield to stomp around madly. First time he came, the Wizards managed to fend him off, dispelling the spell with ease. The second time he came, he stomped a few Swordsmen into the ground. To finish encircling the Alliance Waagh! Was being prepared, but this too was dispelled.

The poor showing carried over to the Greenskin War Machines. The only casualties this time around were a couple of Longbeards who were killed by a flying Goblin launched by one of the Doom Diver Catapults.

It was at this stage that the game drew to a close.

Before I could start rolling for the combat involving the Wyvern, they conceded the game.



# BATTLE REPORT

Continued From Page: 30

## Conclusion:

There was barely any Empire stuff left so, since his ride was there waiting for him, he decided to concede. The Dwarf guy turned down the chance to continue alone.

It's hard to tell what would have happened, but I think I had the current combats well in hand. And would have basically wiped out the empire by end of turn 5.

The Dwarves were just getting into combat, but their whole flank would have been swarming with Orcs by the start of turn 6. Including my Wyvern and probably another Giant and Ironguts. And maybe even earlier, considering I figure the Black Orcs and regular Orcs should have easily taken out the Clansmen with the Great Weapons.

The end result was a minor victory:

Greenskins: 2654 Victory Points

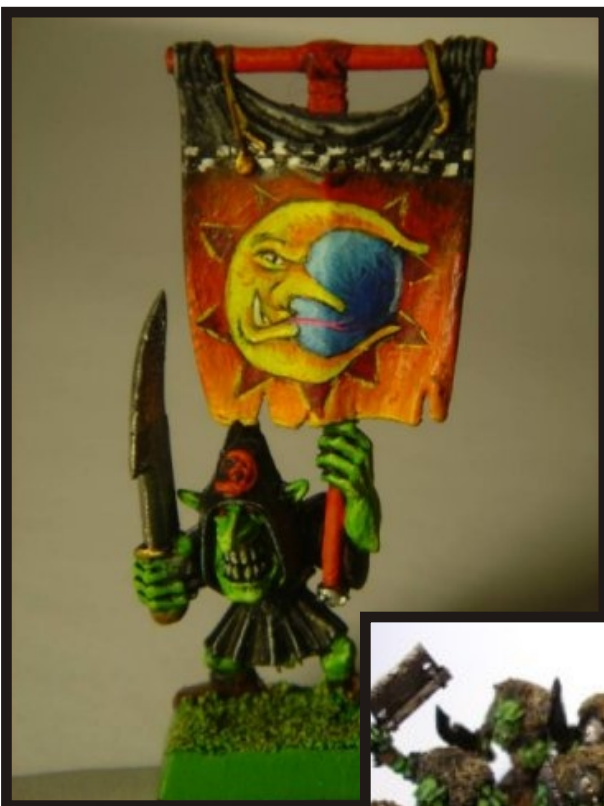
Alliance: 1000 Victory Points



## BEFORE WE CLOSE

By: Goofycabal

Okay, you've all seen the marvelous paint job done by Kebabi on the Night Goblin on the cover, now you get to see the rest of the entries. Although they didn't get the prestigious honor of being on the cover, they still get to be recognised for their efforts.







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

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

Finally, a Super Special Thanks to Jason Pyett and Matt Cexwish for letting us use their Ogre models. Their other work can be found at:

[Http://www.coolminiornot.com/artist/No%20Remorse](http://www.coolminiornot.com/artist/No%20Remorse) for Jason's other work  
 and

[Http://www.coolminiornot.com/artist/Matt%20Cexwish](http://www.coolminiornot.com/artist/Matt%20Cexwish) for Matt's other work.

And probably also thank-you to Chug an' Lug for messing with the articles...

# DA LEGAL BITZ

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Rulez answers are not deemed official.

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