

DWQ

Da_Warpath Quarterly



THE Place for all things Green!

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PIRATES...?

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EDITORIAL

By: Zorg_orc_warboss

Yarr! Land Ahoy! Da Piratez is here and are taking control of dis land lubbas mag, cause pirates iz best!

As you may have noticed Da Warpath Quarterly has been invaded! By nothing less than an armada fresh from Hell teeth. Included with this issue is Da Warpath's latest and greatest success. Da Warpath Armies: Pirate Orcs is now released and I'm sure you will all be eager reading it. The crew working on it has put a crazy amount of time into it and it has everything from illustrations, play tested rules, and entirely converted armies! To support this colossal project DWQ is supplying you with a pile of pirate special behind the scenes articles that you won't find in the army book, and to top it off a Pirate battle report!

But pirates aside we have all your regular favourites including the final part of Groshank's Tacticus Orcus. The team has been working hard and I'm sure you'll all enjoy this issue. In the future you can probably look for more army books from us as well as all the great usuals and maybe some more themes. Things are hotting up with lots of more confirmed and unconfirmed rumours about new Orcs and Goblins coming out to coincide with the release of Warhammer 7th edition. So its quite possible this sort of thing might turn up.

I'll leave you to get on with reading the new army book and this great issue. But before I disappear remember we are looking for writers for our fine magazine, so if you want your battle report, army, tactics or anything else up in lights contact us ASAP.



THAR SHE BLOWS

By: Goofycabal

Well, what can I say, other than "Arrr"...? Well, my vocabulary is a bit bigger than that, but it will suffice for this issue.

Of the three issues produced thus far, I must say that I had the most fun with the layout of this issue you are reading right now. The effort that has been put into the Pirate Orcs army list has been spectacular, and very top-notch; and I wanted this issue of DWQ to reflect just that.

You'll notice that not only is there a Pirate Orc theme to the entire issue (articles-wise) but I've even spruced up the pages to include a Pirate-like flag, and an Orcy Skull and Crossbones to finish off each article. I'd like to take the time to thank WarbossKurgan for letting me 'borrow' his avatar from the forums to use in this capacity.

In addition to the Pirate theme for this issue, you'll notice also that the main body of the e-zine is now written in column format. I'm sure you'll agree this makes things easier to read; and looks that touch more 'classy'. Oddly enough, this meant that articles take up less space on each page, so we seem to be a bit shorter this time... Though we're packed to the gills with great articles.

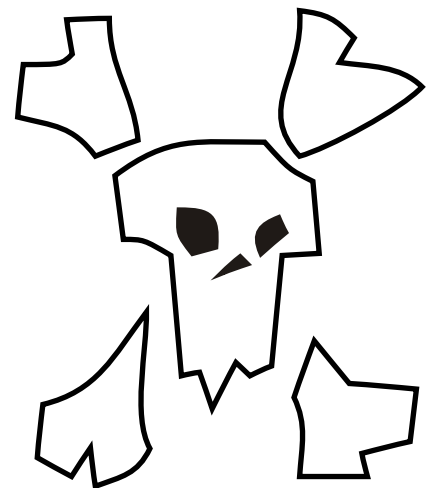
If you have any suggestions for layout and overall look, then feel free to let us know in the DWQ Forum. This is being produced for **you** to read, so we're always looking for ways to improve on our efforts.

Have fun reading this issue, and make sure to get yourself a short plank and some scoundrel who needs a long walk!



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Well things have moved along quickly since issue 2 of Da Warpath quarterly, the most important event is the closing release of the 7th edition of Warhammer, rumoured to be released around late August earlier September this year!! Not long to wait to find out what's changed!

General News and Rumours:

(Orcs and Goblins first as they are obviously the most important race!)

The new Orc and Goblin book is supposedly the first new army book to be released under the new 7th edition around December time. As to actual changes to the army list nothing is certain yet though it seems the things most likely to change are the selection options regarding Black Orc heroes. The choppa rule also looks set for an overhaul. It seems the new army book will simply be a reshuffle of which category units come under (rare, special, core) and a few new magic items. The Giant is now a Dogs of War unit rather than an actual Orc and Goblin unit. O&G magic also looks to be having quite a makeover with most, if not all, of the spells causing more damage or creating a bigger impact the more greenskins are within close range of the caster. The less greenskins in range the weaker the spell will be.

Warhammer:

Estimates about what the actual contents of the 7th edition box will contain have appeared around various places on the Net, these are listed below and to the top right.

Apparently there will also be several objective style markers and wounded models, possibly for use in a simple campaign such as is in the Battle of Macragge boxed set.

However while it looks like there will be a lot of stuff in this new box the models are unlikely to be more than simple one piece moulds that stick straight into a slotta base. There are also some scenic 40mm bases that are supposedly for the Troll and cannon.

Night Goblin force

1 Night Goblin Big Boss
1 Night Goblin Shaman
40 Night Goblins with spears
20 Night Goblins with short bows
10 Forest Goblin Spider Riders
1 Troll

Dwarf force

1 Thane
1 Slayer
12 Dwarf Warriors with hand weapons and shields
10 Thunderers
8 Miners
1 Cannon
1 Pony-drawn Cart

Apart from this the only other real development comes in the form of several new Wood Elf models (not more pansy models for them hairy fairys!) including a new standard bearer, and Noble on eagle.

Computer Games:

Warhammer – Mark of Chaos is also drawing nearer, with a projected release date of October 17th, though this could be pushed back by up to two months. The game itself is shaping up to like the RTS of the year. Its graphics look phenomenal (see alpha version screen shot below where some Goblins look to be taking the fight to some High Elves).

The scope for huge armies seems to be something Namco are focusing on, with huge armies of thousands of individuals on each side ready to hack each other to pieces. Whether this ambitious plan holds through is debateable but it certainly looks to be the best GW based game to come out yet. Sadly Orcs and Goblins are not one of the four main armies (which are Empire, High Elves, Chaos and Skaven) though they can be hired as mercenaries along with Dwarfs and Vampires. However invariably mods will come out enabling us to take the fight to the enemy with an endless green tide!



Beta Version Screenshot With Goblins Fighting High Elves

GAMES WORKSHOP NEWS

Continued From Page: 2

Warhammer 40K:

Not much to really report here, there are still several more Tau models being released including the new Crisis Suit commander boxed set that will include a nice variety of weapons and add ons.

Apparently there are rumours of some new Ork Kammodos coming out soon.



So overall things look promising for the Greenskins of the world with many things coming our way including One of the first 7th edition army books! Definitely things to look forward to.

The pictures to the right are taken from Warseer, and show some of the new Ork models.



DA WARPATH NEWS

By: Arfa

With the regular lads keeping busy writing articles and new pirate books, your local Fluff Mod decided to help out somewhere and somehow. The past few months have seen many changes in Mod Staff, a failed April Fool's joke and new membership records and online user records. Let's take these topics one at a time:

Changes in Mod Staff:

We have added two members to the Mod Staff. These two new Mods are WarbossKurgan and Arfa. Both have been earning their new shiny teeth in the Orcs Around the World Forum, working hard on the Pirate Book.

Some of our other Mods have been tied up with other projects and such. Balzgar the Hated has recently left the Mod Staff, and both Mogrek Longblade and ACDM have had some life issues keeping them busy.

Unfortunately, this will seriously impact any hopes of getting an Animosity II Campaign in the near future as our two main developers are down and out. Some others may need to step up to the plate to get this effort rolling again.

April Fool's Joke:

Based on the success of the Da Barbie Path last year, the Mod Staff planned to hatch what seemed to be a massive April Fool's Day prank that would surprise even Avatar. The basic idea behind the joke was to create a fictitious Mod War and open the floodgates on April

Fool's Day. Unfortunately, things did not go according to plan, and Goofycabal and the rest of the Mod Staff pulled the plug on the prank in mid-February. The fake forum has been made available to all members for the interim. It is safe to say that the Mod War was pure fantasy created for April Fool's Day, and now your happy Mod Family has returned to normal.

New Membership and Online User Records:

Da Warpath currently has 2,750 members. That is a lot of greenskins! We are definitely a happening spot on the web for WHFB.

Having a lot of members also is fueling our online member records. Da Warpath is currently experiencing a bit of March Madness. Twice now in the month of March, Da Warpath had set new online user records. On March 3, we had 50 users online. This record was shattered on March 13 when we had 53 users online at one time.

We can expect these numbers to increase with the rumored release of new greenskins in 2006. With some good rolling and a bit of luck, we will continue to grow and improve our little slice of the great green in 2006.

Happy St. Patrick's Day! It is a fine day to be GREEN. Go find some stunties and humies to krump.

WAAAGH!





NOOB INTRO

By Snotstaff

Well arrdy arr yall looting landlubbers! Shiver i mateyz and a curse on your loot! Da pirates are here and so is my boring speech!

Well so we finally see the day the list comes out... And it has only been like half a year! It all started when I had a crazy idea that maybe Da Path should do it's own list... All the small forums are doing it then why shouldn't we? So we flooded Da Path with polls and finally after about 2 months decided to go pirate style! In my hands we didn't really progressed but luckily some great greenies looted the job from me and we finally moved on (special thanks to Warboss Kurgan and Red Skullz)... Now that we have the ready army book in our hands I would like to thank everybody and it's really thanks to you that this issue will be the best one in the history of internet!

So what's up with me you ask!? Well loads of things... Firstly my camera was stolen and because of that I didn't

manage to get any piccies of me pirates (maybe that good for the mag after all...) but to counterbalance the loss I was named Motm of February! Definitely big thing and generated a lot of disagreement (everybody loves snotty...) so the mods must of been regretting it, or not...

Also I've started collecting an all Gobbo army and I definitely recommend it to everybody who has too much cash and even more time! So I'm puting pirates on a pause (kinda ironical since the finale list just came out now) and I hope to get a new camera soon so I can take some piccies of "Painted" Gobbos!

So enjoy the mag and don't carry any cash with you for Da Pirates have been set loose!

This month's Chosen of Snot get's: Skin changes, harmless fun?



CHOSEN OF SNOT SKIN CHANGES: HARMLESS FUN?

By: Snotstaff

Well hello ya'll spinning Da Warpath loonz! It's me, the guy that gives in his articles two days before the actual magazine comes out, Snottie. This issue I won't tell you young (or old) n00bs how to behave or what to write but I was thinking of discussing the past skin changes!

Over the years it has really become a trade mark of our all glorious forum. From the scary Halloween skins (I believe the old greenies actually sued our forum after getting heart attacks) to annoying April's fools jokes! But would Da Path actually be the forum we all love without these small fun moments? I say no! I believe that these days bring admins, mods and ordinary members much closer to each other. During these fun-filled days they sink to our level and spam and joke and have fun with us! Also it brings a fun new surprise every time... You don't know when you'll come on Da Warpath and it turns out they "decided" to make it a "beer brewing" forum of some sort! Also these sorts of things surely attract all sorts of new members but usually they soon "mysteriously" disappear...

"Changing skins for us is like a snake changing its skin. It takes little effort for us, and it looks good once its all done. But then we go back to the way it used to look. So it's not really that much like a snake changing its skin", states Goofycabal a local admin. But is it really such an easy and good operation? Let's see...

These days everything isn't like dancing on roses as these little days bring out the spamming and flaming personae of everybody! Many warning labels are stamped and the spamming may just continue over the next days (the mods have to be careful not to bring out the terrible spamming demon in me...)! But luckily usually nothing worse then a couple of broken ribs

happen and we continue to live our ordinary Da Path life!

Now up to this point we've had skin changes only on three different occasions: Orcmass (widely known as Christmas but Orcmass is better!), Halloween and, of course, the almighty April's fools! April's fools are probably the best of these changes as these usually stir the most attention! The first one was the "Barbie Warpath" where the mods convinced us to believe that pink rules (luckily I missed this by a day!) and the second one was just a couple of days ago! This time High Elves had taken over the minds of our admins and they changed this forum to an Elf one and we had to endure the Elf smell and hugs for three whole days (because of different time zones).



The Banner Logo For Da Barbie-Path Used The Same Colours As Those Found On The Barbie Mainsite

So whatever the theme these jokes have surely generated a lot of new cults, fun memories and other such things! The mods always try to convince us that it's not a joke and that this would be forever, but we always mysteriously go back to our normal look, only now we can appreciate it for real!

So let's thank our admins and mods for taking the time to amuse us with their great days and remember to be ready for these days... I'll just go get my shotgun back there... Bye!



MAKING THE PIRATE ORCS

By: WarbossKurgan, Arfa,
Chris, Snotstaff

Hello everyone. I mean, Yeagh Maties... The following short passages are special "Designers Notes" on the making of the Pirate Orcs Army Book. While many people worked on the Book, these are the main designers - Goofycabal

Warboss Kurgan

Ahoy there! Ye scurvy chumbuckets! I've had an Orc army since I was thirteen. That's over 21 years of being Green and proud of it! I've also (on and off) been interested in Pirates for about the same amount of time.

I played a game of "Warhammer Ahoy" at Conflict Manchester in 2003 and when I got home I downloaded the rules from <http://www.spiritofthegame.org.uk/warhammerahoy/> and started building my own Orc Ship. Very soon this became an Orc Pirate Ship and even before it was finished it was christened "Da Hogwasha". Once it was done it needed a crew and my Mordheim Orc Warband stepped into the breach. Then there was about a year that Da Hogwasha stayed in dry-dock.

When the General's Compendium was published any ship could use cannon in naval games for 100 points, so I converted an Empire Great Cannon for use on my Orc Ship.

Conflict Manchester in 2004 brought the next flurry of activity. They had a table covered with sprues to make Flayerkin for the Storm of Chaos campaign. I was not really interested in making a Chaos model but the table had lots of Orc Command sprues and Marauder banners left. I made Orc Pirates.

From this point the Pirates started to take over my army. My two Rock Lobbers were replaced by Orcified Empire guns, the hand full of Orcs with peg-legs and hook-hands increased to two whole units of scurvy sea-dogs with skull and crossbones banners. My Orc army's use of cannon was even mentioned in the Storm of Chaos fluff.



