



DWQ

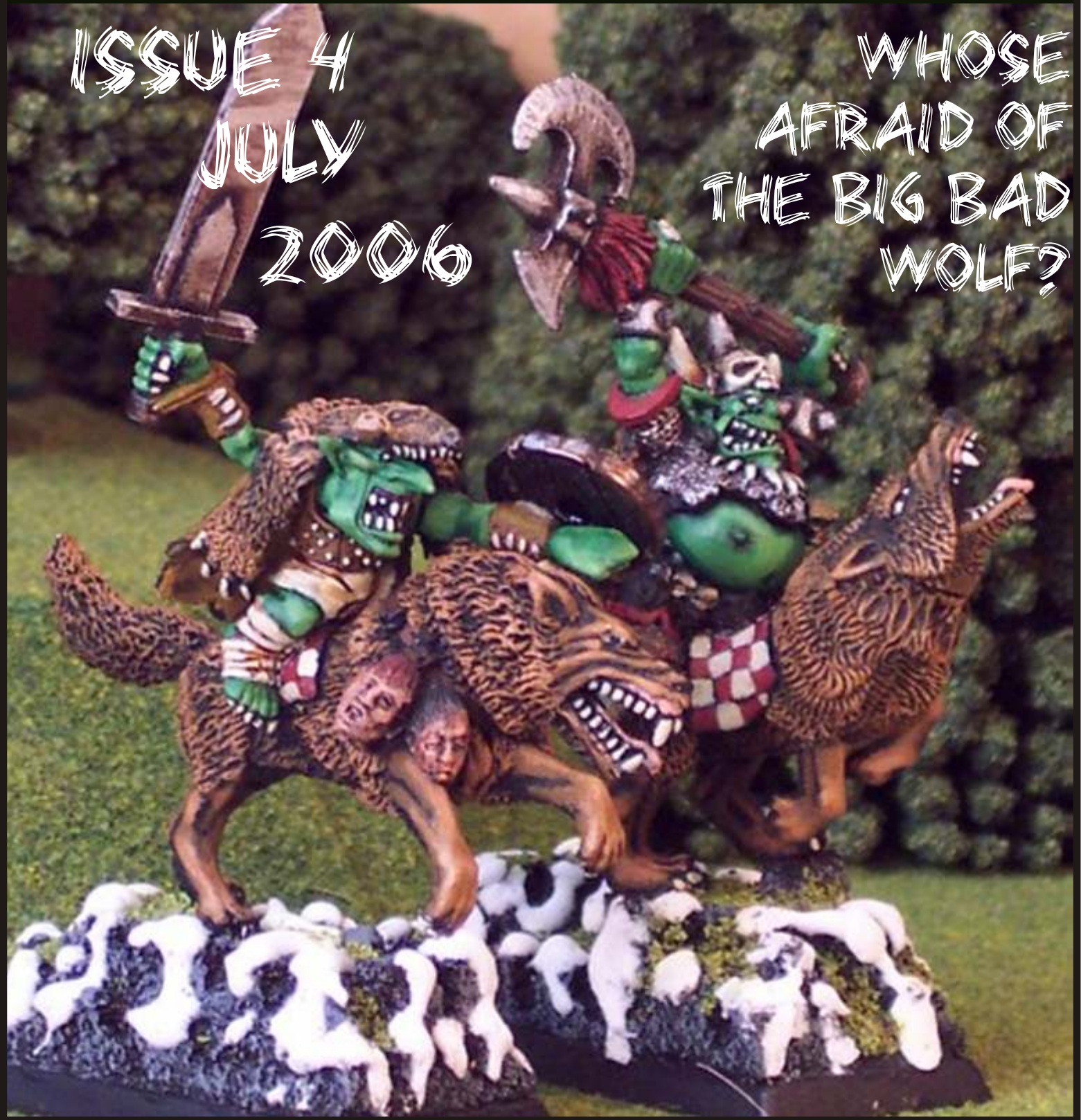
Da_Warpath Quarterly



THE Place for all things Green!

ISSUE 4
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2006

WHOSE
AFRAID OF
THE BIG BAD
WOLF?





EDITORIAL

By: *Zorg_orc_warboss*

Well here I am again for the 4th time so far. DWQ has been going for almost a year and we are still getting wonderful feedback. Thanks to all those who are out there reading! This issue as you can probably tell is about one of our most flexible units, wolf riders. Whether you have a massive wolf hoard or just a few units on the flanks then you'll find lots of goodies in this issue.

Now for the last few issues I have been ranting on about this magazine, but that's probably getting a bit boring. So I'm going to start adding some stuff to my editorial to spice it up a little. At the moment my army is in its last days, sadly its going to be replaced. Luckily its replacement will hopefully be a brand new bunch of the new Orc and Goblin figures expected to be released late this year. My old army has had its wins (or much more commonly its losses) and has above all been great fun. But my painting techniques have improved as have my skills at choosing a good list to buy. I look forward to some new miniatures to play with, and a new theme to paint (I'm thinking snow might be cool).

I'm sure many on our fine site have similar ideas. And not only will old gamers be rejuvenated by our upgrade, but we stand a good chance of getting a new cohort of gamers to our mix. Yes, the future looks bright for the Orcs, mine and others. And don't think that the Da Warpath staff have forgotten this. You may have noticed the forums nice cleanup. Well let me tell you that is the first of many very exciting events to come. However my lips are sealed and you'll have to see what the future holds yourself.

That's all from me. I'll see you next issue, and enjoy the magazine!



SPECIAL GUEST EDITORIAL

By: *Arfa*

G'day all, and welcome to Da Wolf Horde! As most of you will know, my first ever post on this forum (a year and a few months ago) was a big writeup of my Wolf Rider tactics. As time passed I updated and shared these tactics around, and responded to many PMs from people asking how to successfully play a Wolf Rider or full-cav list. One of the first to request information on these tactics was AngryBeaver, who in turn helped me with his amazing modelling techniques, and soon my 'apprentice' rose to equal status and became the second Wolf Masta. As you look through this issue you will see many pictures and articles from both AngryBeaver and myself, as well as those from our usual editing staff. Anyway, I hope that this issue of DWQ is an inspiration to all out there who are considering joining Da Wolf Horde, or who just want a few tips for using a couple of these speedy units in their existing armies. Also, for those that aren't that interested in Wolf Riders we still have a selection of normal O&G articles to browse, so don't feel too bad!

WAAAGH DA WOLF HORDE!



DA GOOFY WUN

By: *Goofycabal*

There's not really much more I can add here other than say: If you've ever wanted to learn anything about using Wolf Riders to their best potential, then Arfa is the man for the job.

A substantial number of the articles in this issue have been written by Arfa (which is why he's got a 'Special Guest Editorial' just above me), and with his reputation as 'Wolf Masta' you're bound to learn a great deal of important and useful information.



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GAMES WORKSHOP NEWS

By: Gasgruk the Destroyer

General News:

Well GW hasn't done too much with Warhammer of late, with a lot of the focus on lord of the rings with the new "Fall of the Necromancer" Lord of the Rings supplement and on new Warhammer 40k releases. The biggest release (in more than one way) for Warhammer has been the new giant model. Placed on a slightly larger base than before this new plastic giant kit is completely customizable and allows you to make a giant for any theme you want. However as you will see much more interest is placed in GW's current projects.

Rumours:

Rumours and small confirmations of the future are everywhere at the moment. It's an exciting time for us orc and goblin players and for the entire Warhammer community as a whole. GW has confirmed that they will be releasing Warhammer 7th edition later this year, and they are offering free copies of the new hardback rulebooks to anyone who buys the 6th edition starter set, a great deal if you want some cheap orcs.

Even more exciting for Da Warpath however is the highly expected release of the first army book to be re-done for 7th edition, Orcs and Goblins. Not many rumours have been confirmed but some models have been released and there is much excitement about what we'll see next. Some of the highlights have been a

completely customisable plastic orc character set, plastic fanatics, new night goblins with hand weapons, and forest goblin spider riders. It is also rumoured that skirmishing non-mounted forest goblins will also be available in the new army book.

Video Games:

At the moment two Warhammer world based video games are being created. Work on the game featured in DWQ3 "Warhammer: Mark of Chaos" continues as usual. Some very impressive game cut scene movies have also been released at E3 (a major video game event held annually). However possibly more exciting for an orc player, is "Warhammer Online: Age of Reckoning". This MMORPG (Massively Multiplayer Online Role Playing Game) sets you in a great eternal war between the forces of good and evil. The races involved are the Empire, High Elves, and Dwarves for the good side. And Chaos, the Dark Elves, and Orcs and Goblins on the evil side. The Orc and Goblin Players start pitted against the Dwarves but can later move on to bash some humans or high elves too.

The game boasts great game play, stunning graphics, and a great design team. From screenshots and movies already released this game looks like something a lot of people of DW might be buying. And if you do intend to buy it, head down to our very own Warhammer Online forum for our planned DW clan in the game.



A Screenshot of the upcoming Warhammer Online: Age of Reckoning game. Here you can see the Orcs. Further details can be found in the 'Warhammer Online' Forum at Da-Warpath.com.



DA WARPATH NEWS

By: Gasgruk the Destroyer

Forum Reshuffle:

As many forum goers will have noticed, the forum layout has changed to better suit the forums needs. This change was made to help make the forum easier to read and find sections in. You will now find the site divided into main sections. At the very top of the forum are the news and feedback forums who now share a space with Orc and Goblin general discussion and Warhammer general discussion. These are our two most popular forums so they deserved a spot at the top. Following this are the forums for DWQ and DW Army Production. Next comes the bulk of our forums in the form of the specialist sections. This includes specific parts of the hobby (ie. Painting and Hobby, Army Lists, Tactics, ect.). And below these we have our various sections for online campaigns, off topic, war hammer online and links. I hope you'll get to like the new layout as much as the moderating team does!

New Member Records! (again)

Well last time we released an issue we were celebrating reaching 2,750 members but already only 3 months on we are almost at 3,000 (I expect us to reach it by the time this is released). That's almost 80 new users a month! 3000 is a huge number for a site that's only been around for 2 and a half years and we are still on

the move, how long will it be before we are celebrating 4000 members, or 5,000! If anything, one thing always stays the same with Orcs and goblins, there's always bucket loads of them!

(As we were awaiting publication we reached 3000 members. Ed - Goofycabl)

Inter-Forum Campaign:

Just recently DW was invited to take part in an inter-forum campaign. Never one to turn down a fight we heartily accepted. The campaign will work very similarly to past ones, working on a system where the more games of Warhammer you play, and win the better your side will go. Da Warpath has a good reputation for these campaigns having made a huge impact in the GW run "Storm of Chaos" and coming second in "The Legacy of the Ancients" campaign. We even ran our own campaign Animosity, which was a blast for all involved. So now we need YOUR help to sign up to Da-Warpaths team and help us show the Warhammer world that we are still da-best. Just add you name to our growing list in the "Campaign's forum". The campaign will have just started by the time this is released so join quickly!



NOOB CORNER

By: Snotstaff

Intro:

Well hello ya'll crazy n00bs (guess I'm greeting just myself...)! So yet again you are reading a part of one of the best literature found on the Internet!

So what's up with me you ask? Well prepare to be bored as during the past 2 months all I've done is played WoW and worked! That's right no Da Warpath at all and that is the biggest sin in the eyes of Mork and Gork.

My job was to substitute my friend at delivering papers and I gotta say that that has been the worst decision of my life! After a months REALLY hard work all I got is 110 euro which is good for only about 70 Goblins! Speaking of Goblins I've put my army on a little hold and started collecting Dark Elves (nothing compared to little greenies but you make stupid decisions once in a while)...

Also when I did return to Da Path I noticed loads and loads of changes (the biggest one being my post count boosting by 300 while I was away) and I'll try to tell about them in my following n00b article... So take your wolf and ride away into the depths of our mag! Oh and the mark of Snot get's Snotstaff's article "online campaigning"

Article:

Welcome to my n00b article once again! I know no one really reads these so principally I can write about anything I want! This time though I'll try to give you a brief introduction to the forum campaigns...

All the time different campaign are organized across the Internet... Online campaign give you a good motive to play against someone and you can have fun cheering at your own faction (whether it be Greenies (yay) or not (...)). Very different counts of campaigns have been organized whether super official GW ones that are sure to catch the eye even of the most inactive gamers or the ones that you can actually REALLY participate in: a forum organized campaign like we are having right now.

Basically it's a clash of the net's biggest forums that represent an army of the Warhammer world.

So you ask what can YOU do for your favourite forum? Well I'm not the man to ask about (Generally all I know is how to bash my head with a hammer), a fellow moderator is! Generally just put your suggestions for the battle, post some fluff, register your battles and the main thing is to have fun!

So you all n00bs I wish to see YOU leading our glorious armies to the victory!





SHORT STORY

By Gashbad Beergut

The following short story comes straight from the 'fluff' being used for Da Warpath's forces in the current Interforum Campaign. Ed - Goofycabal

The old orc shaman spat into the campfire. The fire spat back greenish sparks as the nearby orcs and goblins gathered closer to hear the shaman's words.

"Ev'rywun knowz da story uv da One True Git, da one dat will join da orcs tagevver an destroy da world on da day uv Ragna-Orc,..." The shaman paused to allow the assembled throng time to remember. You can't rush important stuff like this. "Da problem iz, nobody knowz wot 'e looks like. But we do know a couple fingz. Which uv you lot knowz wot's at 'is right 'and?"

An excited goblin quickly squeaked "An axe!" It was that annoying little blighter nobody liked.

"Dat's right. Very smart," the shaman nodded. "Now shaddup! Bein' smart never got a greenskin nowhere!"

"Besides, I wuz talkin' about 'is uvver right 'and. At 'is uvver right, wot some lot call 'is left, stands a massive troll, big as a mountain an' almost as smart. On da day of Ragna-Orc, da Git's Troll will tear off da gates uv da passes an' cities and cassles, an da Git an 'is boyz will chop up ev'rywun on da uvver side."

"Dis troll is so big an powerful, 'e can't be killed by nuffin', an whoever leads 'im... well, he's either Da Git or Da Git's gonna find 'im soon, won't he?"

At this point the travelling shaman grinned widely. He was getting to the good part. "An' 'ere'z da kicker: We've found Da Git's troll. 'Is name iz Big Grug da Sky-Biter an 'e lives in da badlands in a place called Lumbria. Da orcs an' goblins are always fightin' over 'oo 'e belongs ter. I suppose ev'rywun wants ta be dere when Da Git shows up fer 'im... Or maybe dey fink dey iz Da Git."

"Course dere's always a problem, izn't dere? Seems da last battle fer Ol' Grug was so big dat a couple uv giants got outta hand an' knocked off da troll's head! Normally, dat wouldn't be a problem: We'd eivver stick da head back on, or, if it got too banged up, e'd just grow a new one."

"But dat's da weird part: No one can find da head! Da local tribes looked all over da Badlands an' can't find it. Da way we figure it, sum uvver lot musta figured out how special dis troll was an' made off wit 'is head when we wuz all scrappin'. Dey can't destroy it 'cause den da troll could grow it back. As long as dey got it, dey figure dey can hold off da Ragna-Orc forevver!"

Shouts of protests greeted this news. By now nearly the

entire tribe had gathered to hear the shaman's tale, and even the trolls had picked up enough of the events to start howling in protest at the tragic fate of Big Grug.

The shaman slowly restored order, waving his hands calmly, shaking off a cloud of dust from his travel-worn robes as he did so. Slowly, he resumed his story in a low, malicious tone. "Dey fink dey iz so smart, now, don't dey? Well, remember wot I said about no one gettin' anywhere by bein' too smart. Da tribes uv Lumbria are offerin' a fortune in gold an' teef for da return uv deir troll's 'ead. Warbosses from all over are settin' deir boots ta Lumbria ta find it: Sum fer revenge, sum fer da gold, sum ta claim da head an' da troll fer demselves an' proclaim demselves Da Git!"

"Doesn't matter da reason. Da orcs an' goblins are going ta Lumbria. Get yer choppas. Sharpen 'em up a bit, but not too much. Makes 'em 'urt more. We'll find da skumbos who took da Sky-Biter's 'ead, even if we 'ave ta kill ev'ry army on ev'ry side in dat whole weedy island. Da Git iz comin', an' it'll start wiv da return uv dat Troll's 'ead!"

With that the orcs and goblins howled an earth-shaking "WAAAGH" and began tearing the camp apart in their battle-lust. The tribal bosses quickly jumped to the fore and pretended to lead the unruly mob as they packed weapons and wargear and made ready for the long migration to Lumbria.