**Warboss Kurgan's Magnificent
Pirate Giant**

Then the Da Warpath Army List project came along and one of the options was "Pirate Orcs" so, obviously, that was where my vote went. Needless to say I was please

that a lot of other good folks voted for Pirates too and when it was announced that it was the most popular choice and work began I started researching "real-world" Pirates (I can recommend "A General History of the Robberies and Murders of the Most Notorious Pirates", by Captain Charles Johnson, 1724 and "Treasure Island", by Robert L Stevenson, 1881).

Pretty soon my whole 2000 point army was Pirate Themed and in about three months my post-count on Da Warpath had doubled!

To start with the process was a brain-storming exercise with everyone just making suggestions and generally throwing ideas around (for a while all anyone would talk about was cannon!), then it started settling down to army list choices (Core, Special, Rare, Characters, etc) and the fluff and rules started to take shape. "Hell's Teef" was introduced as the base for the Pirates - a previously unknown island chain in the western ocean, off the coast of Lustria - and everything else started dropping into place. The Pirate Orcs took on a life of their own, and the army list grew and grew into an Army Book! More and more people caught the "Pirate Bug" and models, conversion, fluff and new troop type all started appearing. For a while it seemed like Da 'Path had been taken over by Pirates! I was worried that everyone else would get so sick of it they would chuck us out!

As the deadline for DWQ 2 came and went with the project no-where near finished the work settled down into a steady pattern of re-writing and tweaking, models added and critiqued and rules ripped up, thrown out and replaced. With the closed editing forum added at the start of February the work disappeared from public view. In the arcane depths the rough drafts that were circulated for play-testing were transformed into what I hope you will find an interesting, exciting, funny and generally entertaining read. More than that I hope you are inspired to start a small force of Pirates yourself. You'll never look back!

Arfa: When the ideas began popping up of a Warpath army list I have to admit that I was completely uninterested. The original talk of 'Fishmen' and the lot didn't do it for me at all, and even when the final idea of Piratez had been settled upon I didn't pay attention. It wasn't until one day, bored out of my mind, I decided to pop into the forums to see how things were going. I instantly saw some stuff that I though needed changing to make the rules fairer, and was the first to give the book a big overhaul as far as rules revisions went.

Time passed, and I became more and more focused on the list believing that if it indeed was going to go ahead, it should be done right! Playing a big part in revisions alongside WarbossKurgan and RedSkullz, we eventually

MAKING THE PIRATE ORCS

Continued From Page: 5

came to dividing up the tasks. With a background in Graphic Design, I opted to put together the final book once all the articles had been written. After all, it was just copying and pasting, right?

After 16 days straight of slaving 12hrs a day on editing and spicing up the list, it had become apparent that this was no small task indeed! The army list had suddenly become an army book, and the final product was amazing even myself! Although I started showing previews of the list look to the other editors, the latest sections were too good to be shown, and thus no one (with the exception of Warlord Ghazak Gazhkull who wrote the P&H section) has seen the final copy!

It really has been a mammoth effort all round, as the Member of the Month (MotM) awards have shown. Since the beginning of the list and its creations (months ago) almost every single MotM has been from the amazing editing team dedicated to the project, and the blood sweat and tears put into the list really has made it a true gem more than worthy of being shown around the web as a proud product of the greatest Warhammer site on the net!

Chris: The thing that caught my attention on the Pirate Orc project was that I saw topics that were named "Core" and "Rare". So after some days I checked what it was, and then I first realized that the other members had begun working on a new army list. The first thing I actually did was suggesting rules to "Sea Goblins", something that never made their way into the army book. A long time the only thing I did was suggesting new units, I can't really remember when I first began writing fluff, and each time I did the other members said that it was good (with some suggestions to it).

It was Red Skullz that called me a "Machine" first (it was after I had written fluff for Core, Special and Rare on about 2 hours perhaps a little less). It was also then that Krusty began correcting my grammar, since I'm almost 13 (only one month left) and live in Norway so my grammar was not good at all. It was when I began writing something on Navigaitas that I began thinking about a little on the Guilds... It seemed that the Pirate Orcs were more "civilized" than the regular Orcs (they got merchants after all...), and Guilds fitted in to that.

But I did not only write fluff, even though I didn't rely find any opponents to play testing (played one game against myself). I also wrote rules for two Special Characters, Morky Jonez and Hagrush (but I am not entirely sure if they make their way in the book). I also suggested rules for different units and magic items, and I also converted two Pirates (a Goblin Kaptain and a Goblin Trader, and I am working on a Kabin Grot unit). In the end I even won the MotM award because of the

Pirate Project, something I was completely stunned about.

Snotstaff: Ahoy mi shiverring mateyz! Hope yerr enjoying your awesomely crafted Pirate army book that you're watching with yerr own greedy eyes off of the computer screen right now!

So as some of you know I'm the man (Or should I say snot) who started it all. But I still did the least... But about that later! Anyways why did I start it all you ask me? Well simple. I had been visiting different small forums at that time and most of them had their own "own race making" projects and it proved out to be a lot of fun most of the time. So I put my small (SMALL) brains to work and came up with the idea to suggest this to Da Warpath. If some small forum had this, why not the greatest society in the world!?

From thought to action I posted a poll asking if people though we should start doing a thing like this. Although this didn't get much popularity at first we got through the mods and we asked if we could get a new section for this project of ours (DWQ got it's own!). Unfortunately they just gave us the Greenskins around the World area but hey that's next to the best thing as it was never used and was practically empty!

So it began... First we had to choose what kind of new list to do. As we now used the GREENSKINS around the forum it limited us to greenies. Various great options rouse to our mind but we finally decided to go with Piratez... At this moment our tiny group who had a small dream had grown to a large society of members that wanted to do their part. A little confused I began from the basics such as what special rules we would have and suggestions for the units. In 4 months we didn't really progress at all and at sometimes we almost died out! Luckily a great man named WarbossKurgan (Probably not his real name, but...) took it from my hands (while I was gone) and in his management plus some great members that did much more then needed we got this book into the great one we have now "published"

Even that I kind of dropped off the project I'm still really happy that we finally have done this and thank-you to all for backing up my idea!



An Example Of A Pirate Orc Brewmasta





INTERVIEW WITH KRUSTY

By: Gorfgang Badtoof

Gorfgang: So there I was, playing my guitar, checking through DaPath, having a right old time when I suddenly see that this issue of DWQ is a Pirate Special. Woohoo, thinks I, before remembering I have no Piratery fluff to give you people. Luckily, help was at hand in the form of Fluff Master Krusty....

Q: Tell us a bit about yourself.

A: Well, I'm just your everyday Orc from sunny Albion who's somewhat amused by little toy soldiers! Of course I enjoy writing stories, so you can imagine my elation when I came to these forums and found the Pirate Orc project just kicking off! Like most people that occupy 'Da-path', I love pirates and I love Orcs, so I just dived straight in. Initially I just gave my takes on rules for the different types of units and characters, but eventually I started writing some fluff, and in the end I ended up heading the fluff team along with Chris!

Q: So, Krusty, tell us about the new Pirate Orcs Book.

A: Well, it'll definitely sate yer lust for Pirates and Orcs! It's basically a new, refreshing angle to play your Orcs from. Hopefully it'll appeal to everyone, but to play a non proxy army you'll need to do a lot of modelling and converting. All of the people who enjoy those aspects of the hobby however will no doubt really enjoy hacking limbs off their Orc models and replacing them with crude wooden replicas! Of course the converting doesn't end there, with the likes of Treasure and Sea Trolls and Pirate Giants gracing the battle field, you'll have all sorts of interesting possibilities to explore, and that's not to mention the 'Uge Gribbly Squig Fing! You could also really challenge yourself and try and convert an army that is usable as both Pirate Orcs and your average Orcs!

Q: Where did you get the inspiration for this crazy fluff?

A: Well, like I've said before, inspiration is a strange thing, and it can be drawn from anywhere. Of course some of the ideas were drawn from other peoples thoughts – those who had posted pieces or ideas earlier on in the development of the list. These were simply expanded upon by Chris and me. Others were simply pieces Chris had written and which, again, I'd expanded on with my own ideas. Holy Gork can that guy churn out fluff!

Q: How do you work with the rest of the team? Who's in the team for that matter?

A: Well, the editorial staff consists of Warboss Kurgan, Red Skullz, Chris, Arfa, Snotstaff, Zorg_Orc_Warboss, and of course my humble self. Usually Chris will draft up a piece of fluff, and then I'll take it into a Word document and set about adding to it and correcting

spelling and grammar. This is how the majority of the fluff comes into being, although there are always exceptions. Kurgan for example has written a series of small stories and a passage on the islands of Hell's Teef. He infact came up with the idea Hell's Teef and provided some invaluable help on all things piratical!

Q: How do you finalise what's going into the book?

A: Well, after I've finished it and checked over it, the particular piece is posted up in the 'fluff bin' (the place where we store all of the fluff written so far) and checked over by everyone. If they like it, then it'll stay in the 'fluff bin' and Kurgan will put it into the latest version of 'The Green Seas Document'. We've done many of these proxy lists, updating them regularly after more fluff has been written or some rules have been changed. This way we can keep on top of everything, or try at least!

Q: Could you give me an example of this fluff?

A: Here's a piece on Pirate Giants that I particularly like:

Like all Giants the ones that sometimes accompany Pirate Orcs to battle are loud, cumbersome and smell like Father Nurgles toilet. The first lots of Pirate Giants appeared sometime after Hell's Teef was populated by the Orcs. The huge beasts emerged from their mountain homes to find the little green things everywhere. At first they weren't too happy about this intrusion upon their domain, but they were soon persuaded otherwise. Some now live in the various settlements of the Pirate Orcs. Others came from the mainland on ships big enough to accommodate them. They have now adopted most of the piratical traits of their green companions, adorning themselves with hooks, bandannas and eye patches (even when not necessary!). When a giant decides to join a crew, the small matter of being able to fit on the Kap'sns Kroozer comes into play. As such it is not uncommon to see Pirate Giants calmly strolling through the sea next to their boat, using it (to the joy of the crew) as a buoyancy aid when the waters become too deep. Of course you can imagine how this affects the ships health! In battle the Pirate Giants are an utterly terrifying foe, striding through whole units of men with little hindrance, sweeping them aside with club and peg-leg.

Q: Wow, pretty impressive. Finally, what more can we expect to see from you in the future?

A: Well, it really depends on what comes around. Of course if (as there are already talks about) we do another project here on Da-Warpath I'll jump at the chance to do the fluff. I'd most like to do Cathayan or Nipponese Orcs next, as the fluff would be really interesting to do, and I'm also rather fond of the whole Samurai thing! You can also expect to see the odd story on the Battle Reports & Fan Fiction forum over the coming months. As for this project, I'd like to thank everyone involved in its making for being great to work with and I hope you all enjoy the end result!





INTERVIEW WITH KRUSTY

By: Gorfngang Badtoof & Krusty

Gorfngang: Well, because I'm nice, I decided to give y'all two fluff articles this week. Aww. I love me. Anyhoo, here's Krusty to give all you wannabe-Krustys (Krusties?) a hand in fluff writing. Take it away Krusty.

INSPIRATION

Inspiration is a strange thing. It can be drawn from just about anything; old mythological tales or an oddly shaped piece fluff resting ominously beneath your computer (Likely where Squigs came from!). Drawing inspiration from the Pirate Orcs involved quite the same process.

I normally start with a basic outline of what, in my head the army's personality is. Are they going to be more of a comedy army? Or perhaps they would be dark and shady? It stands to reason that a combination of Pirates and Orcs would predominantly be a humorous army, even if that humour was a little dark and twisted in some places.

When approaching unit fluff, I looked at what the unit type was, and where its roots lay. For example I pictured the whalers as Orcs on an eternal quest to slay Moby Git (Who drew its origins from Moby Dick), the first of their kind being Kap'n Azab, an Orcified Captain Ahab from the book 'Moby Dick'.

The likes of King Squong were drawn up from the King Kong movies, the idea of these tropical islands bustling with giant beasts and Orcs just seemed the right place for something like a giant 'Ape-Squig' to inhabit!

Of course, I drew many of my ideas from guidelines and thoughts laid down by many people involved in the Pirate Orc project, predominantly Chris. After adding what I thought seemed right to the pieces and checking their spelling and grammar, they were approved for the book. In this way we trawled pretty quickly through the masses of stuff that needed to be written, and the experience has been an enjoyable and involving one to the last.

I would like to thank Chris, Warboss Kurgan (who has also written a few short stories and came up with the home of the Pirate Orcs), Red Skullz, and of course the many others that contributed to this process for helping to get us where we are today, and I sincerely hope we have the chance to do something like this again!

Sample Fluff Piece From Krusty:

'Da Rok' loomed overhead, its massive, golden form towering above the surrounding landscape. Its pock marked surface sprouted many groups of crystals and diamonds that stood out like islands in a sea of gold. Multiple cave mouths also broke up the surface of 'Da Rok', narrow, winding

paths leading up to them from various parts of the beach.

Badbreath Foulmouth looked up at the huge lump of gold, easily the size of three Giants stood atop each other, and the same wide. His eyes glistened with unhidden greed and he found himself rubbing his calloused hands together, the sight of so much wealth awe-inspiring. The Boyz were already setting about the lower regions of 'Da Rok' with choppa's and picks, hungrily gathering large chunks of gold and stuffing them about there hulking forms.

He had not been here long, a day or two maybe. His 'Kroozers's' lookouts had spotted a glint from the shore, and he had ordered the Navigata to take them to it. When they arrived, they had partied all night, drinking most of the ships grog stores in a matter of hours. Today though, it was time for work. Badbreath had always been slightly paranoid, and this recent find did nothing to help his disposition. He wanted it, the gold, all of it, and he wanted it before anyone else got it.

The Kap'n hobbled forwards on his gnarled peg-leg, stopping just before one of the paths that lead to the nearest cave. He and his Boardin' Boyz were going to investigate, and hopefully find more treasure. The small group set off up the winding path quietly, all nursing merciless hangovers. It did not take the Orcs long to reach the cave mouth, and when they did they hefted their weapons wearily.