Alone amongst the fury, the old traveling shaman smiled serenely. That went well, he thought. With this last tribe, he had recruited much of the strength of Windreaver's old Waaagh from the days of the Storm of Chaos. Warlord Gutsnakka had formed an elite coalition of bosses to find the Troll's head. Warlord Gashbad Beergut had dispatched an army to move inland and scour the areas around the Badlands clear of enemies that might hold Big Grug's head. And the Warlords Ghazak Gazhkull and Zorg were at this moment sailing to Lumbria with a massive fleet of swarthy Orc Pirates from Hell's Teef. Bribed by the massive bounty offered by Lumbria's tribes, they would prevent the Troll's head from being shipped off the island, and could be counted on to add a swathe of destruction all their own. It was an unruly alliance of Warlords, but it would get the job done.

The shaman had spread the word, and now there was no stopping it. The word would keep travelling until Lumbria was awash with crusading Orcs and Goblins and soaked in the blood of their enemies. Now the old shaman's task was done, and he could return to his own tribe.

That was good. He was sure Big Grug missed him.





PAINTING AND HOBBY

By: Jimbob1066e

Howdy

Well ladies and gentleman, if it has not been beaten into your head yet, let me help! This issue is all about the wolves, and the tiny green men who sit upon them!

In this issue you will see all kinds of hobby related stuff, even if you didn't realize it was hobby related! Hahahah. We have chariot converting in three parts, we have a great converting article by a wolf boy (i.e. member who fixates on wolves, think arfa... lol.) on 'sitting wolves' which makes for amazing character figures. Strewn around you will see some specific hobby tips, and even an article on scratch building spear chukka's! (not that we want you to avoid buying one, but it can't hurt to have the 'other' three home made - hahahah).

And let's not forget that Arfa has spent countless hours,

ignoring his loved ones and all that, to have a tourney ready all wolf army!!! We get to benefit from his angst and see the 'boyz' in all their glory! A few pictures on the army and some reports should all be here for your edification! And if that was not enough, we should have around here some great army composition thoughts from Angrybeaver!

So - yeah - think wolves, think Da-warpath... If we can beat a theory to death (in a good way!) you'll find it here. And can I say that I didn't need anymore projects for 'my army'? But even I had to go back to the drawing board, and rethink my wolves after seeing all this goodness.

Enjoy my fellow green tinted gamers!

Peace - jimbob1066e



CONVERTING CHARIOTS PART I

By: Grandwarlord

First off all, who am I?

Very simple, I am Dirk, a 36 year old war gamer and I've ben playing for 20 years now. I'm also a member off a large wargaming club in Belgium Tin Soldiers of Antwerp (www.tsoa.be). And from the beginning I've collected Orks and Orcs so from both 40k and WFB I've got roughly 18.000 point painted miniatures. I do not count my unpainted figures! Having such a large army means on a certain moment you just want something original and you start with small conversions and a little sculpting, due to a crazy mind and some practice you

get better in it and then the idea struck me: I wanted drunken Gobbos on pink elephants. That was the start of my beasty Gobbo army. 5 units of Wolfriders, all on different animals and all kinds off different chariots. How did I make the chariots?

The first one was a pump wagon and I saw a huge spider with Ork on it for 10mm scale and thought that's a super chariot for my beasty boys (it's from Demonworld). The second one I modeled the cart in green stuff and made a mold of it to reproduce it and then I took some plastic tube and card strips to make the yokes, so I only needed to put some animals in front. Then I saw the Heresy Hellhounds and thought they're ideal for super Squigs!

The next one I made was a chariot to go along with my drunken Gobbo's: a beer cart. The models on top and the beer barrel are Fenryl, the elephants are some rubber toy elephants with a small amount of putty and the rest is green stuff. The base is made with the Hirst arts molds. And below are my drunken Gobbos this chariot go along with:



Grandwarlord's Giagantic Spider And 'Super Squig' Chariots



CONVERTING CHARIOTS PART 1

Continued From Page 5

Then another Chariot I made is a Squig chariot. Very simple, the plastic Orc chariot without the front part, the yoke replace by a plastic tube and then added the Squig and the Night Goblin. One Night Goblin has been given a prodder with the netted Goblin from the old Dwarf Goblobber dangling on a piece of chain in front of the

Squigs and finally the Squigs chained to the chariot.

I have some more and I'm always working on several new project but that will be for another time.



CONVERTING CHARIOTS PART 2

By: Warlord Ghazak Gazhkull

The first one is based on a Boar Chariot that I didn't use anymore.

on the howdah there is quite a lot of space so if you want you can put 4 crew on it. Also there is enough space for a cool looking character.



So what do you need for making this chariot:

- 9 square shields;
- 9 square shields with the pointy thing;
- spare Goblins for the crew;
- And some random bits.

I started with glueing the square shields together, and

then I glued the shields with nail on it so then you have sort of howdah. If the inside of the chariot is painted then you can glue it onto the chariot and paint it. The only thing that then still needs to be done are the crew,



So this was for the first chariot, for a Boar Chariot there are still some more conversion options but I haven't worked out those.

Then my second chariot is based on the Tomb King chariots.

- The Tomb King chariot boxed set;



CONVERTING CHARIOTS PART 2

Continued From Page: 6



- 6 square shields;
- 7 square shields with the pointy thing;
- Spare goblins for crew;
- and Wolves.

So again I made a sort of howdah, and placed it on top of the chariot. This time is the howdah smaller and thus less place for crew. I hadn't enough space for 3 crew on top of it so I placed the third

crew member on the usual place for crew. Now by the tomb king chariots there are no scythed wheels, you can easily made the scythes on the wheels but I preferred for this some pointy things that where attached to it.



I hope you all have enjoyed reading it and I hope to see some more original chariots in the near future inspired by this article.

Greetz
G



CONVERTING CHARIOTS PART 3

By: Goofycabal

I've been looking for a reason to show off my scratch-built Wolf Chariots for sometime now and this issue of DWQ seemed like the best place. I've made three scratch-built chariots to date; two using left-over Boar Chariot pieces and the third completely scratch built.

To make the following chariots you will need:

- Boar Chariot sides (there's always two spare when you make a Boar Chariot);
- Sprue (especially from the single pose Orc Boyz that come with the 6th Edition boxed game);
- Wheels;
- Some sort of yoke;
- A few spare 'square' Goblin shields;
- Three Orc choppa arms;
- Wolves.

I got the idea for making a chariot by noticing that the Orc Boyz sprue from the boxed game has a piece shaped like a triangle (see the picture to the right).

The first thing that struck me was that this was the perfect shape for the under carriage of a chariot. So I set about making a chariot.

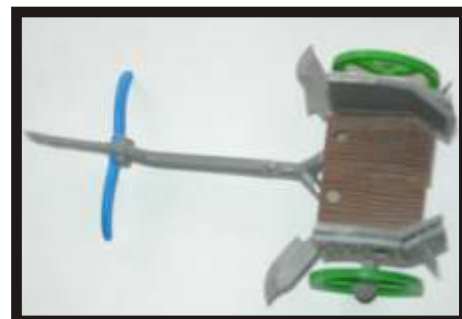


I started out by cutting the under carriage shaped sprue

away from the rest of the sprue, making sure to leave enough length at each of the three corners (two to add wheels to, and the third to add the yoke to). The next step was to make the shaft to add the yoke to later. I cut long end of the sprue away from the 'triangle' and turned it around to pin this to the front. I was lucky enough to have two old styled Undead Chariots lying around spare (the old skeletal ones) and I took the yokes from these to add to my chariots.



Next; on top of the triangle section I laid a piece of wood-grained plastic I had spare; but this stage can easily be substituted with a couple of Goblin shields turned upside down so that the skull icon is underneath them. Once these were glued in place I added the two spare Orc Chariot sides to either side. To add a little more strength I also added a cut spear between the two sides. Then I added the Orc Choppas (cut away from the





CONVERTING CHARIOTS PART 3

Continued from page 7

hands) as the Scythes. These were added to the corners of the chariot with the sharp edges on the inside.

Last, I added the wheels to the 'axles' I had left when I cut the sprue out. On the chariot to the right I used a pair of large plastic buttons onto which I added some plastic that looks like it has rivets; though Games Workshop produces single wheels which will probably look a lot better.

Only thing left to do was to paint it and glue it to a base. In the picture here to the right you can see that I've also got a chariot with scythes on the wheels (made from choppas also) with a choppa at the front end of the shaft.

The main thing to keep in mind is that you need to fit three Goblin crew on the back of this; so before gluing it together I made sure that I had made my crew members and then worked out where (and how) they would fit. For example, the pole at the back right will have a Gobbo holding onto it for dear life. Once I get them painted that is...



With the three articles here on converting chariots there's now no excuse why you can't add that personal touch to your own army and scratch build a unique chariot for your Boyz.



HISTORICAL INACCURACIES: GROM

By: Goofycabal

In honor of the Wolf-Themed issue of DWQ and the above articles on Chariots, here's one of my Chug an' Lug stories involving a famous Goblin Warboss who went everywhere on his Wolf Chariot. -Ed Goofycabal

The slobbering wolves strained in their yokes because of the heavy chariot they dragged behind them. The immense weight of Grom The Paunch atop the chariot seemed almost too much for the wolves to bear, but they pressed on. The scythed machine mowed down all the Elven Warriors who dared stand in its path. Those Warriors that escaped the scythes were to fall prey to the axe Elfbiter; Grom's mighty weapon.

Grom pondered his situation as he fought. He guessed that his fleet must have reached Ulthuan, since there generally weren't this many Elf-Gits back home; there definitely weren't any Elven castles there either. But a fight's still a fight, and Grom stopped thinking, and pressed home his attack. Suddenly the chariot jolted; there was now someone else perched on the chariot frame behind Grom. The Goblin Warlord lurched around to come face-to-face with an Elf Prince. Grom sneered evilly.

"Oi, gerrof me chariot"

"Not until you are dead"

"Hur hur hur. I'd like ta see ya try"

Grom brought his axe around in a wide arc, aiming straight for the Prince's exposed neck. In a flash the Elf's sword blocked the axe, deflecting the blow in a hiss of

magical energy.

"You are going to be much more of a problem to deal with than I assumed. Step down from this contraption, and let us fight in better conditions"

"Wot's wrong wiv fightin' in dis fing? Ya pansy or sumfink?"

"For that insult, you shall die right now!" with that the Prince drew a concealed dagger and plunged it deep into Grom's ample girth. Grom laughed out loud as the wound knitted itself back together without even a scar. The Prince was aghast. The two combatants stood on the shaky chariot facing each other for a brief moment.

All of a sudden, a small green blur flew through the air, and hit the Prince between the shoulder blades. He stumbled forward, but managed to regain his composure. Another green blur struck him seconds later, and forced him to his knees. Grom seized the opportunity, and once again brought his axe down in an arc of death. In his distracted state, the Elf Prince was defenceless, and was slain with ease. Chug an' Lug picked themselves up from the ground as the chariot rumbled away from them.

"Yer know wot, Lug?"

"Wot?"

"Oi dun fink dat were a good idea ter use dat Gobbo slingshot fing. Oi fink weee jus' got sumwun killed"

"Yeah, an' Oi fink Oi broke me leg" he held aloft a leg

"Oh wait, dat's not me leg, dat's sumwun else's"



SITTING WOLVES

By: Angrybeaver

The following article is something that Angrybeaver posted some time ago in the Painting and Hobby forum at Da-Warpath. We all thought that it'd be a great conversion aid, considering the theme of this issue. Unfortunately; most of the work in progress pictures have since gone missing; but the painted finished models should still work as a good guide. Ed - Goofycabal.

I built another sitting wolf and I'll do my best to explain how I did this.

First, you need an unassembled wolf.

Next... you'll be cutting off 3 of the legs. The left front leg stays attached. After cutting the legs off trim all flashing and try to clean up the body parts the best you can where you cut the legs off.

You will also now cut the chest off the model. Just follow the path the best you can. Perfection isn't really needed.

Next, I recommend gluing the 2 body halves together.

Ok... at this point I've found it easier to have a large base to glue the parts and assemble the model on it. Take the wolf's left leg. We will cut the leg down to the joint as. Glue it to the base.

Next is the real tricky and "fidgity" part. The other leg will be trimmed down considerably, so we basically only have a foot!

At this point we will be attaching the wolf butt to the

legs. We want the wolf's butt hole (literally) to be facing almost down. This will also be determining the angle of the wolf. We want to position it so the chest, when attached, will be close to the right height. Also note that a sitting dog will have his front legs "inside" his rear legs.

Use glue sparingly so not to ruin any model details.

Feel free to trim where ever needed to get a close fit.

Ok, so now mix up a bit of green stuff and fill the body cavity a bit. do not over flow as we will want to either sculpt fur later on, or add a saddle blanket. The pictures below are suggestions on how you want your wolf posed.

You want him looking down?... just simply glue the head on. You want him howling?...look to the left or right?... it's your choice!

Feel free to cut the head where needed. Remove the "guide" that's on the inside of the head to reposition it easier. Also feel free to trim parts that are not a part of the actual face!

You can now add the right paw. Again, this is a suggestive pose.

If you have any questions, feel free to send me a PM.



Hobby Tip #12:

Priming Your Figures

Consider washing your metals and plastics with a tiny amount of dish soap and warm water (AFTER all conversions and mounting to a base etc.). It will remove the oils from your hands when you cleaned the mold lines and flash. It will also remove the 'release agent' used on resin kits. And assuming we are only talking about GW stuff, think Forge World parts... lol. Also, it allows the 'multiple quick, across short bursts' of primer to stick better (assuming you had the patience to let it dry...)

Hobby Tip # 82

A common trick for adding realism to your bases is to raid your spice cabinet. Oregano, parsley, seeds of any kind, etc all work well (even whole cinnamon sticks as rotted/hallow logs). HOWEVER, the tip here is to let them dry outside of the dispenser for a few days first. Nothing sucks worse than doing a 'great base' and three days latter everything shriveled up and changed color, or worse molded! A few days drying first will stop most of those problems (and a coat or two of watered down pva glue, can't hurt either...)

SCRATCH BUILT SPEAR CHUKKAS

By: Arfa

Hey there, and welcome to my guide for scratch-building Spear Chukkaz! Whether you're after a way to get spear chukkaz to fit in with your Wolf Rider theme, or just want a cheaper alternative to those made by GW; this guide is for you. Enjoy!

Materials

Sharp & sturdy knife (for cutting through wood)
Thin wire
Super-glue
Base (either a GW monster base, a piece of MDF or something else)
Wood
Greenstuff or other putty
3x Goblin models (for crew)
2x Goblin Shields
Goblin Spear
Goblin wolf-cape
Small pieces of wood.
Toothpicks



Boar Chariot Before Adding The Spear Chukka

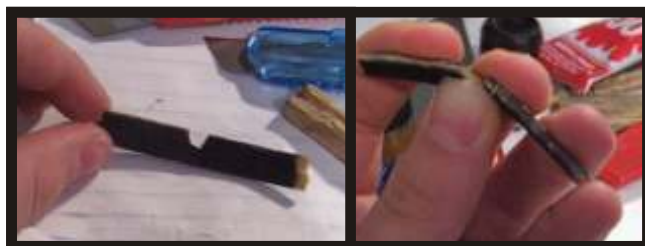
Alrighty then! The first step to building your Spear Chukka is to decide what to base it on. As this issue is based around Wolf Riders, I have decided to base my Chukka on a

Chariot. I have taken the Boar Chariot model and assembled it without walls or crew, and with a few components cut off as shown above.

Next you will need to take your small block of wood and cut out a section roughly 2" long and 1/2" wide & thick. This piece will be the main part of the bolt thrower itself.

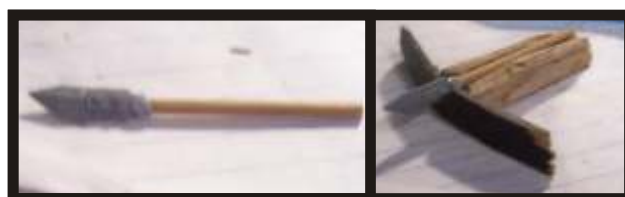


Using your knife, cut a groove down the centre of this piece of wood wide enough to slot a spear into. Don't make it too deep however as you basically want the spear to sit in the gap with its top just sticking out.



Once that is done you will need to start work on probably the hardest part of the chukka; the 'bow'. Take an icepole stick or coffee-stirrer and cut a 'V' shape into its centre, going about half way down. Then take the whole stick soak it in warm water for a long period of time. Once it has been soaked it will become bendable, but too much pressure will still cause the stick to snap and for you to have to start over again. Take the stick and bend it between your fingers, slowly adding pressure until you get the shape you want. Once you have this shape you will need to hold it in position until the wood has dried and semi-accepted its new form. Although once released it will give a bit, this can be altered when it is glued onto the chukka so don't worry too much.

Next glue the stick onto your original piece of wood so that the groove in the wood and the cut out V in the middle of the stick meet up. As I said above, the stick will lose some of its shape, and the pictures show this, but don't worry about it.