The first thing that Badbreath noticed was the smell. It was a pungent, heavy smell that hung about the mouth of the cave, not the crisp smell of the sea. The group held aloft their numerous torches and plunged into the gloom, the Kap'n at their head. The grizzled Orc's mouth slowly dropped open, a strand of thick saliva hanging from the corner of his mouth as he took in his surroundings.

He walked upon a bed of gold, thousands upon thousands of sizeable nuggets carpeting the floor. Diamonds reflected the torches light in a dazzling array of colours, further revealing the wealth amassed within the winding tunnels. The group moved on, descending into the bowels of 'Da Rok' with a purposeful speed, anxious to uncover more gold and jewels.

They stepped out into a great chamber after a few minutes of descent, filled with great mounds of solid gold, speckled by shards of crystal. A bright shaft of light pierced the gloom from above and Badbreath could see that there were many ledges and openings decorating the circumference of the chamber. He stepped forwards, bringing his heavy choppa to bear on one of the crystals protruding from the closest lump of gold.

The chunk of metal split slightly, oozing a silver coloured liquid. A roar of anger echoed about the moist walls of the space as the lump of gold reared up from the ground, swinging a massive clubbed fist around in a great arc towards the Pirate Orcs head. It was the last thing Kap'n Foulmouth ever saw...



PAINTING AND HOBBY INTRO

By: Jimbob1066e

Howdy. So first off, I must apologize. I was tardy in my reporting, and held up the magazine! Now, really, you can put down the duct tape and step away from the squig!!!! I said I was sorry!

There are a few great pieces this month.... I just can not simply say enough about all the amazing hobby work that went into the "Da-Warpath Unofficial Army Lists Pirate Orcs!" Frickin' AMAZING WORK! Please check out the book if you haven't already. We decided a special extra-look was in order, so presented in the following pages is "Da-Hogwasha Plank by Plank..." By our newest P&H moderator Warboss Kurgan! And you know he will be bringing good things, or Brog and I would never have 'made space' for another greenskin at the paint table!

Scattered about you'll see the random hobby tips...And we have a face/war-paint tutorial as well by Krusty. Forgive us the picture quality, but you will get the general idea! Who doesn't need some face paint in their armies, whether Savage Orc, Pirate, or generally 'had

too much mushroom brew' Gobbos!

As to the prizes for the terrain contest: All is in process. Both Sloory and I are painting the winners figures as we speak (check a future issue for pictures!), and the other prizes are on their way to me, soon to be mailed out to the winners. The winning greenskins seem to have passed all their animosity rolls (as I am beyond late as stated above...) for which I am extremely grateful.

And lastly I wish to try a new program for Da Path, based on an existing deal I have with a member to paint the new giant for them for free, to get a look at it before I get mine. So, I propose that you can get any new greenskin unit/box/figure done up by the paint staff for your collection simply by providing TWO sets to the painter. One is painted/converted and sent back to you, and the other is the fee. Let's face it, you could not have it pro-painted in any way as cheap as that!

So enjoy the hobby goodness and we will see You next issue! Peace jimbob1066e



HOGWASHA PLANK-BY-PLANK

By: WarbossKurgan

A HOW-TO GUIDE

Bitz:

- *Orc models - Very Important!: have them to hand at every stage of building your ship, for scale and accessibility reference.
- *Black foam-core card (this has a matt finish so the glue sticks better and is more forgiving at the black under-coat stage!)
- *PVA Glue (AKA white glue or wood glue) don't get the cheap school stuff, its rubbish. Get DIY wood glue grade.
- *Hundreds of Coffee-shop stirrers (like very long, half-thickness ice-lolly sticks) the company I work for buys loads of coffee from a near-by coffee shop for meetings and we get a cup-full of these every week. But I don't encourage you to take a handful every time you buy a coffee. At all. In any way.
- *18x3/4 inch doweling (the mast) if I'd planned it better I would have made two masts.
- *12x1/2 inch doweling (the yard-arm)
- *2 screw-in metal hooks to attach the yard-arm to the mast
- *Thick cotton thread (rope to tie up the sail)
- *12" square piece of old cotton bed linen or similar (the sail)
- *An "artists" paintbrush - about 12x3/4 inch and tapered (the bow-sprit)
- *Some metal icons - I used the Boar's-head from the Boar Boyz Standard as a figurehead and a Skull and Crossbones 40K Nob Banner pole for the stern.
- *Plasticard (the metal teef around the Foc'sle)
- *A wheel from a plastic Orc chariot or similar

*A few dozen Pins (to hold the foam-core together while the glue is drying)

*"Pirates of the Caribbean" and "Master and Commander" on DVD for erm.... research

Build:

Ship building is not a quick project. It will take most people a couple of months to complete so don't get disheartened if it's taking forever! Having a deadline helps but having three friends racing you to finish their ships helps a lot more! Every time one of them tells you the have got a stage further you will be spurred on towards your aim of nautical warfare!

The lower hull is not quite an oblong, it tapers toward the front to give at least the illusion that the thing could move through water! I cut a simple "base" first - 12 inches long by 4 inches wide at the front and 6 inches wide at the back.

The sides of the hull where tricky. I took a while to



Side View Of The Unpainted Hogwasha

MAKING DA HOGWASHA

Continued From Page: 9

central Main-deck (about an inch or two above "water-level"), a raised Foc'sle (about 2 inches higher than the main-deck) and a higher rear Stern-deck (about 4 inches higher than the main-deck). The Foc'sle and Poop-deck would be separate parts but the sides still had to have a cut-out for the central deck (allowing for the height of a model so an Orc on deck can see, shoot or fight over the sides). The front is at an angle forward but the rear is vertical.

I glued the sides to the base and pinned them in place then I could take measurements for the front and rear foam-core panels. This system of "build, measure, cut" suits my way of modeling much more than cutting all the pieces first then assembling (I always find I've cut them the wrong size and angle - math is not my thing).

The Foc'sle and Stern-deck are squares of foam-core (large enough to put war machines and crew on) with three-quarter-inch high strips fixed round three sides as the gunwales (again, measure against an Orc model so the crew can see over them!). Both were made completely then attached to the hull. The central deck is supported by several strips of card that run across the width of the hull.

When everything is dry and sturdy (be patient!) mark where your mast will go by drawing round the dowel - mine is right against the front of the Stern-deck so the vertical surface helps support the mast. Cut the hole inside the lines so it fairly tight fitting. I didn't fix the mast in place so it can be lifted out for easy transportation. If the hole is a bit too big don't panic: you can line it with wood afterwards to making it smaller.



Close-Up Detail Of Mast, Ship's Wheel And Decking.

Cover the entire thing in wood. Don't be too fussy: it's Orc workmanship after all. It still takes ages though. Allow about a month for this bit! Leaving about a millimeter or less between each "plank" makes undercoating more fiddly but is worth it for how it looks when painted. Much better than the too-smooth look of planks butted-up together.

Take some time to add details like the ship's wheel, trap-doors, hatches, doors, ladders, bodged repairs, etc. Keep the decks flat and uncluttered but don't make them boring. The vertical surfaces can be as busy as you like! This is where the DVD's came in handy. I have no idea what things on ships look like but the nice film makers have done real research for me. I added "kite" shaped plasticard plates (with rivets made of sliced spear-shafts) in to the foc'sle as Orcy teef at this stage.



Close-Up Of Mast, Showing Yard Arm; And Sail

Screw one of the metal hooks into the mast a couple of inches below the top - make sure it ends up with the "open" side upwards (you might have to push something sharp and pointy into the mast first - watch your fingers kids!). Do the same with the other hook into the centre of the yard-arm.

Lay the linen square for the sail on to a piece of polythene - a plastic carrier bag will do - and paint watered-down PVA all over it. Turn it over and PVA the back as well. Use the thread to loosely bunch-up and tie each end and two other places, equally spaced along the sail. Put the sail by (on a clean bit of carrier bag) to dry for a couple of days. When it is dry it should be a wrinkled looking solid lump. Easy to paint and hard to damage. Hang the yard (and sail) on the mast and you are almost done (you just have to paint it!).



Da Hogwasha In All Its Painted Glory. See Over The Page For Some Up Close Shots Of Da Hogwasha

MAKING DA HOGWASHA

Continued From Page: 10

Below and right: Stern, Middle and Bow of Da Hogwasha, complete with Adm'rul; Krew; and a mighty Looted Long Gunn. Here you can see the detail that has gone into the paintjob of the finished model. (You can also get an idea of scale from the Orcs on deck).



oi fought a bow were sumfink
yer put in yer hair...?



Quick; Man The... Er... Orc The Long Gunnz!



Sailing Back From The Sunset

And that's a wrap people. There will be more examples of WarbossKurgan's Pirate Orcs in the Pirate Orc Army Book, so keep an eye out for them.

Finally, why not post some pictures of your own Pirate Orc Conversions in the Paining And Hobby forum on Da Warpath. Get those creative juices flowing.

-Goofycabal



Hobby Tip 153:

Consider using Chapstick or lip balm for sculpting. Lightly touch your tool to the chapstick and it will smoothly work greenstuff, removing fingerprints and the like. It is an all around a great lubricant. Now if you need to add more putty, then a quick wipe with a Q-tip or other cotton swap will remove enough of the left-over 'grease' to attach more putty.

WARPAINT BASICS

By: Krusty

Warpaint is a common occurrence in Orc and Goblin armies. It defines a force, gives it a sense of individuality, and makes it your own. But, the task of painting war paint onto a hundred plus green faces can be a little daunting (trust me, I speak from personal experience!), so I've decided to do this article, a guide on how to apply war paint to your models quickly, easily and effectively.

Before we start however, you're going to need the following things:

- *A detail and fine detail brush (I used the citadel range)
- *A jar of clean water
- *A palette to mix your colours on
- *Some paints!
- *And last but not least your models!



Step 1

Step One

Firstly, I took some Regal Blue paint (from the citadel range) and gave it a good shake. Then, using a detail brush I applied it to my palette and added some water [Ed. Note: consider using a toothpick etc to transfer the paint from bottle to palette, instead of over-working your detail brushes]. Before you apply any paint its best to decide on a

pattern first. For this particular model I chose a simple stripe down the middle of the face. Using the detail brush I carefully applied the paint onto the model, trying to keep it as symmetrical as possible. You'll need a good, steady hand for this although don't worry too much if you stray out of your pattern (you can always tidy up later!). I find it helps if you define the outline of the pattern with paint before you start, then it's just a case of keeping within the lines!



Step 2

Step Two

Once the Regal Blue had dried, I took some Enchanted Blue and mixed it with some water on my palette. I then applied it to the model with a detail brush (although you could use a fine detail brush if you feel more comfortable with one), being extra careful to keep to the pattern. To create a shading effect I made sure to only paint the raised areas of the face. Orc

faces are particularly nice when it comes to this as they are molded with lots of nice lines and spots, allowing you to easily simulate shade.



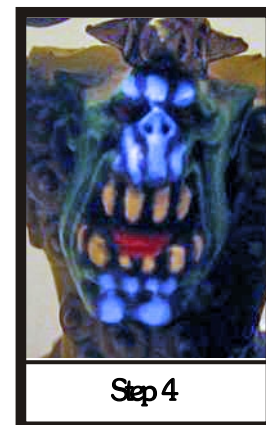
Step 3

Step Three

Next I got out my skull white. I mixed both Enchanted Blue and Skull White together at a ratio of about 2:1. I also added a little water to the mix. Then, with a fine detail brush I picked out all of the raised areas within the pattern, trying to leave a bit of the Enchanted Blue coat below showing.

Step Four

For this step I added a tad more Skull White and applied it carefully to the raised features, again trying to leave a bit of the lower layers showing. If you don't want to, or don't have the time then this coat can be left out as it is not paramount, it just gives the war paint a little extra depth. All that's left then is to tidy up the face and Add detail.

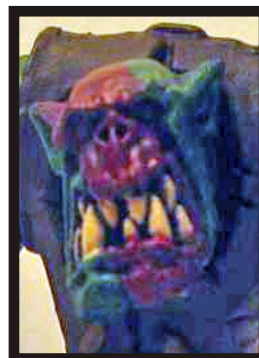


Step 4

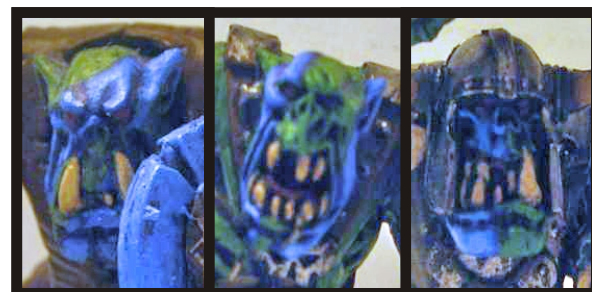
The more you use this method, the faster you get at applying the layers (yes, I have painted an entire army in such a way!). And of course you're not constricted to one simple pattern. Here is another example:

[Ed.] Utilize inks, although you need specific inks for specific colours if you want it to work properly. Here's

one I tried using Chestnut Ink and Red Gore: I found this way to be quicker, if not a little bit messy. Firstly I applied a layer of Red Gore, then I glazed over it with a watered down layer of Chestnut Ink and finally, when the ink had dried painted over it again with a Red Gore, Bleached Bone mix of about 3:1, leaving the recesses showing so as to create depth. Although it is quicker, this method isn't as flexible as the first and limits you somewhat on how many colours you can use.



Well there it is how to paint war paint in four, Simple yet effective steps. Hope this helps!



PIRATE STYLED MUGSHOTS

By: Goofycabal

Okay, so Painting And Hobby isn't usually my hide-out, but I really wanted to share some more awesome Pirate Orc models. While there were so many more pictures I would have loved to have added to this issue, there simply wasn't enough room! There were so many articles that needed their own space, so I felt that I should devote a page to a few of (I think) the best of the Pirate Orc models we have here. (Remember though, there's plenty in the Pirate Orc Army Book itself, these are the ones I liked the most...)

Clockwise From Right: OrcFromThePlains' Pirate Orc Ship; Sloory's Treasure Troll; WarbossKurgan's Adm'rul Kurgan; and Emoe's Pirate Orc. All these models are either scratch-built, or have had Pirate Orc features sculpted on.



RULES INTRO

By: MorkaisChosen

Ullo, ladz...

OK, I can't write everything like that. So welcome to DWQ3's Rules section. This issue we have a couple of articles for your gaming pleasure (read: using to win rules debates and blatant exploitation). Most importantly we have the Pirate Orc Q&A, answering all the questions you might ever ask about the Pirate rules. Well, most of them.

In addition, we have the Insanely Huge Monstrosity rules, the second part of my Make a Monstrosity rules. That's all I'm planning on doing so far, but I may come back to it. Who knows what Tzeentch wills...

There's one notable absence this issue: the normal Rules Q&A. I could say it's not there because the Pirate one is taking its place, but that'd be a lie...



MAKE A MONSTROSITY PART 2

By: MorkaisChosen

Insanely Huge Monstrosities

This section is where the fun really starts! These are the rules for non-humanoid, or very large humanoid, monstrosities. There's more scope for fiddling here: you create the whole statline! There are some restraints, though, so I wouldn't go for a six-headed giant with all stats at 10. Keep those stats down to 9.

Statistics:

The Monstrosity starts off with the following statline: M:5 WS:4 BS:0 S:4 T:4 W:2 I:2 A:2 Ld:2, and a cost of 25 points.

You may increase the stats as follows (note that the numbers are for each point of the statistic):

Movement for 2 pts up to M6, 4pts afterwards.
 Weapon Skill for 3 pts up to WS 6, 6 points thereafter.
 Ballistic Skill may not be improved unless you take a Natural Missile, in which case it costs 2pts for each point up to BS4, and 4pts afterwards.
 Strength for 5 pts up to S6, 10 points afterwards.
 Toughness for 7 pts up to T6, 14 pts afterwards.
 Wounds for 6 pts up to W4, 12 points afterwards.
 Initiative for 2 pts up to I4, 4 pts afterwards.
 Attacks for 6 pts up to A4, 12 pts afterwards.
 Leadership for 1 pts up to Ld5, 3 pts up to Ld8, and 6 points up to 10.

Special Abilities:

All Large Monstrosities cause Fear.
 Frenzy: 20pts
 Hatred: 10pts per race
 Regeneration: 25pts
 Flight: 35pts
 Tunneller: 25pts
 Tentacles: 15pts
 Terror: 15pts
 Giant Attacks: 15pts
 Natural Weapons/Missiles: Twice the cost shown for Humanoid Monstrosities (See DWQ Issue2).
 Extra Arms: 15pts each
 Stubborn: 5 points for Ld 2-5, 10 points for 6-8, 20

points for 8 or 9, 25 points for Ld10.

Ignore Greenskin Panic (Orc and Goblin Monstrosities only)

Undead: 5pts

Construct (TK only, must have Undead): 10pts

Madness: 5pts

Extra Heads: 10pts

Mark of Chaos: Price as Shaggoth. Effect as Shaggoth.

Giant-sized: May ignore terrain in the same way as a Giant. Falls over like a Giant. 15pts.

Scaly Skin: 10pts per point of Scaly Skin

Cloud of Flies (or similar): 15pts

Daemonic: 10pts, may take 25pts of Daemonic Gifts.

Bull Charge: 10pts, see Ogre Kingdoms for rules.

Equipment:

Some Monstrosities have equipment, and here's the list!
 Extra Hand Weapon: 6 points.
 Great Weapon: 6 points.
 Light Armour: 4 points.
 Heavy Armour: 8 points.
 Shield: 4 points.

Breath Weapons:

Fire: S4, -2 save, 10pts.

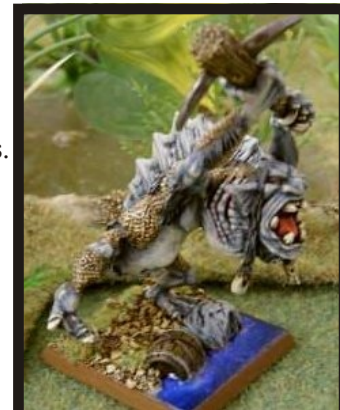
Improved Fire: S5, -3 save, 20pts.

Acid: S3, -4 save, 15pts.

Lightning: Instead of using the breath weapon template, this is a missile weapon, range 12" and Strength 5, ignoring armour. The chance to hit is equal to the target's armour. If you hit the first model, you may attack again at the closest model to that, with -1 to hit and -1 Strength. Keep going until you miss, the Strength becomes 0, or the closest target cannot be hit. A model cannot be hit twice in the same turn (lightning never strikes the same place twice in a single turn!). 25Pts.
 Black Mist of Death: As Dark Elf Black Dragon, 15pts.

Unit Slot:

Anything created with these rules is a Rare choice. The unit size is 3+ for a Monstrosity costing up to 75 Points, 1-3 for 75-150, and 1 for above 150.



Even Ocean Trolls Can Become Monstrosities!



FORM THE BEACHHEAD

By: Goofycabal

Continuing the trend from DWQ2, here I am with another Warhammer Scenario to use to spice up your games of Warhammer. And what better way to give the new Pirate Orcs a test than to play themed battle? This scenario represents two enemy forces who have made landfall, and are wishing to establish a position near the ocean from which to harass their enemies.

Forces:

Both players select forces of equal points value. 1500 points is recommended, though other points values should work just as well.

The Battlefield And Deployment:

Understandably, the first place to start the battle is by setting up the battlefield. The map below shows the suggested layout of the battlefield. The forces have both landed their ships close to each other, and are now vying for the position. Therefore, each player has one of each opposing corners, as shown on the map (Deployment Zones 'A' and 'B').

Each Deployment Zone is sized 24" by 24" and should be 24" apart from each other. If your table is smaller or larger than 6' by 4', make sure to adjust the Deployment Zones accordingly, but remember to keep each side 24" apart.

Both players should dice off to see who has to deploy a unit first, and then each player deploys one unit, and then the other player deploys a unit and so on (in the same manner as for a Pitched Battle).

Once deployed, both players dice off to see who gets the first turn (the player who finished deploying first gains +1 to their dice roll).

Restrictions:

Neither player is allowed to take Dogs of War or Regiments of Renown units (unless of course they happen to be a Dogs of War player...). Other than this, no other restrictions apply.

Special Rules: Reserves:

Since the troops are still streaming forth from the ships, the battlefield starts getting choked with more and more troops.

Before the battle starts, each player is allowed to hold up to one-third (500 points, if you're playing the suggested 1500 points) 'In Reserve'. Nominate which units are in reserve before deployment starts.

Units held 'In Reserve' are not deployed at the start of the game, but instead come onto the battlefield in later turns. This can be quite useful if you think you'll be limited in deployment space, or you can use it to set up some nasty traps.

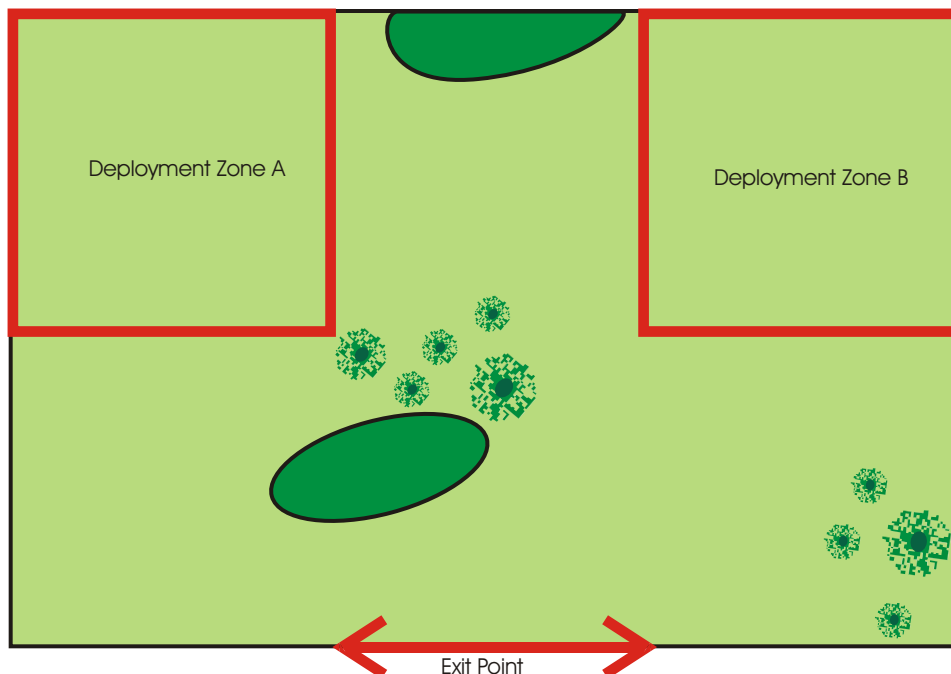
To get 'In Reserve' units to come into play you must roll at the start of each of your own turns. Note, however, that these units can only be brought into play from Turn 2 and onwards. Nominate which unit you wish to bring on, and roll 1D6. On a roll of 4 or more this unit is available and can move on to the table. In turn 3 the required roll is 3+, and turn 4 and onwards units will come into play on a 2+. You do not have to nominate any units to bring into play if you wish, but once you roll for a unit it MUST come onto the table if it becomes available.

Units that become available in this way will move onto the table in the same manner as units who have returned after pursuing their enemy from the table. Just place them on one of your two board edges within your Deployment Zone, and move them from there. They are free to act as normal from this point on (aside from not being able to charge in their first turn).

Any unit is allowed to be held 'In Reserve' including Characters and Warmachines.

Victory Conditions:

The battle lasts for a maximum of 6 turns. The winner of the battle is determined by using the usual Victory Points chart in the Warhammer Rulebook. In addition to the usual Victory Points, each player can also gain further points by voluntarily moving troops off the opposite table



FORM THE BEACHHEAD

Continued From Page: 15

edge via the 'Exit Point' marked on the map.

The 'Exit Point' should be marked as an area 24" long. This represents the troops getting to the beachhead position to start defending it.

Any troops voluntarily moved off the 'Exit Point' will gain the controlling player their points cost in Victory Points. For example, a unit worth 150 points will gain the controlling player +150 Victory Points for voluntarily moving them off the 'Exit Point'.

Additional Suggestions:

When I first devised this game (and it was first played) we were having a campaign. Form the Beachhead was the second game in the campaign (the first one being a Man 'o' War battle, where the Winner of the Man 'o' War battle got to deploy second and got the first turn) and the winning side was able to choose what the next battle was to be.

In this way, my suggestion is that Form the Beachhead should ideally be played as part of a mini campaign. The winner of Form the Beachhead could be the defender of a Siege in the next game for example.

Another suggestion is that the long table edge that both player deploy from could be designated as the shore-front, and therefore will be Impassible Terrain, forcing

'Reserve' units to come into play only from the short edges of the battlefield.

Of course, there's no reason why the players have to be vying for control of a defensible position; they might even be after buried booty!

Conclusion:

And that's the second Warhammer scenario drawing to a close. I've seen this scenario actually being played (which is a bit of change in regards to most of the scenarios I've designed) and both players were having a great time. So I'm sure you'll enjoy this one too.

If you'd like to give us feedback on how you found this scenario, then feel free to write up a battle report (if you want) and post it in the forums. Or just drop us a line via PM, or just leave a message in the DWQ Forum. We're always happy to get feedback.



last time oi went ter da beach,
oi got sand in everyfink

CHUG: DAT'S WOT DA POINT IS
oi neva said dere was anyfink
wrong wiv dat...



INTER FORUM ARENA OF DEATH

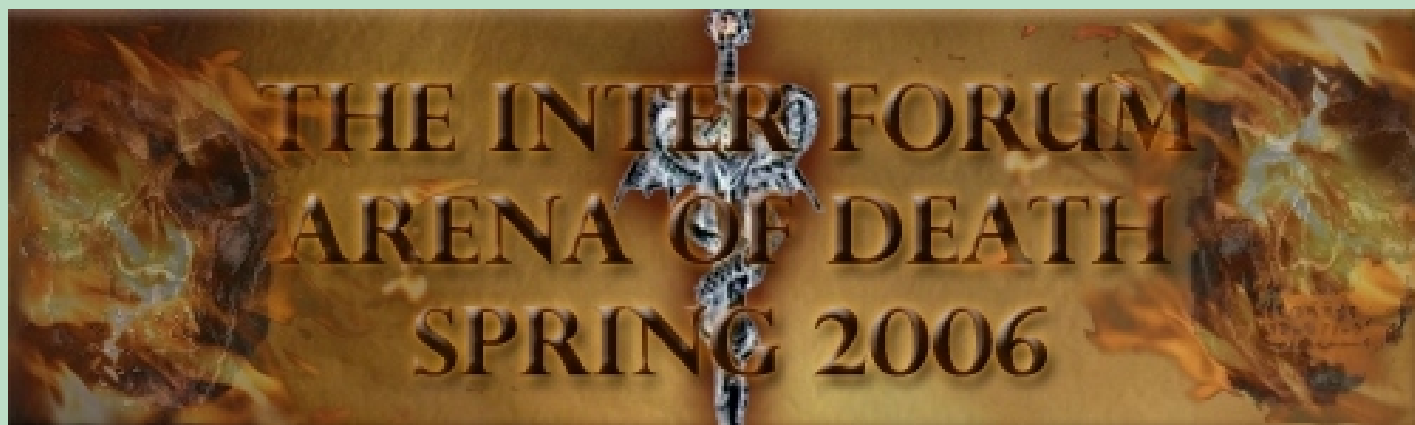
By: Gasgruk the Destroyer

The last Inter Forum Arena of Death was held during October and November last year. Taking part were 46 contestants over 7 different forums, all vying for the title of grand champion and the glory of total domination. The final winner of the tournament was Da Warpath's very own Borzag who fought off all comers to take the ultimate prize. In the forum championship Da Warpath came 4th out of 7 narrowly missing out on a top three finish. Not bad for its first time in the tournament.

The fourth Inter Forum Arena of Death will begin on

April 1st, from then people will be able to sign up on each participating forum for a period of two weeks. After that the qualifying rounds will take place on each forum so that the best 4 contestants from each forum go through to the finals to face each other.

There are many old debts to settle, and blood oaths to be fulfilled, as well as new foes to face. It is up to you to take part, to represent your forum, to crush the opposition.