To make the spear simply take a toothpick and add a spearhead onto the end of it using glue or putty. I have opted to use the front 'spear' I cut off the original chariot as it looks big and brutal enough to skewer my foes!

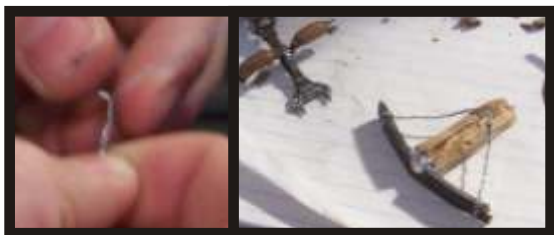


Taking your remaining bits of wood, cut three small pieces of about 1" each and glue them in a triangle onto the your chukka's base. You may need to cut some of the pieces of wood on an angle for them to sit right.



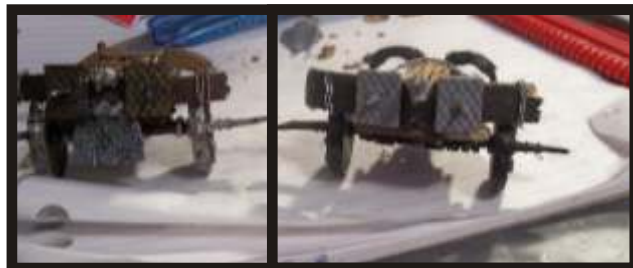
SCRATCH BUILT SPEAR CHUKKAS

Continued From Page: 10

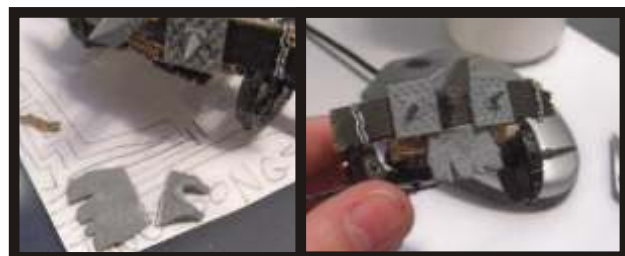


With the two main parts of the Chukka done, it is time to go into detail. The first (and probably most important) piece of detail is the bow-string, as not only does it make the chukka seem like it could actually fire, but it also helps to reposition the front bow if it has moved too much. To make the bowstring simply take two pieces of the wire and twist them together to create a rope-like effect. As the string on a ballista is quite thick, you may want to take two of these 'rope' wires and twist them together again to get the final product. However, if you do do this then be advised that this wire loses a lot of its flexibility, and requires a fair amount of force to bend it at sharp angles (such as for wrapping it around the bow, or for connecting it with the spear at a realistic looking angle). I suggest that you wrap the normal 'rope' wires around the bow before twisting them together for the main part of the string, so that you get the best of both worlds.

two 'nuts' and hiding the end of the rope from view. This will also help to keep the rope down if it is sticking up (as it sometimes does).



Finally we focus on the front details of the chukka. I have decided to place two plastic pointed shields on the front of the chukka to give it more character, placed either side of the 'V'.



Last but not least, to top the chukka off and to keep with my wolf-rider theme I have cut down a wolf-pelt cloak and attached it to the front of the chukka, on the underside of the bow itself. This is then greenstuffed to look like it is pinned to the chukka, coming up just under the V.



Once the wire is attached and glued, its time to stick the chukka onto its base!

To add some extra detail it is best to place a firing

mechanism onto the back. Take two bits of putty and place them alongside the end of the rope, with small pieces of either plastic spear staves or toothpicks cut and placed into the centre of the putty so that it looks like there is a 'pin' through the whole piece of wood. To add the 'triggers' I used the end section of a goblin spear, although I have left the right 'trigger' missing as it is in the crew member's hand (he is placed so it looks connected with the machine).



To cover up the fact that we don't have an actual visible method of releasing the bolt, and that the bolt itself isn't feathered, Place a small thin piece of wood connecting the



All that's left to do now is to assemble some crewmembers from the plastic kits and your scratch-built Chukka is ready for battle! A good hint for when assembling crews is to remember that most of the pre-existing crews have one 'loader', one 'firer' and one 'spotter/boss', although you can assemble your crews any way you desire. Anyway, I hope that this article helps all those cash-strapped gamers out there, and keep on converting!



The Finished Spear Chukka; Ready To Make Some Battlefield Kebabs

an' dey make's real good toof-picks if yer got a really 'ungry giant





HEATHENS FROM DA NORTH

By: Angrybeaver

I had just finished playing Skaven for 6 years or so, and had played Wood elves for another 3 years. It was time for a new army, and it was the army that I had always wanted to do. An all Goblin Wolfrider army. An army often talked about, but never really seen. I also wanted to model this army the way I wanted to right from the start. Not halfway through as I've done with some other armies that didn't quite turn out. (ahem.....bombed out more like it) I also decided to give them a Norse feel by adding and trading to get the horned helmet heads as possible, and added human shields.

The Modeling Process

I began by buying a box of goblin wolfriders and took my time positioning the Goblin for some more dynamic poses. I didn't like the spearhead so I came up with and idea to make plastic card spearhead replacements modeled after the Oglah Khan wolfrider spears. Now, ...it appears that we will not be getting a new plastic wolf model. The plastic wolf model now has been in production for over 12 years! Probably makes it one of the oldest plastic sprue still in production. I wanted a more dynamic pose for the wolves as well. The easiest thing I could think of was changing the head position, and repositioning the wolf on the base. To do this, take the wolf head, and remove the "block of plastic" that guides the head into the body section. This will allow you to reposition the head left or right. You can remove some plastic on the body or head part to give the wolf a howling pose as well. Apply green stuff all around the neck and sculpt this as fur. This is actually not that difficult, even for those who say they can't sculpt (neither can I!). I simply use a toothpick wetted in water. Reposition the wolf further back on the base, looking left or right, or so his body is diagonal, Your choice! Afterwards I'll build a Goblin on the wolf at this point. This is so I can pose him to be facing generally forward. It's also a good idea to add any other green stuff you might want to do. (ie saddle blanket or saddle bags)

The Painting Process

Painting Green skins if find to be a VERY personally thing. It seems very few people will paint them exactly the same way. I'm not going into depth how to paint green skins, and there are some excellent articles in previous DWQ how to paint them. (see Kebabi's excellent article in DWQ #2) I will however tell you how I painted my wolves. I wanted both brown and white wolves, and both with the same tone. I start with a solid black primer coat, and fill in any spots with Chaos black where the spray paint didn't get to.

My 1st coat is Beastial brown. I use a small flat brush and apply the base coat as you would a hi-light, and as light handed as you can. Remove excess paint before applying. To achieve the desired effect, you need to paint the fur, but keep the crevasses in the fur black

throughout the entire process. The legs and feet and mouth areas are painted solid, but leave black areas in the toes and ankle joints. Water down the paint a bit on the legs. Pay close attention to the wolf head. Next is a highlight of 50/50 beastial brown and Bleached bone. Highlight the fur with the same technique used above. Water this mix a bit when highlighting the legs and mouth areas.

From here you can add more bleached bone to the mix, or hilight a layer of pure bleached bone. Pick out the toenails and teeth with bleached bone and paint the tongue with dwarf flesh, paint the nose black. Older doges have some pink on their noses.

For basing, I use railroad cork. I glue the cork to the base and remove chucks with a pair of pliers. Add sand and prime black. I dry brush the base codex grey and add some flock in the middle of the base. The snow effect was made with a solution of white glue, baking soda and a bit of water.

The Composition

Speed, and being able to apply force at a specific time and location is what my army is about. So, Wolf riders and Goblin Wolf Chariots are in order. I also felt that the wolfriders alone may have trouble with large monsters and heavy cav, so 2 Spear Chukkas and a Doom Diver, (all mounted on chariots of course!) are in order. Unit size took some thought. I personally don't like going with 4 cavalry bases deep, so I went with 2 units of 12 models 4 x 3 deep, and a unit of 15, 5 x 3 deep. The two units of 12 included a full command and a Big boss, while the unit of 15 included a boss, BSB and the Warlord. All rank and file models have light armor, spear and shield for a good 4+ save.

I will also include 2 -3 units of 6 Fast cavalry. These will always have shear, shield and musician, and 1 - 2 units will have bows. Why 6 models you ask? I usually expect to have at least one model lost either on the way to the fight or in the fight. To me, I'd rather have as many models still standing for combat resolution as I can, and 6 models is still small enough to be agile.

For characters, a must for me is a Battle standard Bearer with Grott's Red Raggedy Banner in the same unit with a Goblin Warlord. Having a LD9 Goblin Warlord has saved my green neck more often than I can count. (especially when my 2 regular opponents play Undead and Ogres!) It's also important to have a Big Boss in the two units of 12 for Leadership.

Also, keep in mind that 7th edition may see the start of a required 5 models wide in order to get rank bonus. This will have an impact on unit sizes! If anyone has any questions about wolf rider armies, share wolf conversions ideas or tactics, feel free to PM me at Da Warpath. I'd love to hear from you.





ARFA'S TOURNAMENT ARMY

By: Arfa



Arfa Da Grate and Da Gobbo's of Da Roundish Table



Arfa da Grate

Arfa is the leader of Da Gobbo's of Da Roundish Table and is on a kwest from Gork an' Mork to find an ancient artefact known as 'Da Oly Grill'. Armed with his mighty sword Exkawiba, Arfa is one of the mightiest goblins ever to exist.

Arfa himself was heavily converted from plastic bitz from the Goblin sprue, and has been accessorised with a 40k Dark Eldar head and a Beastmen sword, with much greenstuff work. The wolf is a Chaos Hound that has had his fur re-sculpted standing atop a rock made from pine bark.

Bannavere

Bannavere was the first to be appointed to Arfa's Round-ish table, and is the most loyal of all the bosses. He was the only of the bosses to kwest by Arfa's side for the entire search, and together they have slain many a foe across the Empire and Badlands.

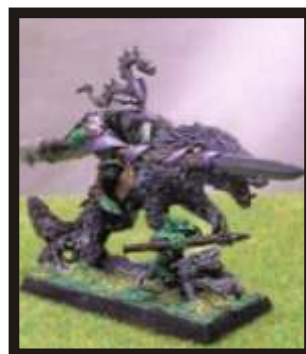
Bannavere was converted mainly from a Goblin chariot standard bearer. The torso was cut in half and a set of legs from an old Battlemaster Wolf Rider attached, as the normal Wolf Rider legs were too big. The wolf he rides is a very old OOP miniature from the 80's, whilst the banner was created from tin foil, putty, a twig and an Orc skull from the Orc sprue.



Gawihad

Gawihad took his wolf tribe and kwested across the Dwarven strongholds under Arfa's banner in search of Da Grill. Although he (like everyone else) failed to find Da 'Oly Grill, he did bring back with him a keg of strange substance that has proved very valuable to Arfa and Da Wolf Horde.

Gawihad is based on the driver from the Goblin chariot, with his sword replaced with a flaming brand (made from a stick, a Goblin weapon tassel and greenstuff) and a keg of gunpowder to represent 'Wollopas Wun Hit Wunda' strapped to his back. The keg was made from a Lego barrel capped off by two Night-Goblin shields and attached by rope made from twisted wire.



Lance-a-fair-bit

Lance-a-fair-bit kwested across Bretonnia in search of Da Grill and has developed into quite a poncy git. Still, his skill with his now modified 'lance-stik' cannot be denied, and when the flamboyant goblin finally builds up the courage to charge into the fight his opponents

soon wish he hadn't.

Lance-a-fair-bit was probably the biggest conversion of all the 'knights' as he required a lot of extra bitz and greenstuff work. The shield & top of his helm were taken from a Bretonnian knight with the rest of the helm constructed from greenstuff. His 'lance' originally

ARFA'S TOURNAMENT ARMY

Continued From Page: 13

belonged to an Orc boar-chariot crewman, and its ribbon was constructed from greenstuff. The torso was taken from the Skaven Night Runners sprue with a 'neck' greenstuffed on, along with sets of pauldrons for the shoulders. The wolf was again another Chaos Hound with the fur re-sculpted with greenstuff, and on the base there is a Snotling model (with its 'base' clipped and its arm repositioned) riding a Bretonnian dog model I had lying about. A lot of work, but I think it turned out nicely.

**Merwin**

Merwin is one of the most powerful goblin mages ever to have existed, the only problem is that he is also one of the grumpiest and laziest. Whilst there are many tales of Merwin causing his attacker to explode seconds before it devoured him, truth be told if Merwin isn't in immediate danger he usually can't be bothered. Still, he is a powerful mage and an even more powerful ally to

Arfa and his gobbos.

Merwin is based on OOP miniatures I happened to come across on the web. Like Bannavere he has an old OOP wolf that originally carried an Orc, but unlike Bannavere Merwin's model is also no longer available. Some sort of special character from around 4th Ed from what I have gathered, it was a mounted Night Goblin model, although what he originally rode is beyond me. Nevertheless, I took the model and replaced its spear head with a goat skull from the top of the goblin banner, along with a couple of hanging wolf tails from the 40k Space Wolf sprue. The dispel scroll in his hand was made from the same hard foil that I used for Bannavere's banner.

Wulf

Wulf is the newest member of Da Gobbo's of Da Roundish Table, and was found leading his Wolf Horde around the northern wastes. Whilst not one of the original Gobbos he is still very welcome in the horde as his bravery and strength make a very nice addition in battle.

Wulf was originally going to be my first conversion for Lance-a-fair-bit. The idea was to get his 'lance' gripped in two hands like the Orc Big Boss in the chariot at the



back of the O&G Armybook, but it just didn't look right so I almost gave up. However, when I noticed the axe in my bitz box (originally cut from one of the single-part Orcs with twin hand weapons) I thought that it would make an excellent Great Weapon for a separate hero I was yet to do. Although assembled mostly from the plastic kits, a fair amount of greenstuff work was required to get the arms in the right position, as well as to reposition the wolves head into a more dynamic pose using tips from my fellow wolf masta AngryBeaver. The short-sword attached to the Goblin's side is a 40k Imperial Guard Catachan knife, with the drink flask cut from its side.

**Wobbin da Brave an' 'iz Feivin' Gitz**

Wobbin kwested across Tilea when the army originally divided in search of Da Grill, and whilst in the famed lands he and his boyz devastated a local mercenary army. Whilst looting through the dead and destroyed he came across a small cannon limbered up to a now dead horse. Upon interrogating one of the few survivors, Wobbin realised that the weapon would suit the wolf horde perfectly and drafted up one of their largest wolves to cart the new warmachine around.

As this was essentially a way of justifying me taking Bronzino's Galloper Gun in my list, I had to suitably Orcify it. One of the wheels has been donated by a Goblin chariot whilst the others have been damaged and 'repaired' by the Goblins, with another having an Orc glyph attached to the spokes. The two ground crew were taken from the 40k Ork Kannon model (with all futuristic elements converted into medieval), whilst the rider is a normal plastic model with a Zombie hand weapon. The wolf is an old Battlemaster's wolf as I wanted a suitably large looking wolf to pull the heavy cannon.

Wobbin da Brave was converted not only to fit Bronzino's characteristics, but also to feel suitably 'tilean'. He has been given an eye patch and a hook, as well as a rather 'cutlass-ey' choppa taken from a Goblin chariot driver (cut from my Gawihad model). The wolf has been given a peg-leg to keep with the Tilean/Pirate theme, and to represent the -1M a Warhorse has over a Wolf.

Those are the characters; now for the rest of the army:



ARFA'S TOURNAMENT ARMY

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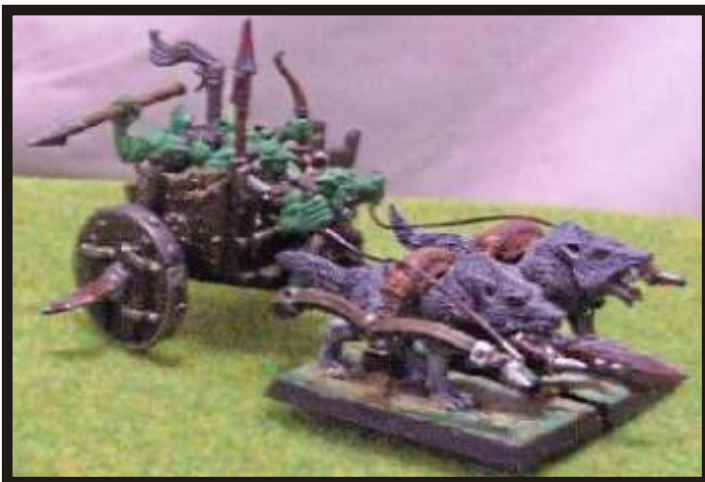
Other Conversions



Converted from a 5th edition Wolf Rider model and a 2nd edition Chariot of the Goblin King, placed on a chariot base.