QUESTIONS AND ANSWERS

By: MorkaisChosen & Arfa

Arr, boyz. Dis is da Roolzboy agin. Deere's all dese weird boyz wiv 'ats an no 'ands an that bin arahnd, but dey'z got sum weird roolz. Wun't tuch dem wiv a ten-foot club fer 'ittin peepul wot get da roolz rong. Not dat I'z got wun o' dem...

Q: Do Handgunnaz count towards the total number of Deck Handz for calculating the number of Savage Orcs or Boardin' Boyz allowed in the army?

A: No. Just like Arrer Boyz in the original O&G book, the missile troops are a different entry to the normal boyz and are counted seperately.

Q: If I nominate one of my own characters using Da Black Spot, will he hate every model in my opponents army?

A: No, the model nominated to receive da spot will hate every model in the Pirate Orc list, and if the nominated model happens to be one of your own then this bonus is irrelevant.

Q: Can an Orc Brewa Boss use the special rule 'Ave sum Grog' to give himself a dose of Morky Jones Magical Brew at half price?

A: Yes, although the 0-1 restriction on the brew still applies, so no other character in the list may take it.

Q: It says under the rare units that a 'Pirate Maneater' only counts as a single rare choice. What is it?

A: A Pirate Maneater is simply one of the models created for the Ogre Maneaters. Although technically there is no difference in rules between the different types of Ogre Maneaters, the model should be suitably piratey to be properly included in the list as a single rare choice rather than two. See the Ogre Kingdoms book for the full rules and equipment available to the Maneater.

Q: With the 'Sea legz' rule it states that no Orc or Goblin pirate hero may ride a mount with the exception of a Wyvern. Does this mean they can still be mounted in chariots?

A: No, purely because the Pirate List doesn't include any chariots for them to ride!

Q: If an Orc Gunna Boss is equipped with the Shiny Brass Spyglass of Spottin' Stuff and attached to a Harpoon Chukka crew, can he use the Spyglass to target any model he likes with the Chukka?

A: No. The Spyglass may only be used on weapons of the hero himself.

Q: If a Goblin Trader is forced into a challenge by a Lahamian Vampire or other source, which special rule takes preference?

A: In this case roll a D6 to decide. The Goblins visions of lust are clouded by his natural cowardness, and it is unsure which is greater in any one situation.

Q: May the Pirate Orcs use Magic Items from the normal Orcs & Goblins Book?

A: No, technically the Pirates cannot use items from the Orc and Goblin book as they have their own weapons list. However, some items (such as the magic banners) are treated the same as certain Orc & Goblin items, and you can always give your characters 'traditional' greenskin items with your Goblin Traderz, assuming you follow the normal rules for 'Masta Trader'.

Q: Can the Goblin Traderz purchase magic banners from other lists to give to one of the units able to select magic standards?

A: No, for two reasons. The first is that the Goblin Traderz can only give items to other characters, not units, and the second is that they are only able to select magic weapons, magic armour, talismans & enchanted items. This means that Arcane items and Magic Banners cannot be selected by the Traderz for any purpose.

Q: Can a Goblin Trader select class-specific items such as 'Drogs Dead 'ard Armour', which is Orcs only?

A: No. The only exception to this is 'Nobbla's 'Elmet', which is Goblins only, but as the Trader is a Goblin himself he is allowed to take it, although he may not transfer it to an Orc character. Any item which says 'Orcs Only' or 'Paladins Only' etc may not be taken, as the Trader is not an Orc, Paladin etc.

Q: Is it possible to have two 'Battle Standard Bearers' if you give a Kaptain the Battle Standard and add a Quarta Masta?

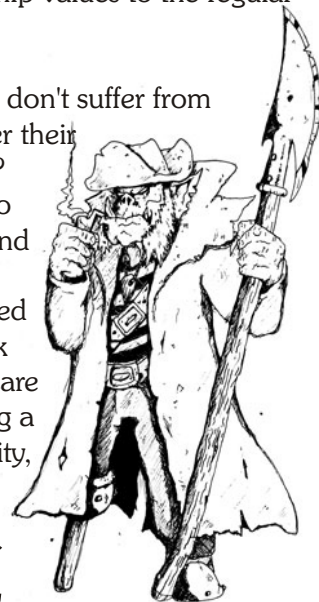
A: There is no choice to upgrade a hero to a Battle Standard Bearer in the Pirate list. Instead, one model may be upgraded to 'Da Quarta Masta', which ultimately fulfills the same role, just in a more 'paymaster'ish style.

Q: May a normal Navigaita be the armies general?

A: As you need a Kommodore, Admrul or Masta Trader in the list before you can take a Navigaita, and all those above three have higher leadership values to the regular Navigaita, the answer is no.

Q: It seems that the Orc Whalers don't suffer from Animosity, as it is not listed under their special rules. Is this an oversight?

A: No! The Whalers are similar to Black Orcs in that they don't spend their time squabbling over silly matters and are constantly focused on the task at hand. Unlike Black Orcs however, they don't really care if others around them are making a fuss, so they don't Quell Animosity, they just don't suffer from it themselves.



GROSHNAK'S TACTICUS ORCUS

By Groshnak

As promised from Issue 1, we have the third part of Groshnak's Tacticus Orcus. This time, the article covers the various Magic Spells available to Orc and Goblin Shamen. Every Magic Spell gets a look at. In the second part of the article, some General Tactics for playing as Orcs and Goblins are also discussed.

MAGIC

Spells of the Little Waaagh!!

Gaze of Mork This is your basic magic missile. With a casting value of 5+, it's quite easy to get off either to take out small units like warmachine crews, scouting units or annoying fast cavalry, or just draw out some dispel dice before casting something more powerful.

Fists of Gork This has to be one of my favourite spells. Getting charged by an orc always hurts, but should feel like a minor headache in comparison to getting every single model in a unit charged by a summoned Orc. Target huge units with low toughness and armour. Did someone say 'Elf'?

'Eadbutt Also available as a bound spell in the form of the 'Itty Ring. This is a sneaky one. You can target any model you can draw LoS to, so why not take out the enemy unit's standard or champion before it reaches close combat, giving your own boyz a bigger chance of winning the combat. As no armour saves are allowed, you can also have a great time killing expensive knight models or even lonely mages/engineers.

Brain Bursta An upgraded version of Gaze of Mork. With 2D6 str4 hits it's so powerful you can target bigger units in addition to the targets mentioned above.

'Ere We Go This spell causes one of your units locked in close combat to fight a round of combat without attacks back. Unless you cast it on your Big 'Uns or Black Orcs it's not very effective, as your normal Orc's str3 doesn't hurt anyone. (Okay, Skinks fear str3, but if you need a spell to kill skinks in close combat, your Orcs suck) Worth mentioning might be its high casting value, I find 9+ a bit too much for what it does.

Hand of Gork A random movement spell which could be your potential game-winning spell. Here snotz, good ole' Groshnak will share a trick with you. If you fail a charge or for any reason happen to have a unit (or three) sitting in front of an enemy unit, waiting for it to charge you, cast this spell. If you succeed, it'll cause your unit to move 2D6" towards the enemy unit which could result in you charging the enemy unit - in the magic phase. Ha, didn't see that one coming, did you; you spikey git. Okay, this trick is one of the oldest in the book, so an experienced opponent will be expecting this. Occasionally it does give you that nasty charge

which might turn the tide of the game.

Spells of the Big Waaagh!!

Mork Save Uz This spell allows you to get D3 re-rolls, which you can use in any of the following phases. A well-known and frequently used combo is using there-rolls in order to make sure your Spear Chukkas, that normally couldn't hit the water even if they were swimming in a lake, actually hit something.

Gork'll Fix It Allows you to re-roll armour saves for a round, or gives you a ward save if you don't have any armour. Unfortunately the armour save of greenskin units is generally very low, so the only unit worth targeting with this spell would be (Savage) Boar Boyz or Chariots who both are expensive and have a decent armour save - by Orc standards.

Bash em Ladz Your big 'uns hitting first? Even as they were charged? Wow, where do I sign? This spell is great if one of your expensive or tactically important units gets charged by something nasty. One downside might be that only high-strength troops as Big 'Uns or Black Orcs actually have some use for this, as a few str3 attacks from your basic Orc boy unit usually isn't enough to kill much.

The Foot of Gork This is the most powerful damage spell there is. D6 str6 hits is enough to beat most units into bloody pulps. Your main targets with the Foot of Gork will be expensive and heavily armoured units, such as Knights, Trolls/Ogres/Kroxigors or bigger monsters like Dragons, Giants or Xarnosaurs. If you lack 'lesser' damage spells to do the job, the Foot can also be used to take out warmachine crews. As you can pick any one enemy unit on the tabletop, your shaman can hide behind your lines, stomping everyone in the name of Gork.

Gork's Warpath If the Foot of Gork is the most powerful spell, then this has to be the most destructive spell ever invented. Basically you get to keep Foot of Gork'ing as long as you manage to roll 4+ on a dice. I repeat; if the dice gods favour you, you get an unlimited amount of Foot of Gorks. If you roll a 2 or 3 the spell ends, and that's it. No, if it only were that great. I did say 'most destructive spell', didn't I? If you roll a 1 one of your own units (randomly selected) gets stomped, and this is why it's so important to keep your Great Shaman inside a unit when using this spell. You don't want him to be in the receiving end of D6 str6 hits, do you?

WAAAGH! This is an improved version of the Hand of Gork. It's also a random movement spell, but it affects all your greenskin units on the table that are ready to charge. For some reason everyone seem to be saving their dispel scrolls for this spell. Funny.



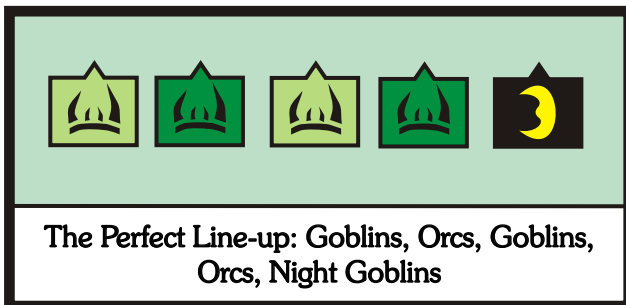
TACTICUS ORCUS PART 2

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GENERAL TACTICS

Minimizing the effects of panic:

As Orcs ignore Goblin panic, always try no to place two Gobbo units next to each other (nor two Orc units). Instead, place them like pictured below. That way the Orc unit won't panic if a Gobbo unit breaks or gets destroyed within 4", and the Gobbos won't panic either as long as they outnumber the Orc unit. (as they always should, unless they're throw-away units). Of course, if you play an all-Gobbo, or all-Orc you can't do this. Then all you can do is making the units near each other equally big.



Beating Shooty Armies:

We've all faced them. Artillery-heavy Empire, Dwarfs, High Elves and Skaven just to name a few. They always seem to shoot you stone dead before you've reached their battle line. Against these enemies speed and numbers are your best friends.

SPEED. What's the fastest thing you can think of in the whole Warhammer game? That's right Wolf Riders. These guys are incredibly fast, AND cheap, so you can use lots of them. Use multiple small units of 5-6 and give them spears and a musician. Now, that's only 66 pts. Place them on the flanks and race for the big guns. With their movement of 18" they are likely to reach the enemy on turn 2, and armed with spears they have a good chance of beating most warmachine crewmen.

If you field expensive units that need to be shielded, why not run your Wolf Riders right up in the face of that Hellblaster? Sure, they'll die a horrible death but your expensive Black Orc unit will make it. After all, you've only lost 66pts.

You can also charge missile weapon-armed troops with the Wolf Riders, but if you do, always charge with two or more units one will just get horribly killed when the enemy unit stands and shoots. Chariots are great at this too, especially Wolf Chariots. In fact, Wolf Chariots can do about the same things as Wolf Riders, though they're more expensive so you don't want to sacrifice them. As warmachine hunters they're great though.

NUMBERS. While your Wolf Riders/Chariots are busy silencing the enemy artillery, you want to make sure the

rest of your army won't run away just because it's raining lumps of steel and stone. Orc units should come in units of 30 when facing a shooty army, Gobbos in units of 40. At least. That means 7.5 Orcs respectively 10 Gobbos will have to get killed in order to cause a panic test. With a toughness value of 4, your Orcs are probably not going anywhere without your permission.

Chariots usually survive enemy missile fire pretty easy, especially the Boar one. If Cannons are involved, however, then the Chariots suddenly start to sweat (yeah, whatever). Str7+ shots destroy Chariots outright, so make sure you keep them hidden or shielded as long as possible.

If you're playing a big game then it might even be worth taking a sacrificial Giant. He will definitely attract LOADS of missile fire, thus, the rest of the army will hopefully make it into close combat. His sole purpose is to survive and absorb missiles as long as possible.

A general with high LD is essential when facing shooty armies, and definitely keep him with the Boyz. Never send him away charging on his own, the Boyz need his LD.

Magic missiles, such as Gaze of Mork and Brain Bursta are great crew-killer spells.

Alternatively, you can go artillery-heavy yourself, with a GSAD (Goblin Shooty Army of Doom). That means that you take several huge (50+) blocks of Goblins, preferably Night Goblins so you get those Fanatics, and loads of artillery. In a 2000pts game you could get 6 Chukkas, 2 Lobbas and 2 Doom Divers. Now, position the artillery and back them up with a couple of small warmachine-guarding units. Then, place all your big fat units in front of them and start shooting. You will outshoot most opponents, as his missile damage won't make your huge Gobbo units go anywhere, and your massed fire will be enough to kill almost anything. Thus, he's forced to take the fighting to you. Then he gets the next surprise, in the form of Fanatics. As soon as he gets within 8" of your Night Gobbo units, he'll face a wall of Fanatics.

This is rightly considered as a cheesy way of winning. It works though, and you want to win, don't you?

Beating Elite Armies:

You've faced these armies too the ones that consist of about 20 models in a 2000pts army. Okay, I might exaggerate but you get the point.

First, get yourself a couple of Chukkas and Doom Divers. These pieces of artillery excel at opening cans like Knights, Chaos Warriors and Ironbreakers. In fact,

TACTICUS ORCUS PART 2

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Every shooty thing that ignore armour saves are your best friends against elite armies. Try to reduce the size of the units before they reach combat, you'll have to outnumber them badly if you're going to have a chance to beat them close up.

Once in close combat, try to make your units support each other. One-on-one the enemy elite units will kick your

ass badly, but supported by a flank charging unit your poor infantry can beat them. I'd suggest that you use a unit with staying power, like 'Ard Grotz, to absorb their charge and then get in a flank attack or two with a unit of US5 or more. Characters in Chariots excel at this, as they have enough US to take away ranks AND they have some serious hitting power. That combined with the numbers of the receiving 'defender unit' will make the elite pansy-asses break.

If you charge them, always try to charge the same enemy unit with two units or more.

Elite armies' characters are usually superior to any other characters, so stay out of challenges and avoid them as long as possible. You really should keep this in mind if facing Ogre Tyrants, they're rock hard!

If it's a fast elite army, like all-mounted Dark Elf armies then try to do a refused flank. Pack your units tight and try to make him charge several of your units simultaneously. Using narrow fronts, you can usually get him to engage two of your units at the same time. When I face armies like this I like to use the 'Commando Black Orc Unit', i.e. a small Black Orc unit with great axes and a Boss.

Beating horde armies:

When you see those 600+ models Goblin armies you just want to call for an airstrike or a nuclear bomb. Practically you can do that too, in the form of Rock Lobbas. Lobbas are those fat, juicy units' worst nightmare. Chukkas, with their ability to skewer multiple ranks, can be very useful too. The only time I'd use extra hand weapons on my Black Orcs and Big 'Uns is when facing horde armies. Normally the loss of strength keeps me from buying them, but when 1347634 Clanrats are staring at you it



Facing An Enemy Horde Can Be A Daunting Task. Especially When You're Up Against An Army Like Orcfromtheplains' Entire 14,000 Point Army. Even Though The Photo Above Only Shows A Proportion Of His Army, A Horde Army Generally Looks Similar

suddenly feels like a smart buy. Don't give your normal Boyz additional hand weapons though, they need that strength bonus more, and you'll need to keep your Boyz cheap too. Against fast-moving horde armies, like Skaven and all-Skink armies spears could be handy, as their high speed allows them to charge before you. The Skinks are more likely to shoot you on point blank-range, however, so I'd still leave the spears at home.

When you're stuck in close combat with those enormous units, you want to take away their rank bonus ASAP. Always make sure you have some Wolf Riders around for that task. Characters mounted in Chariots work good as well, as they can both take away ranks and deliver some real damage. Chariots in general work good against horde armies, as they, most of the time, have pretty low toughness and bad armour save.

Pump Wagons are real horde-killers with their 2D6 impact hits. If they don't manage to break the enemy on the turn they charge, they're dead.

Keep your units near each other, so the enemy is forced to engage several of them at once. The key to beating large units is co-operating.

There are several multiple-attacks weapons in the orc arsenal, the Battleaxe of the Last Waaagh!!, just to name one. Give it to your Savage Orc Warboss and he'll completely slaughter the rabble.

Leadership is often one of the main weaknesses in horde armies, so concentrate your fire on one unit at a time. When it panics, the panic will spread to the other units.





BATTLE REPORT

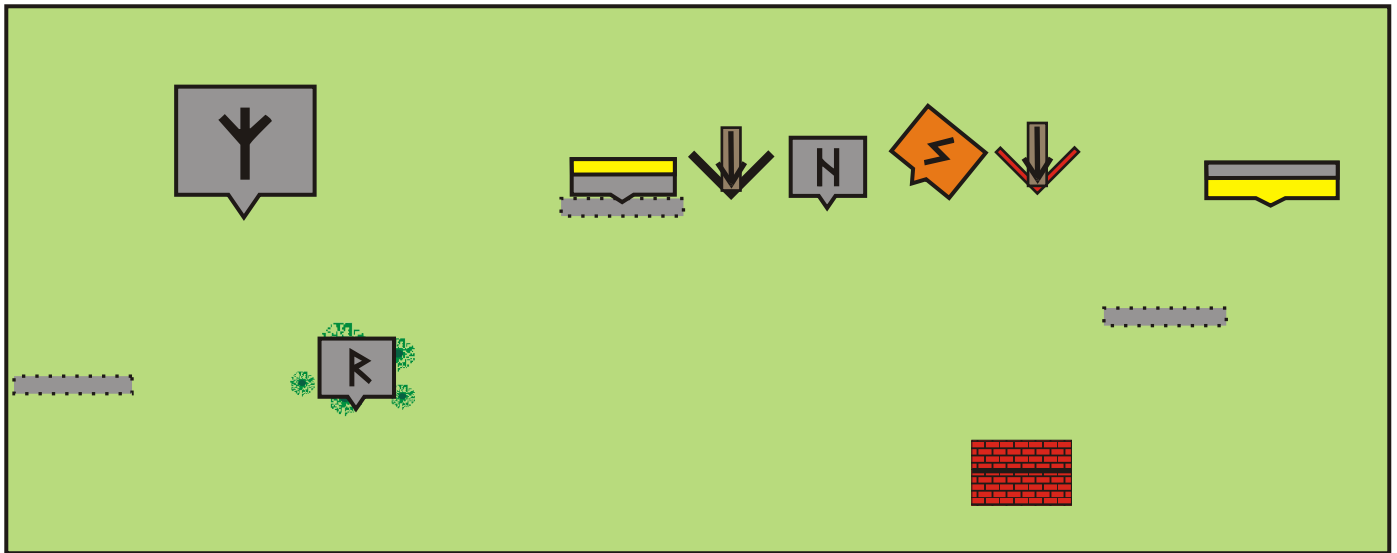
By: Snotstaff

This issue Snotstaff has given the Pirate Orcs an outing against one of the Greenksins' oldest foes: the Stout Dwarves. With the Orcs being completely drunk before

the battle is joined, this should turn into an interesting battle. So, grab your spot in the Crow's Nest to get a bird's eye view of the battle. - Goofycabal

The noise of the seagulls broke the noise of the oncoming armada assault from the Captain Grontz Da Blackbeard. The ships had sailed for quite a long time now and so were in a desperate search for land. The Gobbo with the compass had been eaten, so it wasn't too easy. Sailing for years, they had eaten all of their Cabin Grotz, except for some who had zapped all of the Orcs that tried to lay a hand on them, and so they were starting to run short of crew.


Dwarf Forces




N 19 **Hammerers** armed with the Master Rune of Grungi, Shields, Great Weapons and with Full Command. The unit is being lead by the General, a **Dwarf Lord** who is armed with the Master Rune of Adamant, Master Rune of Spite, Rune of Stone, a Great Weapon and a Shield.


Y 14 **Rangers** armed with Great Weapons, Throwing Axes and a Musician. The unit is lead by a **Dwarf Thane** who is armed with the Master Rune of Karag the Grim, Rune of Brotherhood, Rune of Cleaving, Rune of Striking and Rune of Stone.

R 29 **Dwarf Warriors** armed with Great Weapons and Shields. The unit is accompanied by a **Runesmith** armed with the Rune of Stone, Master Rune of Balancing, a Great Weapon and a Shield.

 12 **Quarrelers** armed with Crossbows, Shields and a Musician.

 12 **Quarrelers** armed with Crossbows, Shields and a Musician.

 **Bolt Thrower** with an Engineer.

 **Bolt Thrower** with an Engineer and the Rune of Penetrating.

 12 **Slayers** with Full Command and 4 **Giant Slayers**.

THE DEFENDERS OF KARAK A BARAK:

Rodion: Well since Snotty had a brand new army, I decided to change my list a bit, too. The biggest change was to take a unit of 30 Warriors that could seriously cripple the Orc line!

I took a little shooting to back it up - only 24 Crossbowmen and 2 Bolt Throwers - but even a little shooting can be devastating in the hands Of Grugin!

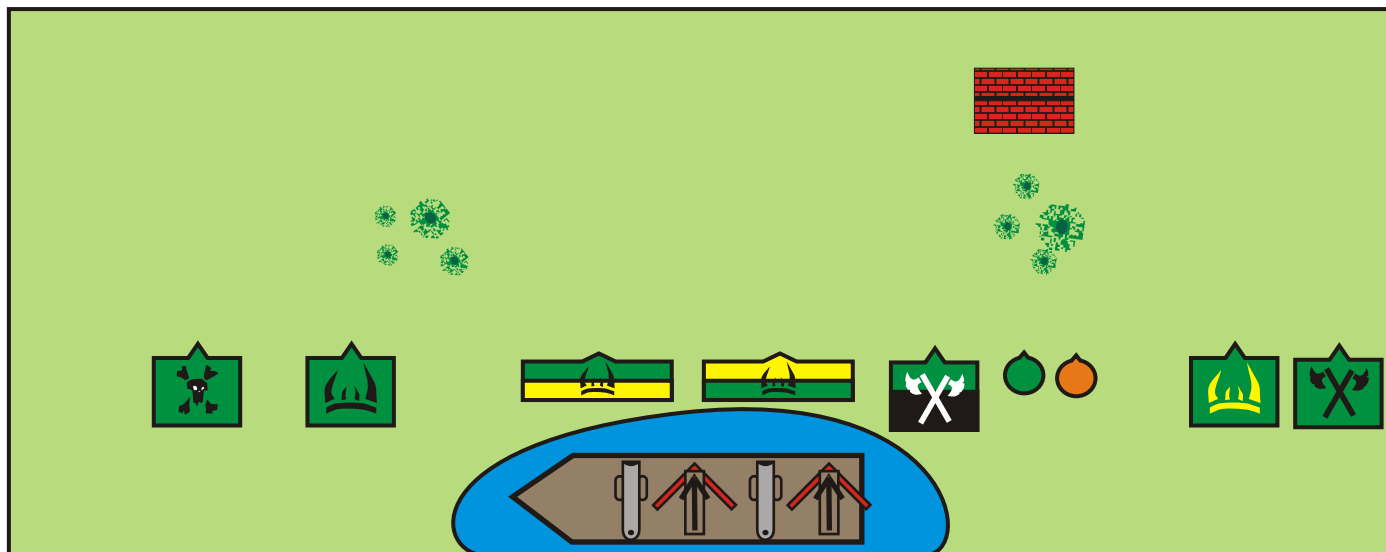
Otherwise, I stayed with my usual list that included some elite Hammerers to protect my Lord, and Slayers to hold up some of the enemy blocks.





BATTLE REPORT


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Greenskin Forces




 25 **Orc Deck Handz** armed with 2 Hand Weapons and Full Command. The unit has drunk Good Ole Grog before the battle. The unit is lead by the Orc General **Adm'rul Kap'n Grontz Da Blackbeard** who is armed with Kap'n Flunk Da Skwarky Squigott, Da Swushed Buckler, Sword O' Swashbucklin', Light Armour and has drunk Good Ole Grog before the battle.

 Svori Muchbang: Level 2 **Goblin Navigaita** armed with 2 Power Stones.

 Gront Da Headbang: Level 2 **Goblin Navigaita** armed with Fizzle Da Pirate Snotling Shaman-Onna-Stick and the Talisman of Protection.

 25 **Orc Deck Handz** armed with 2 Hand Weapons and Full Command. The unit has drunk Good Ole Grog before the battle.


 24 **Orc Boardin' Boyz** armed with 2 Hand Weapons, Brace of Pistols and Full Command. The unit has drunk Good Ole Grog before the battle.

 10 **Handgunnaz** armed with Handguns.

 10 **Handgunnaz** armed with Handguns.

 10 **Orc Bombaz** armed with Hand Bombz.

 2 **Spear Chukkas**.

 19 **Black Orc Swashbukklaz** armed with 2 Hand Weapons and with Full Command. They got Abserotlee 'Ammad before the battle.

 2 **Robbed Longguns**.

THE PIRATES OF THE SEA:

Snotty: This was my first time actually testing the pirates in action since nobody would play against them as they didn't believe that Da Warpath could create a balanced army at all. Well I'll prove them wrong! Har!

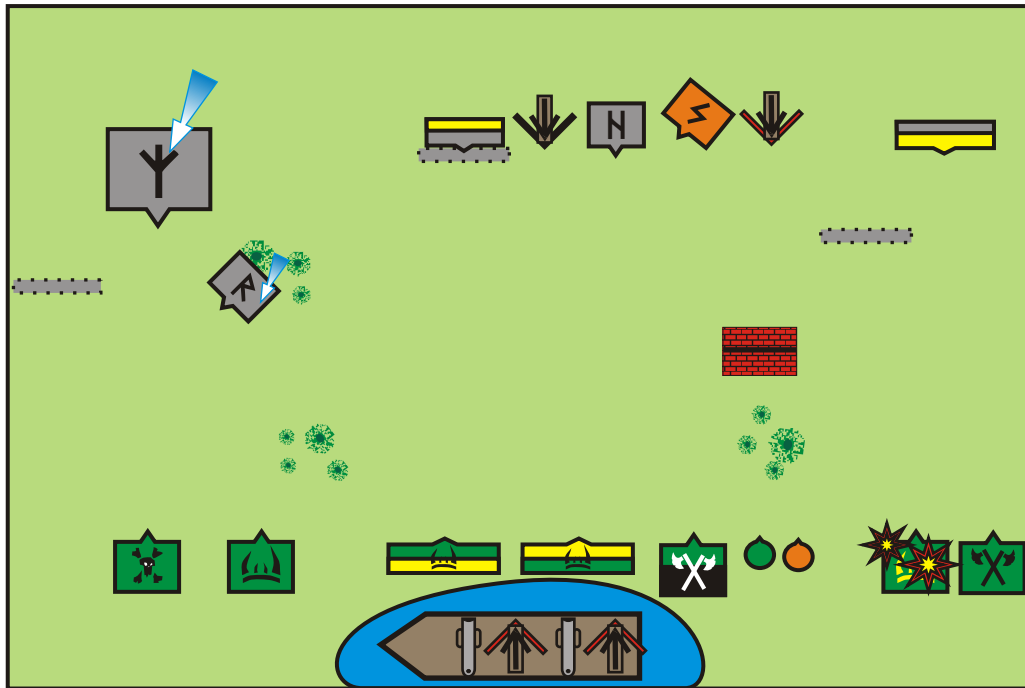
Since the Pirates are cursed with being without any cavalry, I thought I would take lots of shooting to soften the Dwarfs up while my Orc blocks marched slowly in to kill the rest of them. I also didn't want to have an empty Magic phase so I took two Goblin Shamans - the last of the Gobbos to survive!