Three animosity markers I converted up. The first is a goblin sneaking up to club his 'friend', the second is a wolf turning on its rider whilst the third is a wolf stopping to mark its territory on a tree and the 'tree' not being all too happy about it!



One of two Wolf Chariots converted from plastic Boar Chariots. The wolves have been given 'reins' held by the driver, whilst the extra room in the back means that I could squeeze in another crew member.

Well, there you have it, some of the better conversions in my list. I hope they have inspired you to have a crack at some different conversions yourself, and remember that its all about having fun!

In addition to all this, we also have photos of Arfa's army from his recent trip to the State Championships, so below and on the next page are some of the photos Arfa has specially chosen for us to display in DWQ - Ed Goofycabal



Scratch-built Spear Chukka based on a Boar Chariot. See the article earlier on in this issue for details on how to build one similar.



see lug, oi tole yer dat they looked betta if dey got covered in paint. shulda made it red ter go fasta...



ARFA'S TOURNAMENT ARMY

Continued From Page: 15



As you can see, Arfa's army looks very impressive when arranged for battle.

As mentioned, these are just some of Arfa's selected photos from this event. Arfa has many more that he is going to display later on; so keep your eyes peeled for those.

Also, for comparative purposes keep an eye out for the battle report later in this issue. - Ed Goofycabal





ANGRY BEAVER'S SHOWCASE

By: Angrybeaver

By now, you should have seen the two models on the front cover of this issue of DWQ. If you haven't, you must have opened up this issue with your eyes closed...

both converted by and painted by Angrybeaver; and on the following pages you get to see some more models from Angrybeaver's collection; specially chosen for this issue of DWQ. Enjoy! - Ed Goofycabal

Although it's mentioned in Da Credits, the models are





ANGRY BEAVER'S SHOWCASE

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ANGRY BEAVER'S SHOWCASE


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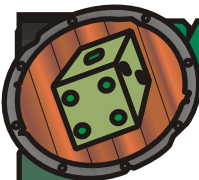


As you can see, a lot of time and effort has gone into making Angrybeaver's army, and every second of effort has paid off.

Under Arfa's tutelage Angrybeaver has become a Wolf Masta in his own right; and hopefully you too can gain these skills from reading the tips in the tactics article later, and from contacting Arfa or Angrybeaver and ask

oi wunda 'oo 'as ter brush all o' dose fur coats?

them to share some of their wisdom with you. You may be the next Wolf Masta of Da Warpath. 



A few weeks before writing this I was stumbling across the forum, and I found an article definitely worthy of DWQ. Here by Pencils-are-cool, a member of Da Warpath is a great way to play Warhammer easily and effectively with opponents online. It's a system that allows you to play friends over email using Power Point, allowing you to play friends overseas even. Interested by this I decided to go through the process myself, and included my screenshots to give you a better guide as to how this all works. Enjoy!

Zorg_orc_warboss

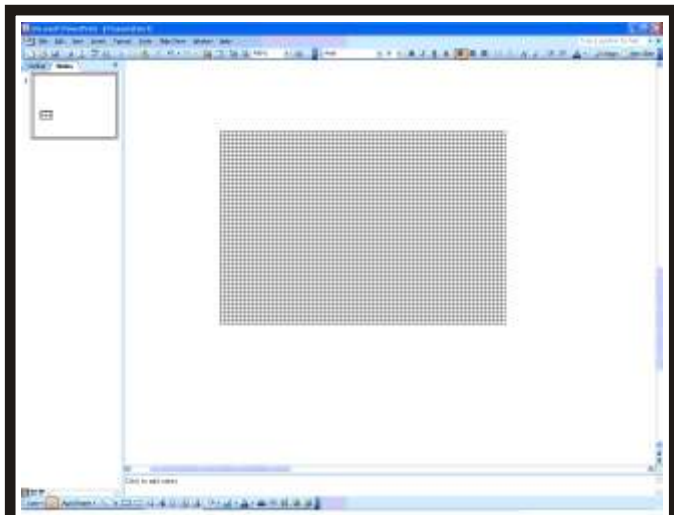
How To Make A Battle Map

Open PowerPoint and follow along with me as we create a battle map.

First, create a new presentation. You should be looking at a blank slide. We need to place a grid on the slide so that we have some idea of scale. One grid square will be one square inch. Go to the bottom toolbar and select the rectangle. Now draw a rectangle on the slide. It will probably be blue (the default). Click once on the rectangle to select it and then go to the bottom toolbar again. Select the little triangle next to the paint can. Now click on fill effects.

A new little window pops up. Select the pattern tab and choose the largest grid pattern. Change the foreground color to black or whatever color you want your grid to be and click OK. You should have a grided rectangle now.

Now we need to make it into a standard game table size. This is the pain in the @\$\$\$. You have to count the squares in either direction and expand the rectangle until your box is 48 x 72 grid squares. This represents a 4X6 foot table. That was the most annoying part. So the next bit should seem easy.

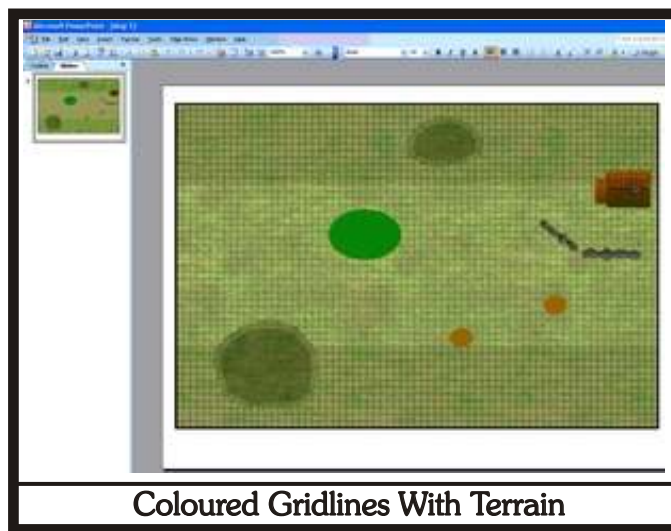


An Example Of The Gridlines

Okay, now place another rectangle over the first rectangle. It should be the same size and cover the first rectangle perfectly. Using the paint can at the bottom toolbar, make it the color that you want your game board to be green for grass, yellow for desert, etc. Right click on your new rectangle and select Format Autoshape. A new window pops up with options for your autoshape. Check the box that says Semitransparent or make it 35-50% transparent. Click OK.

Alright, go to the menu on the bottom toolbar called AutoShapes. There are many types of shapes in this menu that you can use to build forests, buildings, hills, etc.

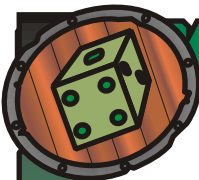
You can make a shape perfectly proportioned by holding down shift while you create it. If you hold shift while you make a circle it will be a perfect circle instead of an oval. Do the same thing when you're enlarging or shrinking a shape to make it keep its dimensions. Use the arrow keys to move shapes around precisely. Hold down control and use the arrow keys to nudge shapes along a pixel at a time for extremely accurate positioning. Use the rotate tool to turn shapes around the way you want them. The rotate tool is on the bottom left and looks like a blue arrow circling a green dot. Remember to use your imagination to create weird and wonderful forests, huts and shrines etc.



Coloured Gridlines With Terrain

Once you've made a terrain piece, drag a selection box around it with your mouse. It should select all those shapes together. Now right click on one of the selected shapes and go to Grouping. Select Group, Now the shapes are joined into one large shape. You need to make it semitransparent again like you did before, so that you can see the grid. Continue making terrain features until you have enough for your game board.

Now look on your keyboard for a button that says Prt Sc or something along those lines. It stands for Print Screen and will take a picture of whatever is on your screen do this.



Now go to paint and select "paste" from the edit menu. You should see a nice picture of the screen you were just looking at. Trim the edges of the picture down to your game board.

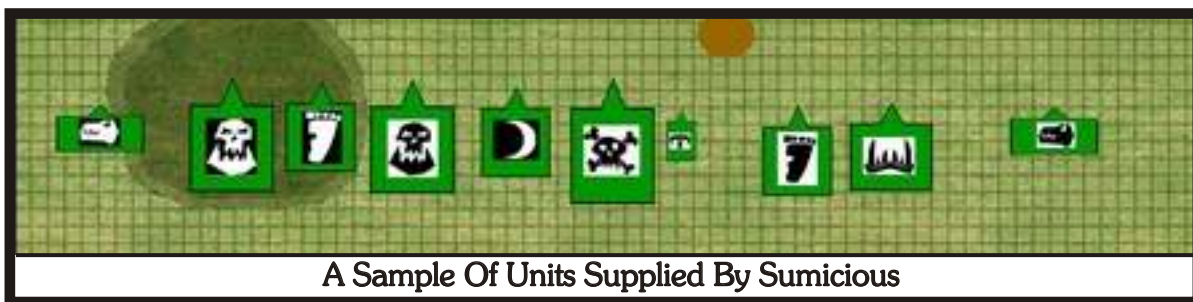
Now select all by pressing control A and then copy it by pressing control C. Now go back to PowerPoint and make a new slide control M. Paste the picture into PowerPoint now with control-v. Stretch the corner until it fits the slide (or is even bigger than the slide if you like it better that way). Don't forget to hold down shift while you stretch it or the grid will deform.

Now you need models, right? Well that shouldn't be that hard. It helps to make the model much larger than you want and then shrink it down using the shift key to prevent it from deforming. I'll try and explain how to make a regiment.

Start by making a rectangle using the rectangle tool. Make it nice and big so it's easier to work with. Add some symbols of the race you play onto the rectangle and colour it in a colour of your choosing. For skirmishers you should make Circles and put them in groups by holding down shift and the circle they will be perfectly round.

Once you create your virtual army you'll want to save that file somewhere safe so that you don't have to do it every time. You can simply copy and paste them from your old file into your new one each time you begin a new battle! Now you can mail this virtual game table back and forth with your opponent. Each of you completes a turn and then mails the finished file with notes on what happened to the other person. It helps if you leave arrows and little explosions and such so that your opponent can see immediately the results of the turn. He can save it to a new file (Turn1Elves.ppt) (Turn1Goblins.ppt), etc. and then erase all the dead models and arrows and begin his own turn.

In order to make sure everything is right and no one is cheating, you can use a dice engine like this one: <http://www.irony.com/mailroll.html>. This engine, the irony engine, emails results of the die rolls to both sides. So you label each roll "High Elf Archers fire at Goblins to Hit" "High Elf Archers fire at Goblins to wound" "High Elf Archers fire at Goblins saves" etc. It's necessary for the player completing his or her turns to roll armor saves for the models who are being shot at - otherwise the game would go far too slowly!



A Sample Of Units Supplied By Sumicious

DWQ NEEDS YOU

We need HELP!!

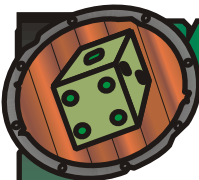
If you have EVER thought about writing an article for White Dwarf or Black Gobbo than here's your chance to get the next best thing. We need writers to keep this thing going so help us out and write an article. For example if you wanted to do a tactics article you could do: general tactics, tactics for a unit, tactics against another army, tactics with a special army list (all Gobbo?), and much more. The possibilities are endless. Want to show off your mini's? Post them in the DWQ Forum and we can use them for a special showcase. Make your article as long or as big as you want it's your decision. Have a battle coming up? Why not record it in a battle report so we can use it. There are endless possibilities. We also need help with editors so if you want to spell check articles, or be the person responsible for all the articles in your section head on down. So if any of this appeals to you come to Da Warpath Quarterly forum today and help us make this mag get better and better!

Hobby Tip #23

Thinned Paints

So you place a drop of goblin green on the palette... how do you thin it? Well first and foremost, try water, distilled water if you have a buck to buy it. After that try Flo-aid by Liquitex, or any of the extenders by W&N, Liquitex, Vallejo, etc... or even Future Floor polish. As others have said, it makes the painting table smell nice, but even better it is clear acrylic paint in a cheap bottle. So yeah, give it a try we suggest a 1 to 1 ratio to start. 1 part paint to one part water or Flo-aid or extender or Future Floor Polish, etc....

[And for our friends outside the U.S. do not hesitate to stop by the paint and hobby for forum or email for a list of similar products in Europe or OZ, etc..]



SCOUT CLASH

By: Goofycabal

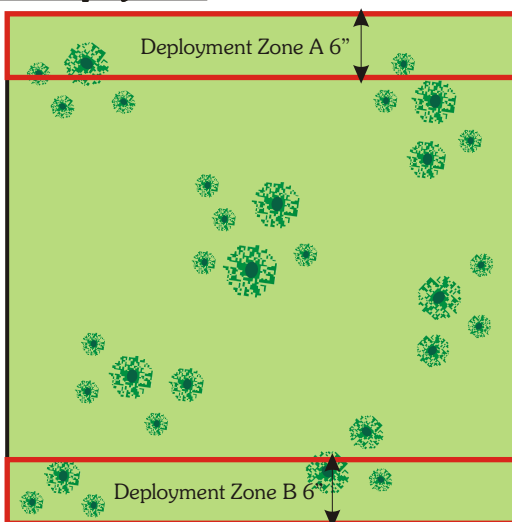
The Scouts had traveled for days to find out about the enemy camps, and it would appear that the enemy had the same idea. While sneaking around in the forest, the two parties of Scouts met face to face. Only one side would get to warn its general of the enemy...

Forces:

Both players select forces of 150 points worth of Fast Cavalry from their army list. Only units noted as being Fast Cavalry may be used. As part of the 150 points each side may also include up to 1 Hero (on a 1 Wound mount such as a Boar, Warhorse etc) who may not have any Magic Items.

The Battlefield And Deployment:

As the Scouting forces have been trying to avoid detection, they have both been moving through some pretty dense terrain. Therefore the board must be fairly thick with terrain. Make sure there is a lot of Forest or Boulders for example.



The game is played on a 48" x 48" sized battlefield.

Both players roll 1D6 and the highest roller gets to choose which table edge to deploy from. He then deploys all of his troops and then the other player does the same.

Once deployed, both players roll 1D6 and the player who rolls highest may choose to take the first or the second turn.

Restrictions:

Neither player is allowed to take any Wizards and/or 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: Warhammer Skirmish

As there are very few models being used this game is to be played following the rules for Warhammer Skirmish as outlined in the Warhammer Rulebook Appendix.

Keep in mind that the rules for Fast Cavalry will still apply and override any of the Skirmish or Mordheim rules where applicable (for example Fast Cavalry models

will have a 360degree line of sight for shooting).

If you're feeling adventurous you could also try adapting some of the Mordheim rules to suit rather than using the fairly simply Warhammer Skirmish rules. Try not to get too complicated if you decide to do this.

Special Note:

Remember that the first Wound suffered by a Mounted model will automatically kill the Mount; so no injury rolls need to be made in this instance.

Additionally, since it will be very likely that you'll lose a lot of your mounts you will need to make sure you have enough infantry models to represent your Fast Cavalry if their mounts are killed.

Victory Conditions:

The only way to ensure victory and to make sure that the enemy don't learn about your plans is to kill all the Scouts. Therefore the winner will be the only player with models still left on the table.

The intention, therefore, is to annihilate your enemy before he does that to you.

Part Of A Campaign:

If you wish to include this battle as part of a campaign, then I would suggest that you play this before a much larger battle. The winner of the Scout Clash can then choose to do one of the following in the next game:

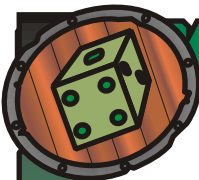
- Automatically choose who has to deploy the first unit;
- Automatically choose who gets to take the first turn;
- Move 1 Fast Cavalry unit before the games begins (the unit gets a normal 'free' turn before the game, but may not charge or shoot or cast spells if they include a Wizard);
- Once both sides have deployed he may force 1 single unit in the opponent's army to be 'held up'. This unit is removed from the table and must move on in the player's first turn in the same way as a unit who had pursued an enemy off the table;
- Or he may take an additional free Fast Cavalry unit (in addition to his current army) at minimum size but with any armament allowed to them.

Conclusion:

With the Fast Cavalry running everywhere this should be a fairly tense struggle for the upper hand. If you've got enough terrain on the board you should be able to make it more interesting than a straight 'Charge the enemy' game, and make it more of a 'Cat and Mouse' tactical battle.

Remember, let us know how the battle works out; write up a battle report even.





QUESTIONS AND ANSWERS

By: Arfa

Hey there everyone, and welcome to this issue's Q&A section! As you may have already noticed, this issue of DWQ is based on Wolf Riders, and so to fit in with the theme we have collected a whole range of the most commonly asked questions relating to Chariots, Fast Cavalry and Wolf Riders in general. I hope that this helps to clear up any rule doubts you had, and helps your games run a lot faster and smoother!