So I took a whopping amount of 20 Handgunnerz, 2 Cannons and 2 Bolt Throwers and some Orc Bombaz, which could really kick stuntie back parts at short range!



BATTLE REPORT

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Above: Dwarf Turn 1

think that tooled up Warriors tend to be a little better in close combat!

My right flank animosities totally except for the heroic Orc Bombaz. This wasn't good since they were supposed to hurry to support the Black Orcs. Well that's playing greensies for you! The rest of my fighting blocks moved forward.

Now to the Magic phase: I knew I could not linger against the Dwarfs and, since he stole one of my Power Dice and turned it into a Dispel Dice with his Master Rune of Balance, I was

Turn 1:

Rodion: Glancing at my enormous Warrior unit I grinned cruelly thinking of the dead greensies to be. To support the Warrior block I manoeuvred the Rangers in the forest. Otherwise I held steady, waiting for the coming Orc invasion.

On to the shooting (evil laugh): I prepared my shooting force to shoot. Looking at Snotty's force I could see much more shooting so it would surely be the battle of titans! I decided to centre my shooting on one of the Orc Blocks to cause panic...and I succeeded! Killing seven Orcs with my 24 Crossbowmen and 2 Bolt Throwers, I sadly watched as Snotty rolled a "6".

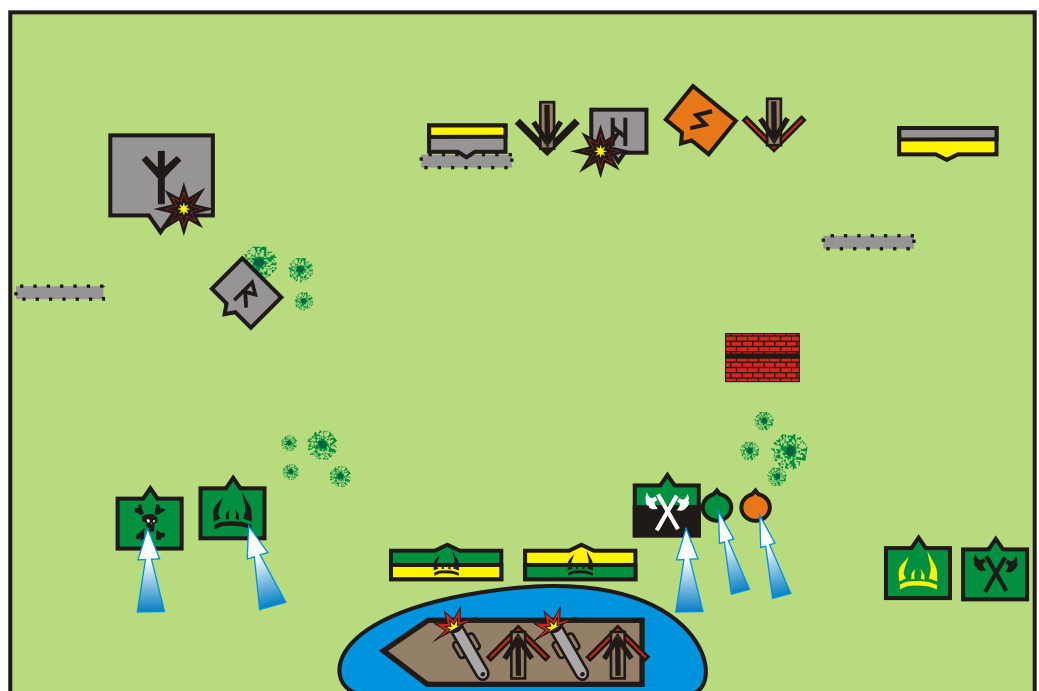
facing a stone wall. I did manage to get one spell through, killing one Hammerer!

On to the Shooting phase: I was dying to try out the Boyz in action! I had to seriously weaken that unit of 30 Warriors, so I concentrated most of my fire there. The awful thing was that, because of the wretched forest in the way, my Handgunnerz had to shoot elsewhere. On rolling the results, my grin fell away... My aim with the Cannons was pretty precise but thanks to my luck the rolls both scattered 10" away and killed no one. So in the end with all of my 2 Cannons, 2 Bolt Throwers and 20 Handgunnerz I managed to snipe just one Dwarf Warrior! This was one for the Guinness Book of World Records! Now over to Rodion...

No combat so I handed over to Snotty, expecting the worst...

Snotty: My two Shamans got 'Eadbutt & Gaze of Mork and Hand of Gork & Gaze of Mork, respectively. The Orc Boyz on my left flank got frenzy (perfect for slaying those wretched Warriors!) and the Black Orcs got stupidity, but the rest of the boyz didn't get anything.

The gigantic Warrior unit really made me shake my head. That unit had more 'men' than the biggest of my Orc units and I



Above: Pirate Orcs Turn 1



BATTLE REPORT

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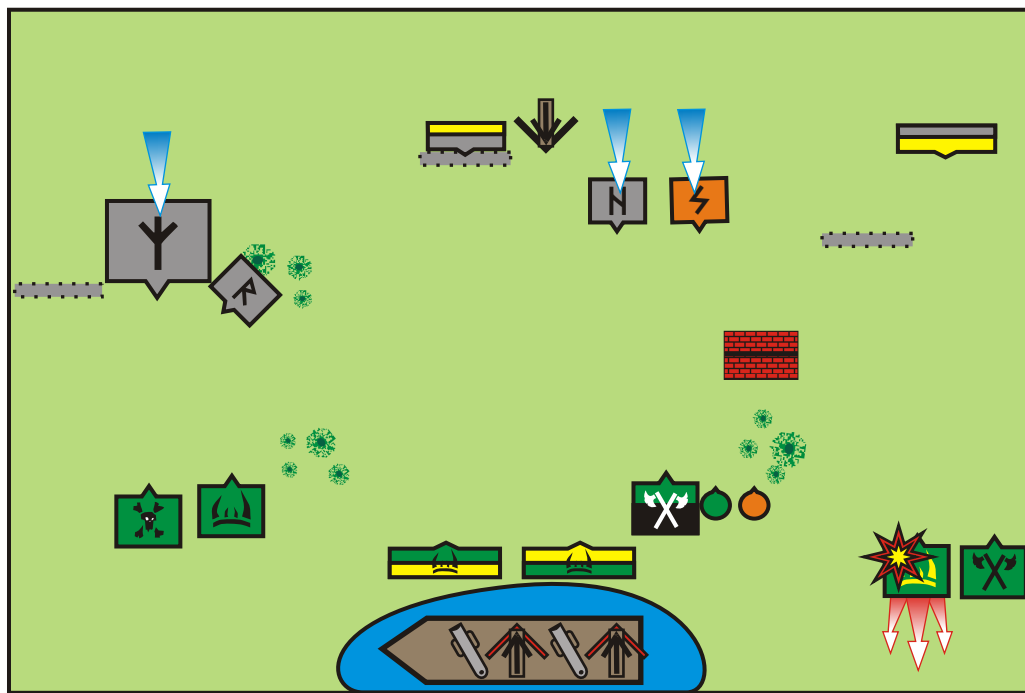
Turn 2:

Rodion: Surprised by Snotty's bad luck, I pressed the charge. Seeing how slowly the Damn Orcs were progressing, I had to start marching forward my own Hammerers and Slayers. My Warriors continued their march on to the Orc line.

This shooting phase was particularly to my liking as my luck continued! I shot the Orc unit that I had previously crippled. A couple of shots and Snotty had to make a panic test again. This time not only the Orc unit fled but so did the block of Big'Uns! Both of them fled off the table! Beautiful! BWAHAHAHA!!!

Snotty: AAAAGH! Now that's just my luck! Oh well I don't need those 2 units. They were just about a quarter of my army! Grrrr... And things were bad on my other flank, too. I really hate Dwarf Rangers as they can set up such good traps! I now had the option of charging either of two units with my Orc Warrior unit, but then the other one of them would counter-charge. So I attempted to charge my Orc Bombaz into the Rangers. But the charge was half an inch off so I lined them up in the middle of them. Seeing that my Black Orcs had to fight with the Slayers and Hammerers all alone, I had to turn them to face the Rangers.

In the Magic phase everything was dispelled and in the



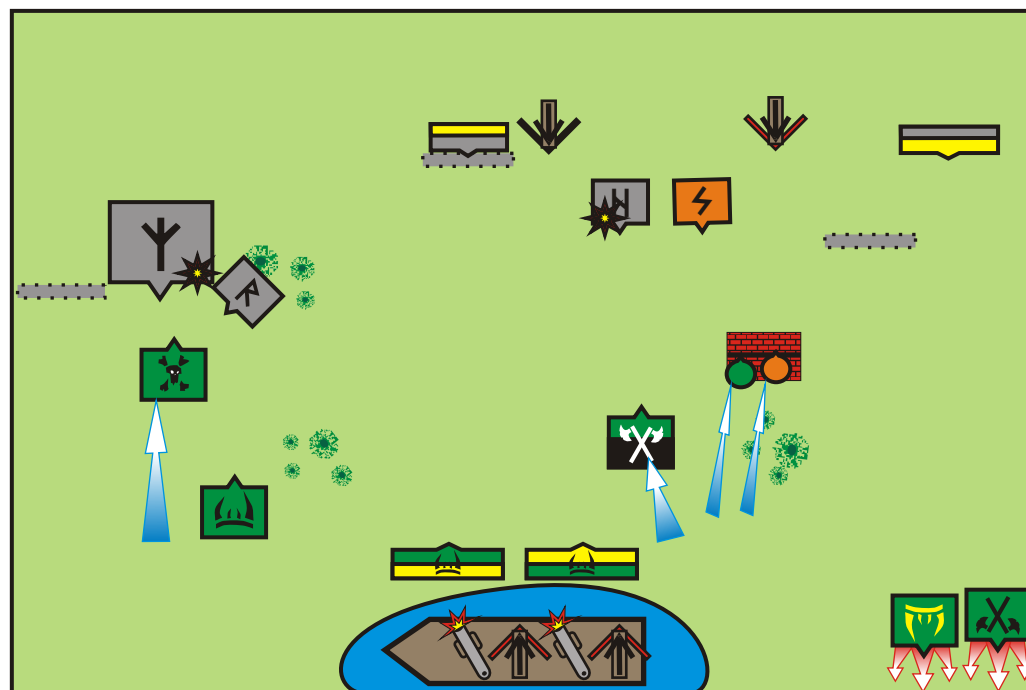
Above: Dwarf Turn 2

shooting phase my Boyz showed me why they're not in the Top 5 shooters list, killing only 3 Dwarfs. Well, better than last turn anyways.

Turn 3:

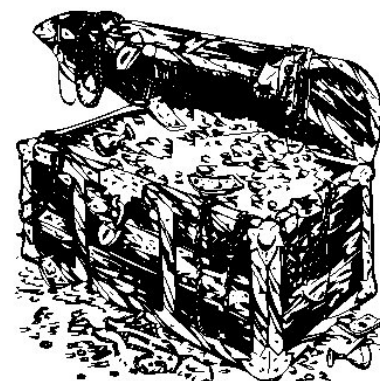
Rodion: Time to kill some greenies! My Warriors charged frenziedly into the Bombaz, one falling to shooting from the Bombaz. The Rangers moved into better positions to charge the Orc Boyz.

On to shooting: I noticed that the Black Orcs were turning away so I had to weaken them with shooting. So all of the units except for my other Crossbow unit shot at them, making a whopping 12 wounds! Two Ward Saves



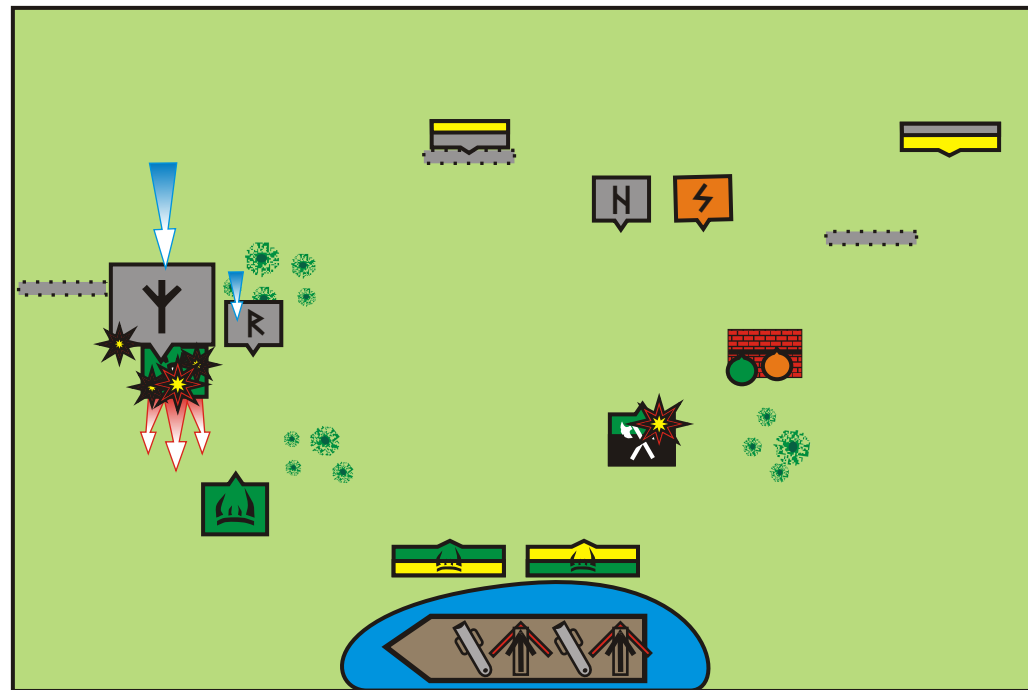
Above: Pirate Orcs Turn 2

“So all of the units except for my other Crossbow unit shot at them, making a whopping 12 wounds!”