Q: If a character with Light Armour joins a unit of Wolf Riders, do they stop benefitting from the Fast Cavalry rules?

A: No. As per the rules in the Warhammer Rulebook, a character joining a unit of Fast Cav will not effect the units movement at all (unless he has a lower movement value of course), but he will not receive the fast cavalry bonus' (360 degree line of sight, being able to march and shoot etc). The unit itself will not be effected regardless of what items the Character is equipped with.

Q: A Chariot pursues a fleeing unit, and rolls higher than the fleeing roll. However, the fleeing unit has a smaller frontage that allows it to avoid a nearby wood (or difficult terrain), while the Chariot, moving straight forward, will have some of its movement having to go through the woods. What happens?

A: The pursued unit is destroyed as normal, and the Chariot will move into the woods and suffer hits.

Q: If I get a flank charge with Porko's Pigstikka, are the number of extra attacks worked out by how many ranks there are facing the model (i.e, how many models wide the rank is) or using the normal rank bonus (i.e, how many ranks deep the unit is)?

A: A flank charge with the Pigstikka is worked out in the same way that a bolt-thrower or cannonball shot on the flank is worked out; it counts the unit as if it were facing the shot/blow for the purposes of how many models can be hit/how many extra attacks the model receives with Porko's.

Remember also with Porko's Pigstikka that it is the number of ranks that calculates the number of extra attacks, not the rank bonus, so you will always get one extra attack even if you are only fighting a single model, and that non-full ranks (i.e, ranks of 3 or less members that normally would not contribute a rank bonus) are still counted for the Pigstikka.

Q: Are chariots deployed as normal units, or along with the other War Machines?

A: Chariots are not War Machines as such, and thus are deployed just as normal units. Only Bolt Throwers, Cannons, Stone Throwers and anything specifically labeled 'War Machine' counts as a War Machine, and this does not include Chariots.

Q: It says that Fast Cavalry have a 360 degree line of sight. Does this mean they can charge 360 degrees?

A: No. The 360 degree's LOS only counts for shooting purposes, so the unit has the normal charge arc as other units.

Q: Can Fast Cavalry shoot on the turn that they rally from a flee reaction?

A: No. It is stated that they can move normally, but not that they can shoot. (Even being allowed to move and shoot normally when they use their 'free' reform, the act of rallying disallows them from shooting).

Q: As it doesn't say, do Fast Cavalry models shooting on the march receive the normal -1 to hit for shooting on the move?

A: Yes they do.

Q: I have been told that my Fast Cavalry unit can make as many reforms as it wants in a single movement phase and it wont effect its movement for the turn, but my opponent says that you may only make a single free reform, and has pointed out this to me in the Warhammer rulebook. Which is true?

A: In the errata (available for download from the Games-Worshop website), the Fast Cavalry rules have been changed so that you may make as many reforms as you like in a single turn without penalty, so long as no model in the unit moves further than it is normally allowed despite the reform.

Q: If I have an Orc character mounted on a Boar who joins my unit of Wolf Riders, will the unit loose its 'Fast Cavalry' status?

A: No. The unit will only be able to move as fast as the Boar (M:7), but it will still be treated as Fast Cavalry (even though they're not really that 'fast' any more) and will still get the free reforms and such.

Q: Does the extra wolf upgrade for the Goblin Chariot give any extra bonus' to movement or anything?

A: No it doesnt, the extra wolf merely provides you with an extra S:3 attack and an extra-wide frontage, not to mention the added effect of looking darn cool too!



ARFA'S WOLF TACTICS

By Arfa

Hi again, and welcome to the latest instalment of my Wolf Rider tactical! As a big contributor to DWQ and as the official Wolf Masta, this issue would not be complete without a summary of the piece that granted me my title. Here is the latest and greatest guide to playing a full Wolf Horde you'll find on the net. Enjoy!

Characters

In a Wolf Rider army you really do need a Warboss over a Great Shaman. Wolves win battles in combat, not from afar, and the added speed you get from paying the points for your wolves should be used. If you have a Great Shaman you will be more tempted to stay back and shoot. Not only is the extra combat power of the Warboss desired; it is also his leadership. Wolf Riders need to pass their leadership tests in order to survive; once panic sets in your expensive squads can soon find themselves heading for the hills, and with such a high movement they won't take long to get there. Because of this, I will always take a Warboss and a BSB with Rowdy Grots Big Red Raggedy Banner, as well as making sure that every unit in the army has a musician to help them rally should the situation occur.



Arfa Da Grate and Bannavere

When equipping your characters, remember that cheapest is often best. As all of my characters bar a single Lv1 scroll caddy are Big Bosses, I will usually give my Warboss some form of magic defence, a ward save and a bit of extra armour. I am a big fan of Great Weapons on your characters as it gives +2S for +2pts! As Wolf Riders will almost always get the charge in, striking last doesn't really matter. The biggest drawback of taking a Great Weapon is that you cannot also take a shield (mundane or magical), which can be a bit of an annoyance, but it is still well worth it in my opinion.

As far as magical weapons are concerned, I generally only stick with the important two: Porko's Pigstikka and Wollopas Wun Hit Wunda. The Pigstikka is a must in cavalry armies as it provides a nice heap of attacks against rank&file, and will always provide at least

+1 attack even when only fighting a single model. Wollopas is the biggest value however, as it gives you a nice little tank-busta. Although it only works once per game, that single S:7 hit is still enough to smash apart a chariot, and with the characters total being so cheap it will always get its points back. If your opponent doesn't have any chariots, feel free to use the weapon to bash a wound off a character, or to smash through the armour of an expensive knight. If you've paid for the weapon, why not use it?

Units

As expected, your army will be made up entirely of Wolf Riders, so there really isn't that much choice here! The biggest choice you will have is how many of each 'type' of unit to choose. The two Wolf Rider types are your zippy flankers and your powerful hammer-units. Generally speaking, the flanking units should consist of no more than six models (I choose five myself) with no command apart from a musician. Placing Champions in the unit is just too many points, and the Standard is nothing but easy VPs for your opponent, so don't bother. These units can be equipped as you like (although never with Light Armour), but will ultimately be used to hunt lone characters, warmachine crews or unit flanks/rears just like you would in a conventional O&G list.

The main unit in the Wolf Rider army will be your hammer-units, named so because they really do hit with the force of a sledgehammer. These units are taken in squads of 12-16 and ranked either four or five wide and three deep, with spears, light armour and shields. I personally take my squads 14 strong (15 inc. hero), ranked five wide and three deep, so that there is enough room for two heroes and full command, and still a good rank bonus. Cavalry with rank bonus' and M:9 don't come easily at all in this game, and this is one of the main advantages of the list. When accompanied by a Big Boss or two, and with a chariot along side them, this unit can smash its way through almost anything in the game with a mix of hitty power and pre-decided combat res. You will always outnumber your opponents, and with two attacks per model (one S4 for the rider, one S:3 for the wolf) and the additional hitting power of the Big Boss and Chariot, there isn't much that can stand up to this. A very powerful unit in any O&G army, although remember that they are still very fragile with only T3 and 4+sv, so be careful.

Warmachines

As with your troops, the main advantage of a Wolf Horde is its movement and power in close combat, so most of your special choices will be taken up with Chariots. Never send a chariot alone however, as its impact hits are far too random to be able to take things alone. Either pair them up and hit things two at a time,

ARFA'S WOLF TACTICS

Continued From Page: 21

or send a chariot in alongside one of the hammer-units. These combinations result in the chariots not being thrown away needlessly, and the force as a whole working greater than the sum of its parts. Remember though that just like your riders, your chariots are very fragile and can be taken down by a single volley of fire quite easily, and this includes 'Stand & Shoot' reactions. Just be careful with them, and don't charge things just for the sake of charging them. If you don't charge in a turn, or have already moved and want a sneaky check to see if you are able to charge next turn, don't forget to use your short bows. Even though they will rarely cause damage, a single lucky casualty is a bonus, especially if that casualty happens to be a Knight or Chaos Warrior!

As for artillery, generally speaking you don't want too much. I will always take two spear chukkas in 2000pts to shoot at the bigger things that your chariots or units cant take too easily (such as things S:7 or higher, or things that cause terror), although don't rely on them too much. Also remember that by having that mere 70pts spent on warmachines means that your enemy will still most likely be sending their tunnellers/fast cav/ambushers around to take them out as per a normal army instead of flanking or rear-charging your units. For just 70pts, these two pieces are a great distraction, and even better is that they can never misfire and kill themselves. Occasionally I take a Galloper Gun (converted of course) for a bit of fun as it really is the only other piece of artillery you can justify in an all-mounted army. Whilst I can easily mount my spear chukkas on wheels (see my P&H article in this issue) without any problems, mounting something like a Rock Lobba or Doom Diver on wheels just isn't right.



Angrybeaver's Spear Chukka

Da Uvva Stuff

Finally we come to the 'other' units which people often ask are alright to take. The most common of these is the Snotling Pump Wagon. As a 'chariot', people think that it has its place in a Wolf Horde, and is one of the few rare choices that actually fit the theme. Whilst at first it may seem a good choice it really isn't, as the Pump Wagon is suited more to a footslogging force rather than a mounted one. With an average move of 7" a turn it struggles to keep up with basic foot troops, and even at its maximum movement of 12" a turn it still falls a whopping 6" behind the rest of the army. So, although cheap and slightly fluffy, it is best to leave this little contraption at home.

'So what do I do with those rare choices?' I hear people ask. Some suggest that a Giant is the way to go, with its extra combat power and reasonable movement, but when it comes down to it the Giant is still 1/3rd slower than the rest of the list, and at around the same cost as another hammer-unit very expensive too. Rare in a Wolf Horde generally doesn't happen, unless you take DoW. The only rare choices I will use in my army are Oglah Khan's Wolf Boyz (for obvious reasons), or Bronzino's Galloper Gunz (for fluff, conversion opportunities and a little more shooty power), but even then in my tourney list I will generally just skip the rare slots altogether. With both our Special choices 2:1 you generally end up with enough machinery for the list without needing to use the rare choices, and in the end you really don't miss them at all.

Anyway, that's a wrap for this article, if anyone has any further or more specific questions on Wolf Riders then feel free to ask me. Goodbye again, and may your Wolf Horde be victorious!



hey, d'yer 'memba dat goblin wot rode 'round onna
back of a big spider?

Oh yeah, 'e were dat guy wiv dat really ugly
fish, right?

yeah. well, oi 'eard dat a bunch o' 'is mates are
commin' soon. oi wunda if weee's gunna see any
armies o' dem?

Hobby Tip #118:**Addendum to Hobby Tip 12 'Priming Your Figures'**

Read your cans! I learned the hard way that white primer doesn't like 30 degree weather, or wind... In addition, be careful if you are priming multiple figures. The over spray from the first row of figures will deposit 'bumps' of collected spray on your second row. Also, consider shaking your spray cans. Then consider shaking them again, and while discussing how much you just shook the can, shake it some more.

BATTLE REPORT

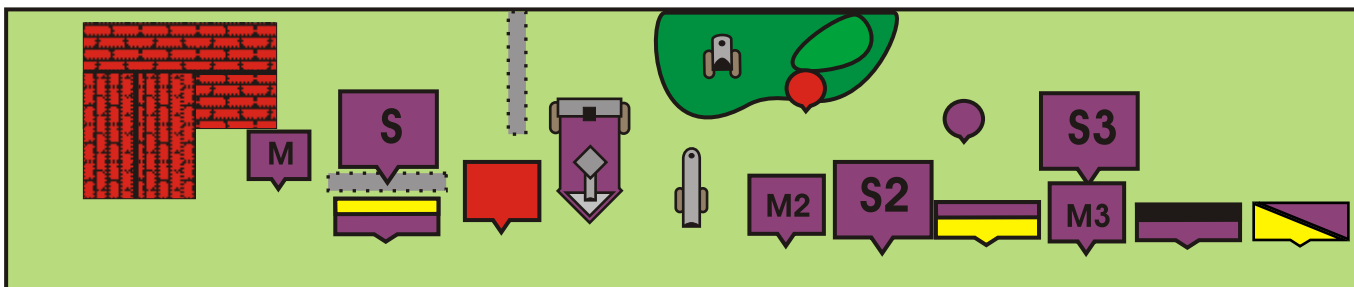
By: Arfa

Some of you may remember this battle report I posted against one of the members over in Da Red Tavern; Gluthelm, and his magnificent Empire army. With both our lists having changed since last time we met on the battlefield, and with us rolling for terrain to avoid any potential arguments, we set down to see who would be

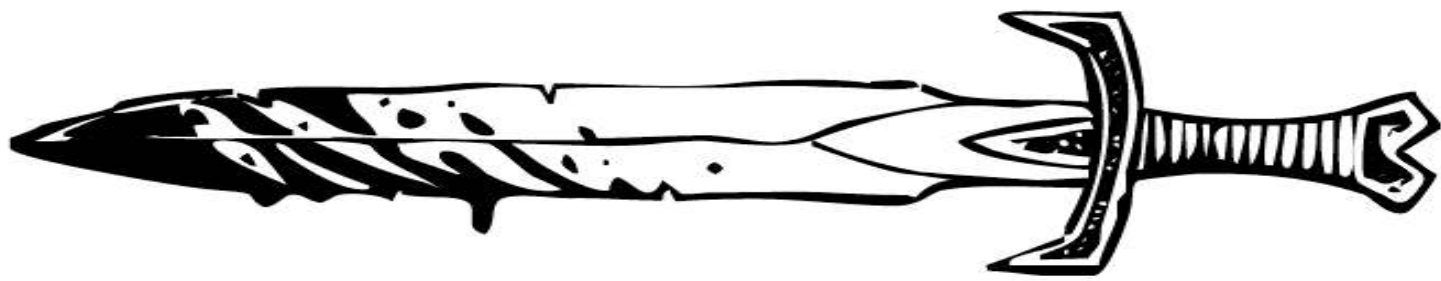
able to claim the pre-tourney title of 'most likely to place higher with in-game results (i.e, not painting scores, which he will definitely win over me!)'. With our 2000pts lists drawn up and McDonald's breakfast and coffee out of the way, we finally sat down to playing (2.5hrs after getting to the store).

Deployment:

Empire Forces



- S** 23 **Spearmen** armed with Spears, Shields and with Full Command. The unit's standard bearer carries the Gryphon Banner. The unit is being lead by the General; **Elector Count** called Harold who is armed with a Great Weapon, Armour of Meteoric Iron and The White Cloak
- M** 8 **Milita** who are a detachment for the Spearmen.
- Captain** who is carrying the Battle Standard. He is armed with a Hand Weapon and Full Plate armour.
- S2** 24 **Swordsmen** armed with Hand Weapons and with Full Command. The unit is being lead by the **Warrior Priest** Duthor who is armed with Heavy Armour, Shield, 2 Hand Weapons and a Holy Relic.
- M2** 8 **Milita** who are a detachment for the Swordsmen.
- Battle Wizard** Luther who has the Lore of Fire, and 2 Dispel Scrolls.
- S3** 25 **Halberdiers** armed with Halberds with Full Command.
- M3** 8 **Milita** who are a detachment for the Halberdiers.
- 5 **Handgunners** who are a detachment for the Spearmen.
- 5 **Handgunners** who are a detachment for the Halberdiers.
- 5 **Pistoliers**
- 5 **Handgunners** who are a detachment for the Swordsmen.
- Cannon**
- Mortar**
- Steam Tank Conqueror**
- 8 **Flagellants**

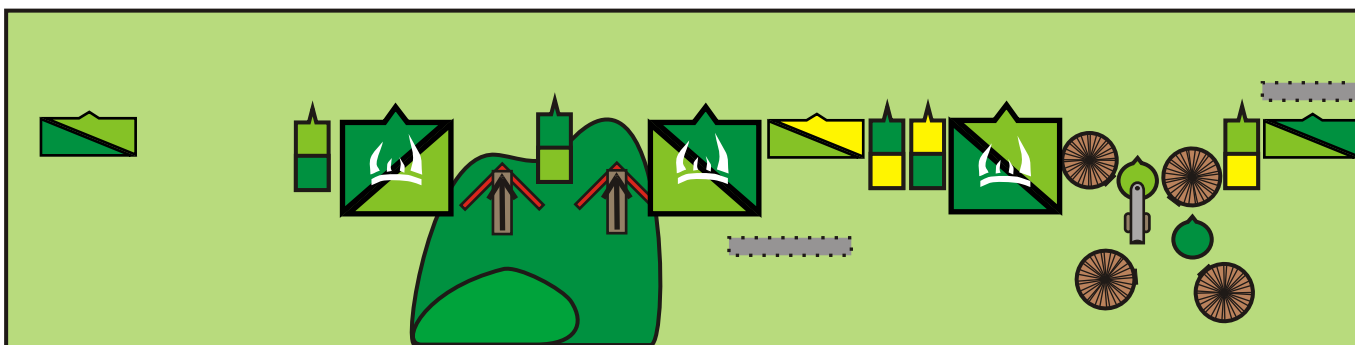




BATTLE REPORT

Continued From Page: 23

Goblin Forces



14 **Goblin Wolf Riders** armed with Spears, Light Armour, Shields and with Full Command.

The unit is being lead by the General; a **Goblin Warboss**: Arfa da Grate armed with a Great Weapon, Armour of Mork, Warboss Umm's Best Big Boss's 'At and riding a Wolf.

The unit is also accompanied by **Goblin Big Boss** Bannavere Hand Weapon, Light Armour, carrying the Battle Standard: Rowdy Grott's Big Red Raggedy Banner and riding a Wolf.



14 **Goblin Wolf Riders** armed with Spears, Light Armour, Shields and with Full Command.

The unit is being lead by **Goblin Big Boss** Lance-a-fair-bit armed with Porko's Pigstikka, Light Armour, Enchanted Shield and riding a Wolf.

The unit is also accompanied by **Goblin Shaman** Merwin armed with 2 Dispel Scrolls and riding a Wolf.



14 **Goblin Wolf Riders** armed with Spears, Light Armour, Shields, and with Full Command.

The unit is being lead by **Goblin Big Boss** Gawihad armed with Wollopas Wun Hit Wunda, Light Armour and riding a Wolf.



5 **Goblin Wolf Riders** armed with Spears and Shields with a Musician.



5 **Goblin Wolf Riders** armed with Short Bows and Shields with a Musician.



5 **Goblin Wolf Riders** armed with Short Bows and Shields with a Musician.



2 **Goblin Chariots** each with Extra Crew and Spears



2 **Goblin Chariots** each with Spears



Goblin Chariot with Spears



2 **Goblin Spear Chukkas**



Wobin Da Brave an 'iz feevin' Gitz **Bronzino's Galloper Gun**

Lord Mayor Harold of Bogenhafen had received hurried messengers from his neighbouring provinces of a band of mounted greenskins rampaging their way across the Empire in search of some primitive relic. Knowing fare well that his nation would soon feel the wrath of these frenzied goblins, Mayor Harold ordered the Bogenhafen army to advance and meet this tide of green scum head on to protect the many innocents that would be caught up in the battle should the greenskins reach the populated towns and villages dotted around his province. He himself would personally lead the troops into battle, Sigmar hope that this will be enough to prevent the disastrous onslaught his neighbours received from reaching the boundaries of Bogenhafen.

Arfa let out a sigh as he hacked the head off yet another filthy 'oomie with his mighty blade 'Exkawiba'. Five weeks he had been kwesting across the Empire, and not one of these pink-skinned scum had given him any information likely of bringing him closer to finding Da Grill. To top it all off, despite the fact that he had caught and skewered no fewer than seventeen enemy messengers the 'oomies still seem to be more and more aware of his rampaging Wolf Horde. Sure this meant a bit of entertainment for his ladz, but it was beginning to seriously hamper his attempts at finding Da Grill as they seemed to be fighting more times than they were searching! "Soon," he thought to himself, "We'll geddit soon."



BATTLE REPORT

Continued From Page: 24

Deployment

Mayor Harold could see the thick cloud of dust kicked up by the goblins and their giant wolves well before the battle had begun, and he readied the troops to deploy where they were needed. The battlefield he had selected was not ideal, but it was as good as it was going to get. He would hold the buildings on one flank with his personal retinue and the crazed but valuable unit of Flagellants, whilst Boris and Duthor held the other flank with the other close-quarters units. The remaining units, all ranged, were deployed on the hill in front of the forest to hopefully fire at anything that presented itself, with the fire wizard Luther assisting. Harold had evacuated the civilians out of the small village and made good use of the available forest to hopefully split the goblin horde in two, but would it be enough to halt them? Only time would tell he told himself as he donned his mighty war-hammer once more and mouthed the sacred prayers the Warrior-Priest Duthor was chanting on the other side of the field.

* * *

It didn't take Arfa long to spot the disgustingly clean white and purple uniforms of the Bogenhafen army, and he let an evil smirk spread across his face as he imagined how well it would show the stains of blood. Gathering his bosses together Arfa went over the plans once more.

"Lance-a-fair-bit, you an' Merwin take wun side of da field, and I'll be right behind ya so don't even fink abart leggin' it dis time!"

"Yes boss," replied the flamboyantly dressed goblin, his Bretonnian ways obviously clouding his proper Greenskin battle lust.

"Righto den, Wobbin you get yer Ladz in possishun an' make shaw dey stick dere, and Gawihad you go wiv Wulf and hed down da uva side of da Field, and just like da oosual plan ya..."

"Um, boss?" interrupted Gawihad.

"...find sumfink big and blow it up jus' like..."

"But boss, I fink dere might be a problem wiv dat plan boss ERGH!"

Arfa grabbed the upstart big boss by his throat and lifted him a full five inches off his wolf and into the air.

"Wot do ye mean 'Dere might be a problem' Gawihad? Da plan 'asnt failed us yet, and I dun plan on lettin' it fail dis time!"

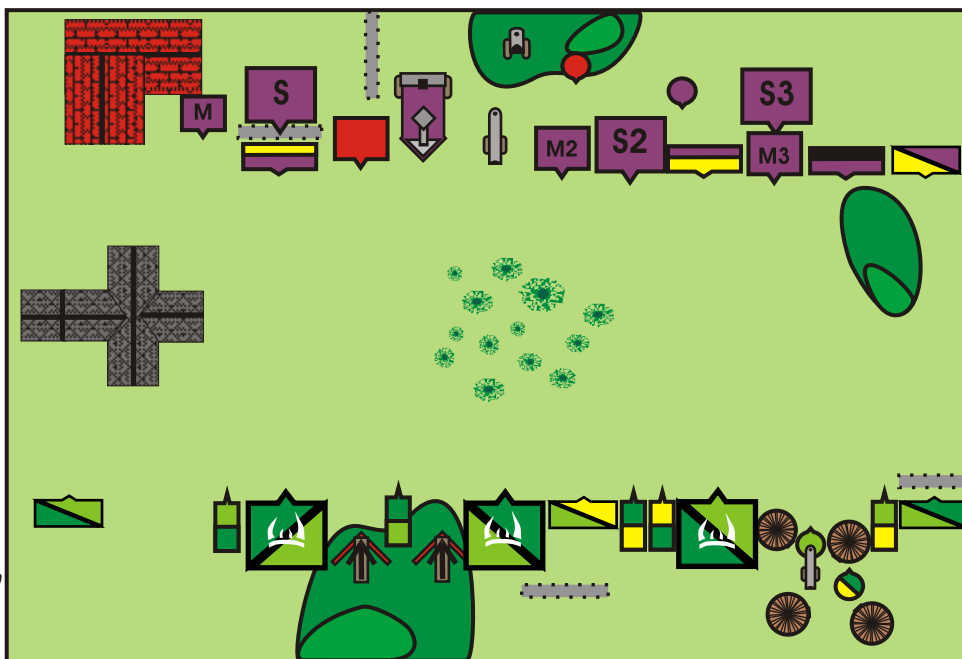
Gawihad barely managed to raise a long clawed finger in the general direction of the Empire force, and Arfa turned to see what in the name of Mork he was pointing at. There, in the centre of the Empire army, rumbled a

mighty metal behemoth completely covered with thick ornate metal plates and sophisticated weaponry; a mighty Empire Steam Tank.

"Oh," replied Arfa as he loosened his grip on the goblin. After pondering the situation for a few seconds he turned his gaze back to the small goblin still gasping for breath.

"Now listen 'ere Gawihad: I don't care if its bigger dan ten giants and crewed by Gork an' Mork demselves! Your job is ta make sure dat by da time da battle iz ova dat fing is ded, and afta yer 'oosless attempt at takin' out dat pointy-eared git chariot in da last scrap yood betta not fail me again; or else." With that the mighty Goblin Warboss rode off down the line, shouting orders and smacking anyone who didn't immediately obey round the head.

Gawihad gulped as he looked towards the clanking monstrosity he had been ordered to destroy. Turning to Wulf he said "You 'erd da boss; you're cummin' too!" Before the second boss had a chance to reply however, Arfa let out a mighty "WAAAGH!!!" and the horde spurred into battle, with Gawihad and Wulf following suit.



BATTLE REPORT

Continued From Page: 25



waited for the Wolf Riders to come.

Magic saw the fire mage Luther cast a fireball with irresistible force on Lance-a-fair-bit and Merwin's unit, but with some good saving rolls only two Wolf Riders fell. The shooting phase saw both the handgunner units fail to cause any casualties, whilst the cannon overshot one of the goblin chariots on the left flank by a mere 2". Talk about close escapes! The mortar, targeting the Galloper Gun, scattered away but managed to clip the small five-strong goblin unit on the flank, killing one of their

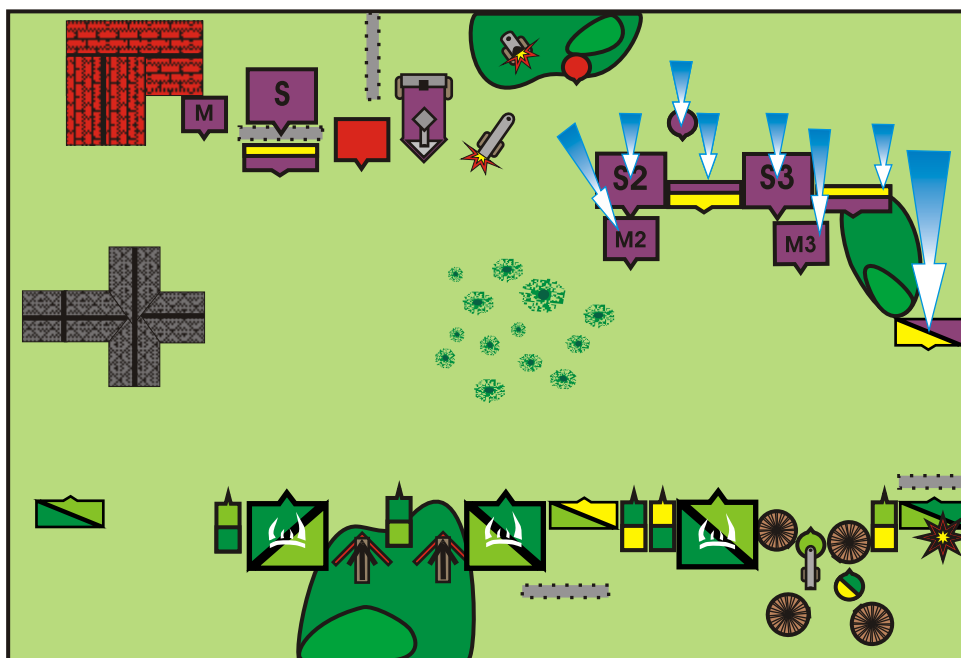
After winning the rolls for table-edge, deployment and first turn, Gluthelm chose the better defended deployment zone and elected me to place the first unit. With both armies deploying in typical fashion there was nothing else to do but roll for first turn, which as stated above Nafe won. Time to retire the spangly-green 'rolling for fist turn dice' I think!

number. As there were no combats the turn was handed over to the greenskins.

* * *

As the Empire troops marched forwards Arfa spurred his plan into action, and apparently the ladz were ready for it too as no animosity occurred. The game started with charges declared on turn 1 with two chariots and Lance-a-fair-bit's units declaring charges on the three detachments directly across from them. The right-flankers decided not to charge the Pistiolliers and instead wait for Wobbin da Brave to leave his Galloper Gun and join up with them, so the Pistiolliers were free to charge next turn. As expected, all of the detachments decided to flee as a charge reaction, and with some unfortunate rolls on Gluthelm's part they each fled 11"!

However, this left the three charging units with failed charges, and with the forest and small collection of



Above: Empire Turn 1

Turn 1

Taking the initiative the Empire made the first move, sending the Pistiolliers down the far flank and advancing the units on the same flank, with their detachments following suit and setting up a wall in front of the parent units. Mayor Harold kept his unit behind the walls in a defensive position, as with the rest of the units on the same flank. The steam tank saved its steam points and

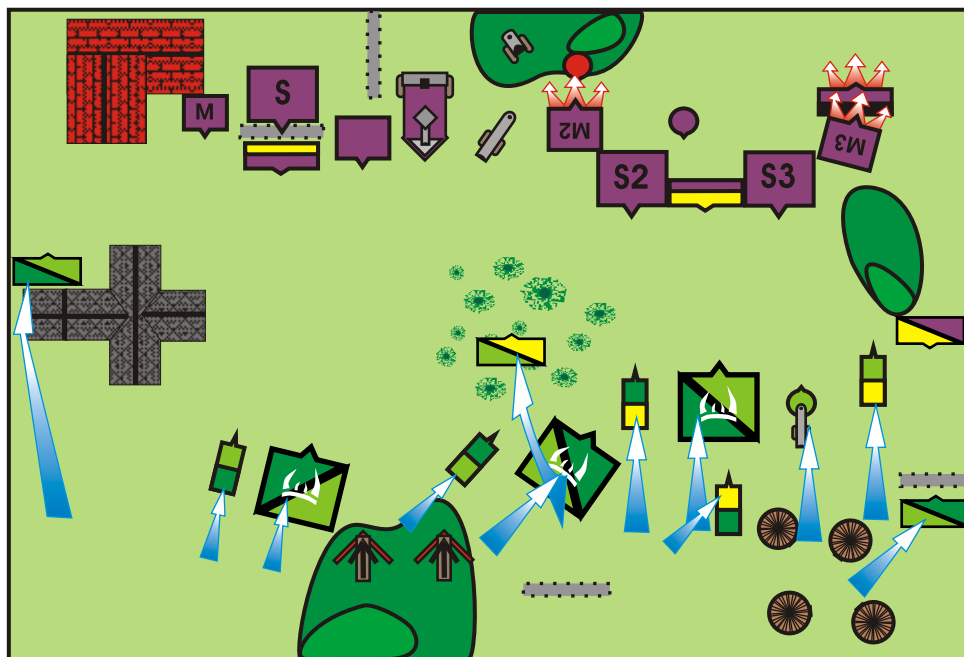
huts keeping available space to a minimum the goblins soon found themselves falling over each other as they scrambled to attack en-masse down the right flank. Arfa cursed at his army's inability to move cohesively and screamed at his men to get out of the way. The lightly equipped spearmen decided not to try to squeeze through the rest of the troops and legged-it through the forest instead, heading straight towards the cannon as fast as they could. Meanwhile the galloper gun decided

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to move into a better position for a potential grapeshot shot and moved out of the small collection of huts and onto the battlefield itself. On the other side of the table Wulf and Gawihad moved cautiously forward, whilst the smaller archer unit sprinted up the small gap between the village and the table edge ready to charge the militia next turn.

With the only magic spell (fists of Gork) being out of range, all that was left to do was to shoot. With both of the spear chukkas at long range the Goblins failed to hit the steam tank it was left to the short bows to cause casualties. Despite some impressive shooting by the far-right flankers



Above: Goblins Turn 1

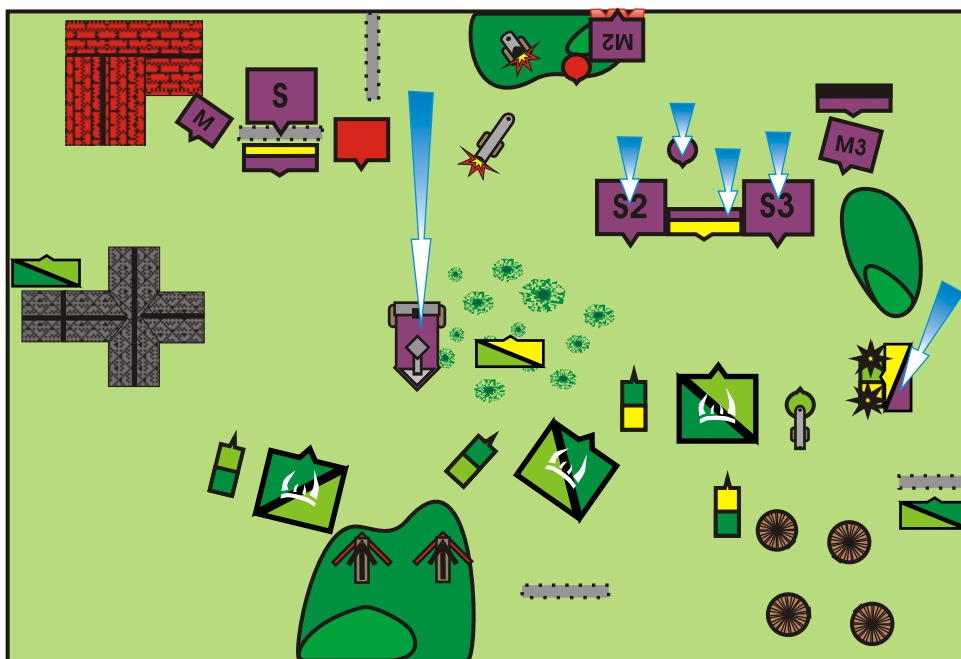


Above: The Army's Battle Plans Come To Life!