BATTLE REPORT

Continued From Page: 24

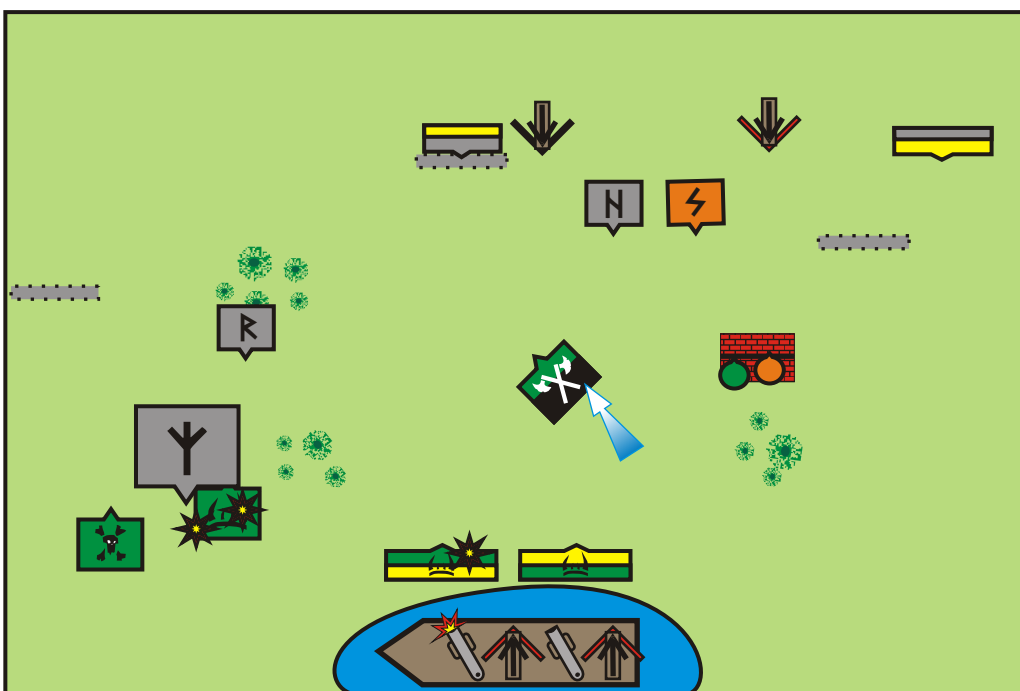


Above: Dwarf Turn 3

were effective but the unit was officially now worthless. The crossbow unit also managed to kill seven of them making them run away for good! What a shooting phase!

On to the Close Combat: I challenged the Bombaz Boss with my Runesmith, slaying him in five seconds! Unfortunately the rest of the boys did nothing but luckily neither did the Bombaz. Nobody even hit! Failing their Ld test, even with the Ld of the General, they fled 7" and I pursued into Snotty's Orcies.

Snotty: Damn! I was really relying on the Bombaz to hold for at least one turn. Now that my Orc unit was engaged in battle with more Dwarfs than Orcs and the



Above: Pirate Orcs Turn 3



"The Black Orcs were half dead, I was looking at a grim situation here"

Black Orcs were half dead, I was looking at a grim situation here. And the Orc Bombaz were off the list now, too! The good thing is that thanks to the Black Orcs turning to face the Rangers, his Hammerers and Slayers were useless! Though the Black Orcs were stupid and so couldn't move much.

Now I had high hopes in the magic phase. If I could magically make the Black Orcs charge into the flanks of Rangers, I could clip them so that they couldn't charge my Orcs. But of course it was dispelled!

To shooting: I got even better results this time! One Orc lay dead after his gun exploded and my Cannon misfired but luckily only crippled itself for two turns.

Cough.

To Close Combat: My Orc Boss fell in a mighty battle versus the foul Runesmith and so did one of my Orcs. I had three Orcs making 9 Attacks, but none hit the Dwarfs and so the Orcs fled just behind the rallied Bombaz and the Dwarfs pursued into them.

Turn 4:

Rodion: Haha! My Warrior unit is doing just the havoc that I wanted them to do! And who said that Dwarfs are slow!? Luckily the Black Orcs couldn't charge so now I just turned to face the oncoming charge.



BATTLE REPORT

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On to shooting (why do they even have any other phases in Warhammer?): I killed four more Black Orcs and sniped a Shaman with my Bolt Thrower. Mmmm...Grilled Gobbo!

On to the close combat: As I kinda suspected, my Warriors broke the Bombaz and ran after them into the now routed Orc unit!

Snotty: OK. At least those freaks ran a little further so I could now kill the Rangers in peace. And so I charged them with the rest of my small unit of Black Orcs.

My remaining Shaman did nothing again and the shooting produced results next to nothing, killing two Hammerers!

To the Close Combat: I killed the Thane and a good pile of other Rangers but they still held. Damn stunties!

The Orcs broke and ran off the table edge, as did the Warriors running in a berserker state after them.

Turn 5:

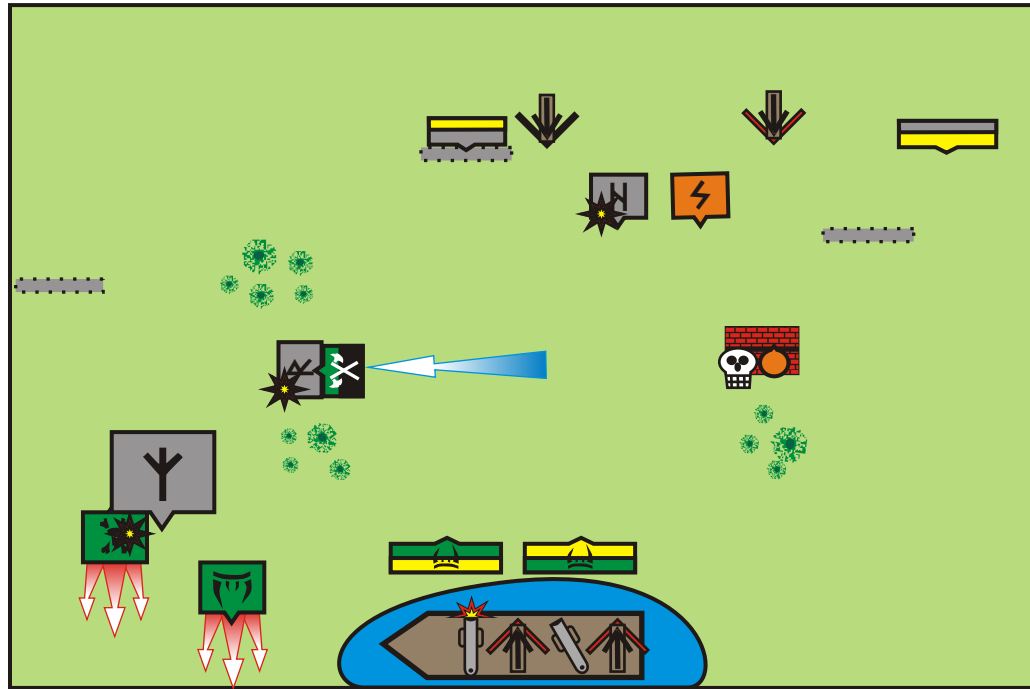
Rodion: Damn! The stupid Warriors were a little TOO excited! Oh well, they certainly have done their job.

In the shooting phase, I sniped the remaining Gobbo Shaman but didn't manage to do anything else.

In the close combat phase, the Rangers finally fled and were overrun by the Black Orcs, who were now in a good spot to be charged by my Warriors that had just returned from their greenie-slaying adventures!

Snotty: Seeing the oncoming charge from the Warriors I had to charge them but ran a little short...again!

Three of my Handgunnerz killed themselves and nothing else happened.



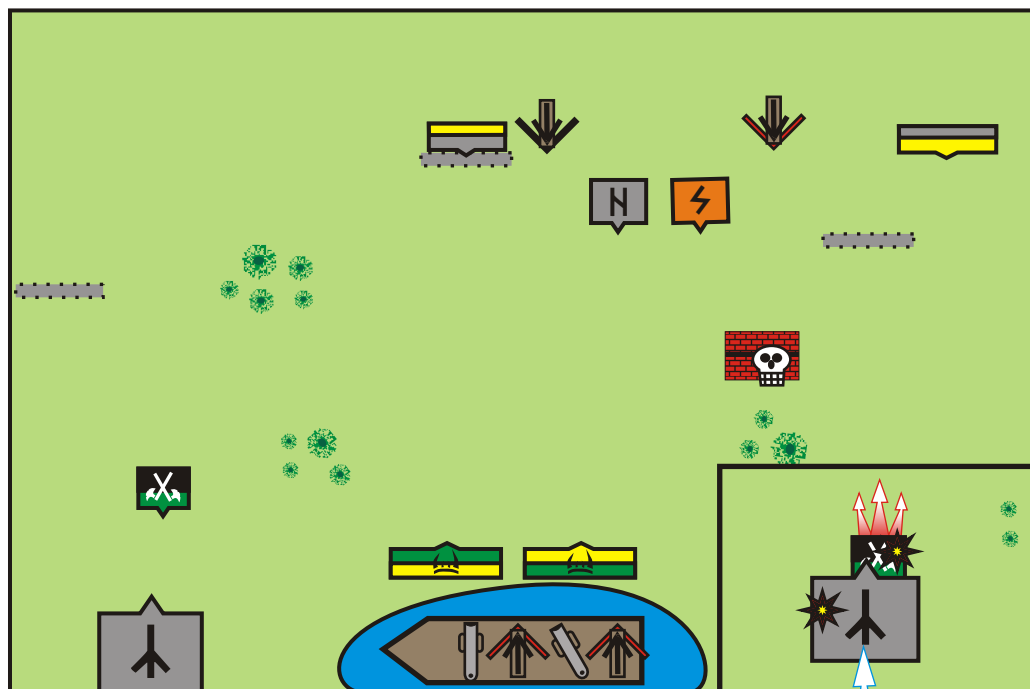
Above: Pirate Orcs Turn 4

Turn 6:

Rodion: The last turn arrived and it felt stupid to play till the end. Just kicking a dead corpse! I charged the remaining Black Orcs and in shooting I killed all but one of the Handgunnerz! Damn!

In close combat my Runesmith died but the Black Orcs broke and fled an enormous 2"! My Dwarfs had no problem catching up with them!

Snotty: This is the end... I tried to shoot but did nothing, so off to calculating the victory points! I'm sure I'll win! Cough, cough.



Above: End Of Turn 5

Right: The Black Orcs Get Overrun



BATTLE REPORT

Continued From Page: 26

Poor Pirate Weapons:

Snotty: That was indeed the worst game of Warhammer for me! I think that this list is pretty balanced, maybe just a little poor for its point costs. But the bad luck I had!

I surely made lots of mistakes but at least his Hammerers and Slayers with the Lord never got into action. So basically my 2k army lost against the 30-man Warrior unit that was backed up by some shooting, which certainly killed TOO MUCH!

My plan didn't work at all, since I shot more Orcs than Dwarfs, and the only victory points I got were from the slain Runesmith, Thane and the Rangers, which I killed in Close Combat.

On to the shooting: Because of the forest, my Handgunnerz had to shoot at the Hammerers while the war machines that were up on the ship (hill) shot at the Warriors. Bad luck had its place too, since I mostly correctly guessed distances with the Cannon but it always scattered 8-10" away, the Spear Chukkas never hit anything and the Handgunnerz just blew themselves up.

In the Close Combat phase, the Warriors got in a lucky stroll to bounce from Bombaz to Orc Boyz and so got to move a lot! Plus the Slayers and Hammerers that didn't even shoot anything got the remaining Table Quarter and so the Dwarfs got all four Quarters! And they say that Dwarfs are slow...*grumble grumble*

He who har hars the last, har hars the best:

Rodion: Wow that was an awesome game! I won by over 2k points! But I have to point out that Snotty played a good game and I think that the Pirate list is good, but he just had really bad luck and I had exceptionally great luck!

I was disappointed that my Hammerers, the Lord and the Slayers didn't do anything. But my Core troop choices paid themselves back 10:1!

VICTORY POINT DIFFERENCE: 2012!!!



BEFORE WE CLOSE

Just a few quick notes and some promotion before we finish off this issue.

Remember that along with the release of this issue of Da Warpath Quarterly, the Pirate Orcs Army List is also going to be made public. Make sure to grab yourself a copy of this amazing list and share in Snotstaff's enjoyment of the list.

Although we have an FAQ for the Pirate Orcs in this issue of DWQ, there may very well be some other minor issues which have been overlooked. If you have any further questions, then do let us know.

Of course, if this issue (and the Pirate Orcs Army List itself) inspire you to start up your own Scurvy Fleet of Sea-Faring Greenskins, make sure to come to the Painting and Hobby forum to show off your creations. Anything from a single Orc Deckhand to a whole fleet of scratch-built Orc Ships is welcome; who could pass up the opportunity to show off their latest conversion?

One last note about the Pirate Orcs: those of you who have downloaded the Army List before reading this issue (or those of you on the design team) will have noticed that Snotstaff had used an illegal list in the Battle Report. Don't worry too much about this, as the battle was fought before the list was finalised...

By: Goofycabal

So, until next Issue: Happy Gaming! And make sure to give the Pirate Orcs Army List a few games. Even if they don't suit your style of play, they are Pirates afterall. And there's very few things that are more cool than Pirates.

'ang on, 'ow come weee weren't allowed ter mess around wiv dis wun much?

yeah, oi were lookin' forward ter gettin' cookie crumbs inna corners ov all da pages.

Chug, Lug, thank-you for following my orders this time. You did well. The reason I wanted you guys to keep out from under-foot this time was because this was a special issue.

ah, oi see, er, can weee get ter run 'round inna next wun den?

an' can oi eat some ov da pages? oi always fought dat dey looked tasty.

Er, sure... If there's enough space for you guys to say anything, then I think that should be alright. And Lug, I don't think you'll want to eat any pages... I don't think they'll taste nice at all...



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Special Thanks to anyone who helped, but has been missed from 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. (And patience about the lateness too...)

DA LEGAL BITZ

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Pirate Orc artwork drawn by Sickmachine.

Rulez answers are not deemed official. (With the exception of those in this issue).

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