(Now joined by Wobbin), the Pistoliers armour deflected the two potential wounds and ensured that the nobles would be able to charge next turn. With all the declared charges having failed, the turn was over.

Turn 2

The Pistoliers got the first charge of the game in as they ignored the small unit of goblins hiding behind a defended obstacle and instead slammed into the flank of one of the chariots. Elsewhere on the same flank the state troops advanced forward whilst two of the detachments (the handgunners and one of the militia groups) passed their rally tests and turned back around to face the goblins. The third unit failed however, and the cowardly militia fled the table in style with another 11" roll. Mayor Harold kept his unit behind the safety of the walls, whilst the flagellants were sent to plug the gap between the walls and the small detachment of militia turned to face the small unit of Wolf Riders advancing through the village. Engineer Johan decided that the time had come to make his move and he spurred the engines of his mighty steam tank into life. Using a full five steam points there was no hassle as the steam tank was still in pristine condition, and the metal monstrosity powered its way towards Gawihad's



Above: Empire Turn 2

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unit, close enough to force a terror test next turn.

Luther attempted to cast his Fireball again but as he failed to cast with irresistible force this time Merwin plucked it from the sky, dispelling the feeble attempt easily. As the handgunners on the Empires left flank had just rallied they would not be shooting, and the other unit of handgunners opened fire at Gawihad's unit but failed to cause any casualties. The mortar targeted Lance-a-fair-bit's unit but scattered off and just clipped a chariot, although it failed to wound. The cannon targeted the same chariot it shot at last turn but again it overshot due to too Much blackpowder being put in the barrel. The might of the Empire's shooting seemed to be failing the Bogenhafeners.

Some poor rolls by Gluthelm saw the Pistolliers fail to kill outright the chariot they charged and they left it on one wound, with the chariot's armour saving it from a potentially embarrassing death at the hands of some rather aggressive warhorses. As the crew made their retaliation strikes one Pistollier fell to the slaving jaws of one of the Wolves pulling the chariot, although the flank charge and outnumbering, combined with the greater number of wounds, saw the chariot lose combat and flee. Rolling a massive 4" the Pistolliers easily caught the chariot

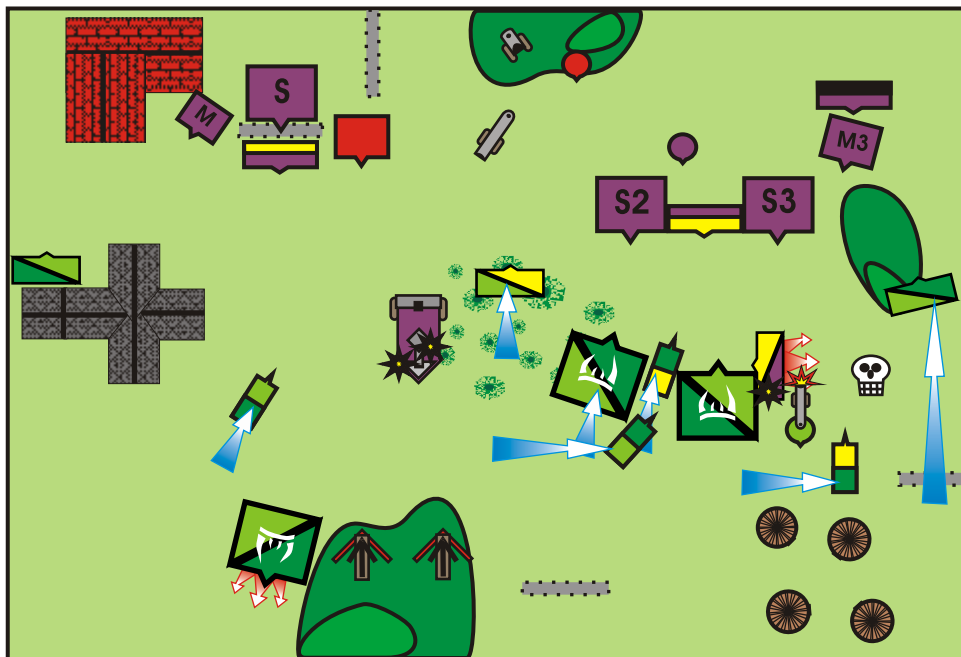


The Pistolliers win combat and pursue into Lance-a-fair-bit and his unit.

and advanced through into Lance-a-fair-bit's unit, narrowly missing the Galloper Gun and its crew by a fraction of an inch.



Furious at not getting the first charge in, Arfa ordered his unit to advance through the woods as Lance-a-fair-bit's



Above: Goblins Turn 2

engaged unit now took up most of the available space. Wobbin da Brave and his adopted unit of flankers advanced up the side of the field, whilst on the opposite flank things started going wrong...

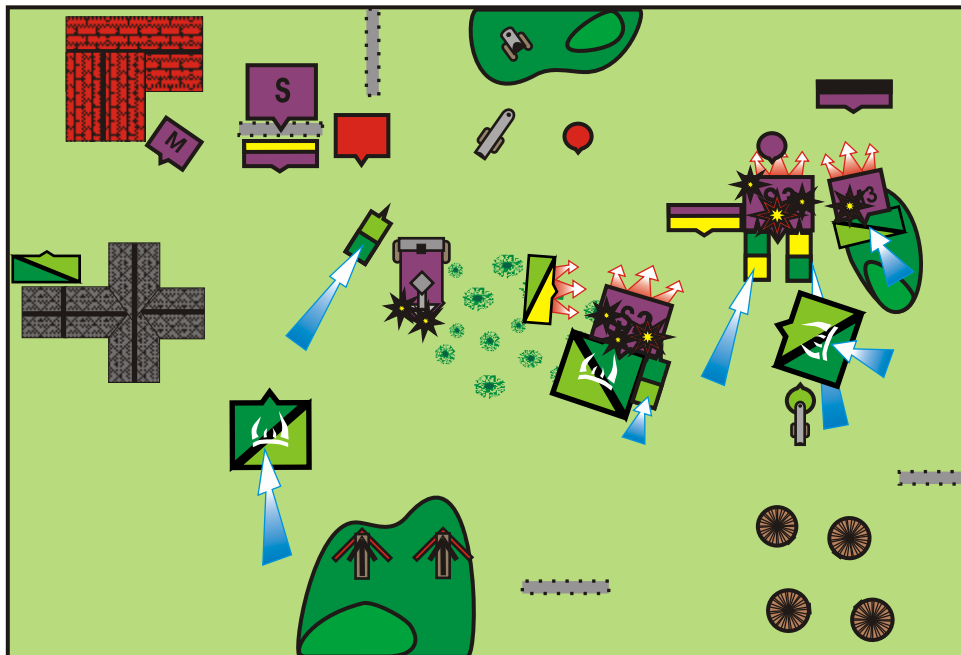
The small unit of flankers failed their animosity test and squabbled amongst themselves, whilst Wulf decided that he didn't really want to be so close to the steam tank and made for the hills, his unit following suit. Gawihad quickly turned tail and ran after them knowing that he would not live long if he had to suffer Arfa's wrath. Down the centre of the table the small unit of spear-armed light-cav made its way to the edge of the forest in preparation to charge the cannon crew next turn.

Magic saw Merwin again out of range with his spell and me kicking myself for not replacing it with the Gaze of Mork when I had the chance! To make things a little better however, both the spear chukkas hit home now that the steam tank was in short range, and succeeded in knocking off a total of eight hull points. p0w! The galloper gun didn't fare as well though as the crew watched their shot go well over the top of their target thanks to some over-enthusiastic black-powder work. Hey, what can you expect; they're goblins after all!

The combat phase was in action once again with the Pistolliers having over-run into the side of Lance-a-fair-bit's unit. The lone Pistollier in base contact failed to hit the riders however, and with the armour of the goblins saving them from the warhorse's hooves the charged ride managed to hit back, slaying another of the Pistolliers! Even with the flank charge the Pistolliers could not win combat as the superior numbers, standard and casualties inflicted caused the humans to break, and with a relatively low roll the Wolf Riders easily cut them down in the pursuit.

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Above: Goblins Turn 3

without an accompanying or nearby hero had something to do with it? Elsewhere Lance-a-fair-bit and Merwin turned their unit around and moved towards combat once more.

The spear chukkas were again effective as they both succeeded in hitting the steam tanks front armour once more, knocking off a further five hull points. On the other side of the table the galloper gun had little to shoot at, and taking aim at the pathetically small detachment of handgunners they misfired, although apparently it was only a faulty fuse as the small cannon did not suffer any damage.

Bannavere's break test re-rolls. Two of the swordsmen lapped around to the wolves flank, and Gluthelm handed the turn over to the goblins.

With Arfa's ladz already in combat it was time for the rest of the troops to get in the thick of it. The two chariots paired up once more and slammed into the spearman unit shielding Boris, whilst Wobbin and his small unit hit the unit's militia detachment. The third chariot on the right flank decided to help out Arfa and his ladz and charged into the swordsmen to help even the numbers. Elsewhere on the field Gawihad managed to rally his squad and turn to face the steam tank once more, whilst the chariot failed to charge the cannon, being a couple of inches out, and stopped in front of the flagellants. The warmachine-hunters in the woods decided to flee in terror at the sight of the steam tank, despite being within Arfa's leadership influence. The flankers in the village on the left squabbled yet again, perhaps being the only unit

With the accompanying chariot arriving to help take care of the rank-and-file troops, Arfa declared a challenge on the Bogenhafen warrior priest, with Duthor accepting the challenge and striking first at the mighty warboss. Despite hitting three times with his hammers, only one attack managed to beat Arfa's toughness of four, and even then it was easily bounced off his magical armour with no need for a ward save. With his wolf failing to hit it was up to Arfa to finish the priest off with his great weapon. Although again only hitting with half his attacks, Arfa managed to make them count as he lopped the filthy 'oomies head clean off with a scream of triumph. The chariot that had charged in managed to take out five swordsmen, and the swordsmen's champion failed to cause any extra casualties as the rest of the goblins prepared to strike. Cutting down even more of the soldiers, the wolf riders easily won combat and restrained pursuit, whilst the chariot caught the fleeing swordsmen with ease and overran into the small unit of handgunners.

The other chargers fair just as well with Wobbin's unit winning combat (despite the boss doing absolutely nothing himself) and cut down the fleeing humans, overrunning into the last unit of handgunners. The two chariot



The Gobbos do what they do best; CHARGE!



Despite his best attempts, the Empire line breaks and the two chariots thunder into Boris the BSB

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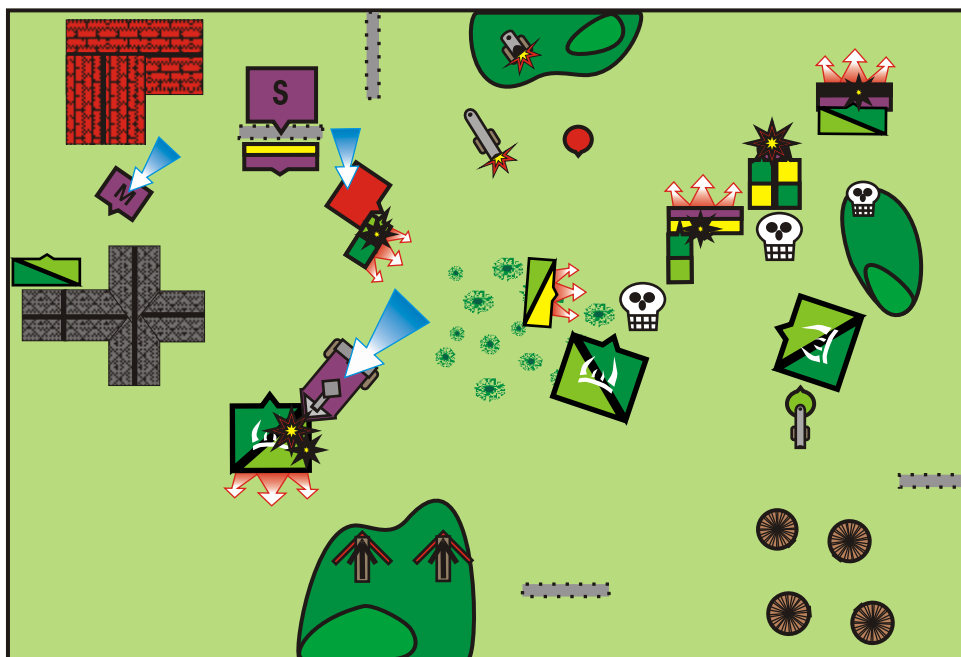
partnership easily dispatching the spearmen unit after rolling a combined 11 impact hits even though Boris frantically tried to keep the unit from breaking, and their overrun unfortunately brought both the chariots into contact with the BSB. Talk about overkill!

returned brutal results. Sustaining 5D3 S:6 impact hits, Wulf and Gawihad's unit suffered a whopping 9 casualties as engineer Johan's gigantic contraption crunched its way over the riders, and they promptly turned tail and fled again; the tank's flank charge

ensuring that it didn't suffer the retaliation strikes of either of the two heroes. Luckily for the goblins the unit only fled 7" and was still far from the table's edge. The flagellants only managed to cause two wounds on the chariot however, but even though they lost one of their number to retaliation strikes the chariot was outnumbered and flanked, and ran for the hills. The flagellants chased after but could not even hope to catch the chariot as it fled 17".

As expected the overruns from last turn were swift and brutal, with the wolves leaving nothing standing as they cut down their targets with cruel efficiency. Both the combats involving Handgunners resulted in the

greenskins pursuing or overrunning off the table, whilst the two chariots managed to stay on the table after killing Boris with their impact hits, despite the Bogenhafener saving half the wounds with his armour and ward saves.



Above: Empire Turn 4

Turn 4

With the right flank completely lost and greenskins advancing rapidly on his position, Mayor Harold ordered his remaining troops into combat. The flagellants charged into the chariot left stranded in front of them after failing its charge, whilst the steam tank ploughed into Gawhiad's unit with full steam points, some low rolls ensuring that the tank did not malfunction despite suffering further punishment from the spear chukkas last turn. With their flanking opponents squabbling yet again the militia detachment advanced up the village street.

Things had gone from bad to worse as Luther failed to cast his fireball and the mortar and cannon struggled to find unengaged targets to shoot. When they both finally found respective targets they missed with typical inaccuracy, and it seemed that the goblin warmachines were the marksmen of today. Still, not all was lost as the charges



The crazed prophets of Sigmar close in to lay the smack-down!



Much pain ensues as the steam tank proves that its best weapon is not the gun mounted in its hull but the hull itself...

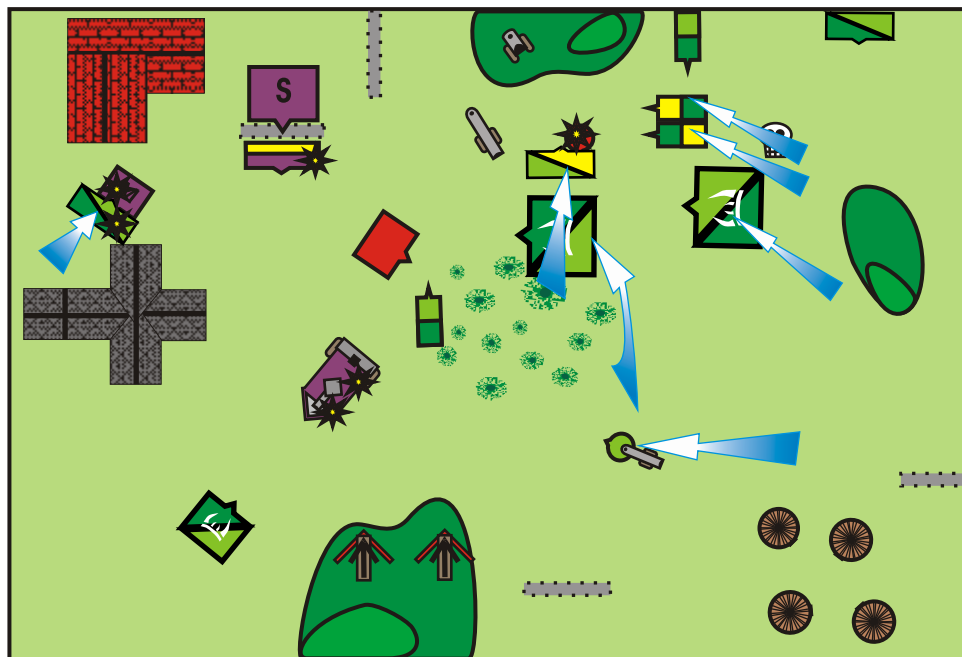
* * *

With the right flank all but taken care of, all that was left to do was to finish the rest of the army off. After having successfully rallied last turn, the warmachine-hunters finally got a charge in; against Luther the Wizard. Elsewhere Gawhiad managed to turn his squad around once again, determined to take out the tank, and the wounded chariot also managed to rally on its own



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Above: Goblins Turn 4

With the wolves superior unit strength it was a drawn combat, which the wolves won thanks to their musician, although the militia passed their break test and stuck around to finish the job. Elsewhere Wizard Luther fell easily to the Wolf Riders and they overran into the cannon crew as planned. Things weren't looking good for the Empire at all.

Turn 5

Engineer Johan picked himself up from the floor of his steam tank and gritted in pain as he pulled a large chunk of shrapnel from his leg. Looking around, the many gauges on the control panel of the tank were

screaming out danger as the engine's boilers barely managed to contain the pressure after sustaining such damage. Seeing his young apprentice Roland had been skewered by one of the goblins crude missiles, Johan took the controls himself and shouted out to the rest of the crew. "Full steam ahead lads; in the name of Sigmar those filthy greenskins will pay!" As the pipes groaned and bolts ricochet around as they were shot out from their holes, Johan realised that all that was left for him to do was pray...

leadership of 6. As the wolf horde spurred around to finish off the rest of the Empire army the victors of last rounds combats entered from the table-edge ready to seek blood once more. With no animosity rolls Gork and Mork were indeed shining down on Arfa and his horde, and the far left flankers finally got their charge in on the empire militia; a full two turns after they had originally intended. With nothing left to shoot at, the galloper gun crew decided to limber the gun up and move around to the other side of the forest.

Shooting was again effective as both bolt throwers damaged the steam tank, causing a further 8 points of hull damage. This left the tank severely damaged on a mere 2 hull points remaining, which was a minor victory unto itself. However, even in its wounded state the steam tank was still very dangerous as Engineer Johan would later prove. Elsewhere on the left flank the wounded chariot fired on the unit of handgunners after moving back up the field, and succeeded in killing one with the crew's short bows.

With the Empire having lost over half its army, and with the steam tank badly damaged, Mayor Harold started wondering if anything else could possibly go wrong. Luckily the units on his side of the forest had been doing their job and winning combats, but with the full might of the wolf horde advancing on him there wasn't much left to do but pray. Having turned last turn to ignore Gawihad and his unit and focus on the wounded chariot, the last of the handgunners raised their rifles to their shoulders and took aim, whilst the flagellants moved to charge Arfa and his unit next turn. Elsewhere the steam-tank somehow managed to survive a do-or-die attempt to charge into the front of Gawihad's unit, and despite going well over its remaining hull points with the full steam points it only managed to sustain one extra point of damage, leaving it one away from destruction.



After slaying Luther the Goblins easily overrun into the great cannon and its crew.

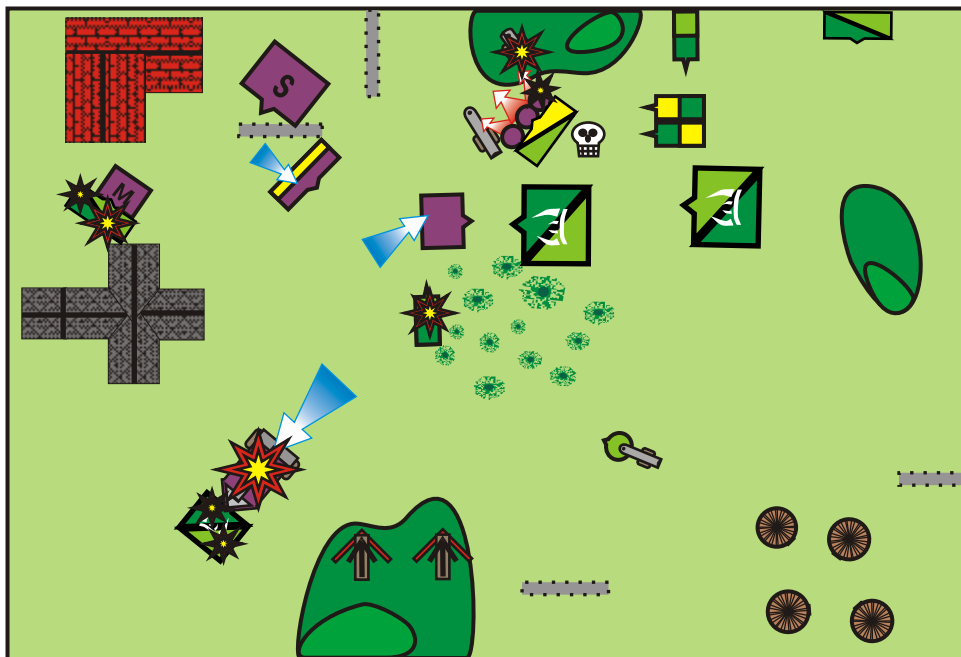
With only two small light-cav units in combat there wasn't much to do. Some poor rolling by the goblins on the left saw only three militia fall, and the four attacks back thanks to double hand-weapons saw two riders dead after saves.

With the mortar being the only warmachine remaining, it looked ready to wreak havoc as the wolf force tried to squeeze through to finish the rest of the Empire off. Taking aim once more at Lance-a-fair-bit's unit the crew put flame to fuse, but a resounding boom sealed the days luck as the barrel exploded and killed all the crew. Sigmar had truly deserted the soldiers of Bogenhafen today. To bring a little joy back into the hearts of the soldiers the remaining four handgunners took down the chariot they were aiming at and prevented it from



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Above: Empire Turn 5

miracle! Dragging himself back on top of the tank once more Johan swore he felt Sigmar's almighty power run through his veins, and he let out a mighty scream as his battered machine crunched forward to finish the job it started.

Gawihad's face was contorted in a look of grim determination as the steam tank charged in once more. This time it would not be so lucky as to avoid his wrath. Around him the goblins began to flee in sheer terror, but Gawihad knew that this was the time. As the tank slammed into what was remaining of his unit Gawihad

was bashed to the ground. Picking himself up and spitting the blood out of his mouth, the mighty goblin looked around at the corpses of the dead or severely wounded goblins lying around him. It had finished of his unit, but it would not better him...

Leaping back onto his Wolf he charged head on into the tank and lit the fuse on his keg of powder. Jumping straight onto the tank itself he unlimbered his barrel of destruction and slammed it down on the engineer's head, catching the shocked human off guard and placing the powerful charge right inside the belly of the tank. With a gigantic explosion the steam tank exploded from the inside and sent debris flying in all directions. He had lost his unit and had himself suffered great wounds, but he had done his job. A great sense of achievement filled the goblins mind and he raced onwards with a mighty WAAAGH!

charging the flagellants or spearmen next turn.

Combat was a little more effective as the militia got the jump on the wolf riders and their low initiative, and causing three wounds the goblins made their saves. With a roll of three '1's the goblins armour truly showed off its makers workmanship and the Militia dusted themselves down ready for next turn. Elsewhere one remaining crewman managed to survive the onslaught as the small unit of goblins overran into their cannon, although he failed to kill any of the riders and was cut down whilst attempting to flee, with the goblins running off the table in pursuit.



The Goblins show just how (in)effective Goblin-made armour can be.



It truly is the clash of the titans as Gawihad lays the final blow and blows the steam tank sky-high

The gears of the steam tank suddenly crunched back into life and even though the machine was falling to pieces around him, Johan praised towards the skies as the tank roared forward one last time. It truly was a

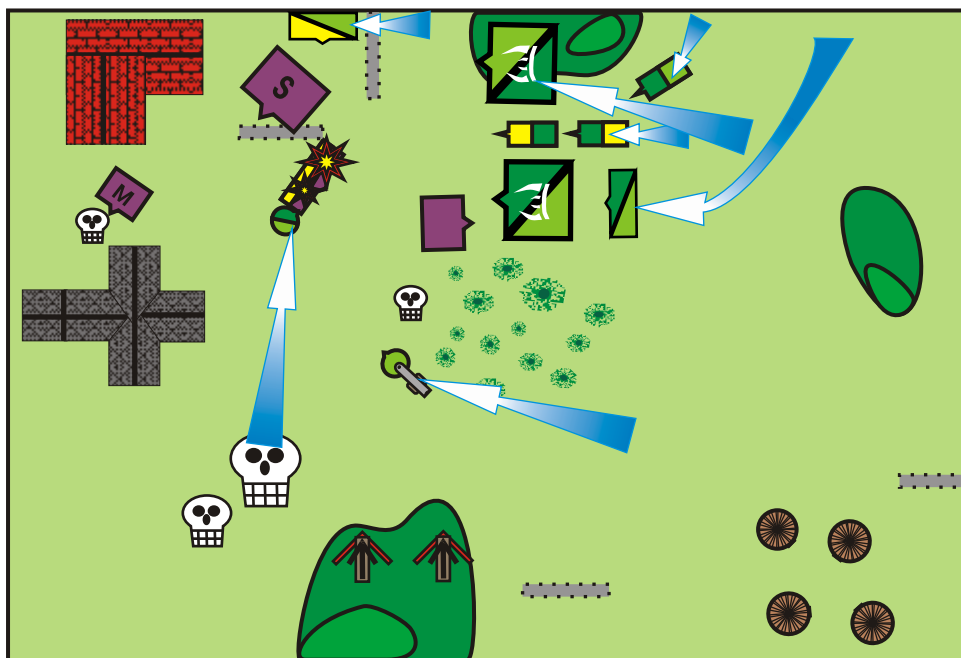
With the battle all but won the goblins closed in on the remaining few units. With Arfa and Lance-a-fair-bit's units being the only ones needing to test for Animosity,


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Times look tough for the Empire as the wolf riders close around for the kill



Above: Goblins Turn 5

Arfa's unit started to squabble amongst each other over who got the credit for which kills, leaving them open to be charged next turn. Filled with bloodlust and pumped on adrenalin after annihilating the steam tank, Gawihad single-handedly charged into the now exposed flank of the small handgunner detachment and set about adding more kills to his tally. The small unit of goblins arriving back on the table quickly made use of themselves and their free reforms and jumped the wall and headed behind the last remaining unit of spearmen. The chariots advanced single-file ready for the charge next turn, as did Lance-a-fair-bit, whilst Wobbin and the other units merely ambled about, as did the galloper gun.

With no magic or shooting, combat came around quickly and Gawihad easily mauled his way through the last of the handgunners, his bloodlust again causing him to overrun into the thick unit of spearmen. With everything poised to charge or be charged next turn the battle was practically over.

Turn 6

With his unit already engaged thanks to the frenzied goblin big boss in his flank, the only movement to do was to move the remaining five militia-men back down the street towards the goblins, and the flagellants into combat with Arfa and his squabbling unit.

With no shooting or magic the turn went quickly to combat, and the crazed flagellants and their ogre friend managed to cut down three of the wolves and their riders, whilst the retaliation strikes from Arfa and Bannavere succeeded in slaying three of the flagellants. Despite losing combat the crazed prophets kept pushing on as they were not required to take a break test.

Elsewhere Gawihad succeeded in his hit-and-run attack on the spearmen, succeeding in taking out two of the soldiers before running 11" to safety, Mayor Harold and his unit only running 6". With his unit now in the open and the goblins looking to charge him in both the flank and rear, Gluthelm conceded and the battle was over.

Arfa finished off the Sigmar-loving ogre with a wide sweep to its throat, Exkawiba's keen edge severing the beast's jugular with a gargled scream. Elsewhere his troops closed in on the fancily-dressed fat man and his unit of scared spearmen. Gawihad had wheeled around once more and was ready to add even more kills to his tally, and Arfa admired the goblins brutal ways, but he had more

important things on his mind.

"HOLD IT LADZ!" he screamed and the wolf riders halted their charges, surrounding what was left of the pathetic pink-skins. Riding forward towards the



Gawihad slams into the flank of the spearmen.



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spearman he could see the look of fear in their eyes and chuckled quietly to himself.

"You!" he said, pointing to Mayor Harold, "da fat man wiv da funny mustash. You look important. Iz yoo da boss of deese 'oosless gitz?"

Harold seemed rather taken back by this statement, but he managed to get out a reply.

"Yes," he said defiantly, "I am Lord Mayor Harold of Bogenhafen, and I will not allow you to loot and pillage the lands of my people!" A small cheer emitted from the small group of spearman, although it soon dissipated as each of the wolves moved a foot closer, their spears pointed forward ready to charge.

"Right ye'are den" replied Arfa, "but yoo iz gunna tell me wot I need ta know or else I'll kill ya an' all of yer people, geddit?"

Harold did not take kindly to these threats, but he realised that if he didn't cooperate then he and his men were as good as dead, and then who knows what the goblins would do to his lands.

Taking the rather plump human's silence to mean he was in agreance, Arfa proceeded with his requests.

"Yoo iz gunna tell me everyfink you no about Da 'Oly Grill and were ta find it, and Mork help ya if wot yoo say is wrong."

Harold didn't know what to say to this. Da 'Oly Grill? He'd never heard of it before in his life, although it could just be the goblin's poor grasp on proper dialect. Could he possibly be talking about the famed Holy Grail he had heard so many rumours about from travellers coming from Brettonia? Surely not, no greenskin would possess that much knowledge. Still, he sensed the goblin's patience growing thin and realised that he would have to give some answer.

"I've heard of it, yes," he stammered, "They say it lies in the lands of Brettonia, over the Grey Mountains. Please though, that is all I know!"

Brettonia? Arfa did not know whether to trust the filthy human or not, but the look of terror on the mans face did lead him to believe that he was telling the truth.

"Orrite den," said the goblin warboss, "Yoo go back 'ome and tell yer ladz not ta mess wiv da Gobbo's of da Roundish Table eva again, and I'll let ya live yer paffetic oomie lives!" With that Arfa turned around and rode back to his unit, the rest of the army leaving the empire soldiers to make their way home, many of their pristine white and purple uniforms now soiled a dark brown around the crotch.

"So da Grill is in Brettonia ey?" Arfa pondered out loud as he and his army sped away. "Lance-a-fair-bit, you really iz a oosless git."

Lord Mayor Ronald felt a tear run down his cheek as he saw the gigantic horde sprint away with almost full numbers. He had saved his province, but at what cost?

What of the peasant towns and villages of Brettonia he had now doomed to suffer this horrid fate?

"Sigmar have mercy on their souls" he said as he turned and helped his men gather the corpses of the many fallen around him.



Honourable in defeat and a worthy opponent; Gluthelm (left)

All in all it was a great battle, even though we did have a few rules confusions. If you are wondering how the spearman managed to get a charge in after fleeing from terror the turn before, or how Gawihad's unit managed to make it so far back up the table, it was because we had misread the terror rules and were taking terror tests the moment a unit came within range of the steam tank, not at the start of the turn. I tried to fix this mistake in the report and I hope it looks ok, but yeah that's what happened if anyone was wondering. Anyway, that's taken me far too long to write, so I hope you enjoy it!

Man (Goblin) of the Match!



After having to rally his troops on two separate occasions with just his base leadership of 7, Gawihad managed to withstand the of the steam tank and finish the

monstrosity off. He didn't rest here however, and he succeeded in taking out four handgunners and two spearman before finally fleeing combat, bloodied but alive.

cor, dat were a really good scrap!

yeah, shame dere weren't no bbq though...



DA CREDITS

Head Editor:
Zorg_orc_warboss

Editors:
Garbag Bighorn
Jimbob1066e
Morakaischosen
Gorfang Badtoof
Draig Athar 013
Warlord Ghazak Gazhkull
Snotstaff
Arfa

Layout:
Goofycabal

Writers:

Games Workshop News: Gasruk the Destroyer
Da Warpath News: Gasruk the Destroyer
N00b Corner: Snotstaff
Painting and Hobby: jimbob1066e
Converting Chariots: Grandwarlord; Warlord Ghazak
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Special Thanks to anyone who helped, but has been left off the list.

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

Extra Special Mention for Arfa offering his magnificent Wolf Army once he'd painted it and taken part in his State Championships.

And finally, also thank-you to Chug an' Lug for making some friendly comments, and for not eating any of the pages. Oh dear, looks like I spoke too soon...

blegh, chug said it would taste nice, but it din' taste nice at all...

hahaha! oi made yer eat sum paper!

DA LEGAL BITZ

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