



# DWQ

Da\_Warpath Quarterly



THE Place for all things Green!

ISSUE 5

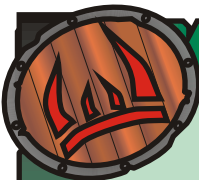
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# EDITORIAL

By: Zorg\_orc\_warboss

Welcome again to the 5th issue of DWQ. This month we have a great selection of articles to help you make the transition into not only a new Warhammer rules set but a brand new Orc and Goblin army book.

However sadly this will be my last issue (for the time being at least) as the main editor of this magazine. Due to a lack of time to do the things I want to do in life I have had to step back from my leading position. But I wont disappear completely, DWQ is precious to me and I will still help it however I can. So from now on I will be taking the role of just an editor and not the boss.

So now it's my duty to introduce the new lead editor who will take my position. He is a competent and fanatically active member of the forums who I'm sure you all know. So I'd like to announce that until a time comes when I can properly work on this magazine Warlord Ghazak Gazhkull is the lead editor of DWQ. In the mean time I hope to see you all on the forums and I hope you enjoy this issue of Da Warpath Quarterly!



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# DA NEW BOSS

By: Warlord Ghazak Gazhkull

Wow, so much honour for a little Goblin like me. Well a year ago when it all started I was just an editor of the magazine and I never thought I would be lead editor in the future. And most readers certainly know I'm a crazy hobbyist and I love Greenskins. So the magazine is quite safe in my hands, I will certainly try to improve the magazine.

Recently we got a new edition for our armybook and this caused some havoc on the forums because Goblins are nerfed and such. On the first moments I wasn't happy with the changes but now I have learned to live with them. It just means a new era for my Greenskin army. I already started building a new army that I will use on most tournaments. And this time my army has orcs in it. By adding the Orcs to my army it means also that I can paint something else then Goblins. It will be very different then my pure Goblin horde but I like from time to time a change.

In this magazine you will see the first article of a series about massive Waaagh's. And in this issue is the massive Waaagh! of Orcfromtheplains covered. Also Arfa has made an small tactic article about the use of spider riders, I'm sure many of our members will use it. Then we have also an article from Avian about the new 7ed OnG.

So only that is left for me is enjoy reading the magazine. I'll see you all back next magazine



# DA GOOFY WUN

By: Goofycabal

With the re-shuffle we've done here at DWQ Head Quarters (okay, not a real place) we've had to cut back on a few articles this Issue (and published this Issue a month late).

With everything sorted out now, however, we will be back up to full strength for DWQ6 due January 2007. As always, we still need your help to keep the Magazine brimming with articles so don't keep your ideas to yourselves: Share them with us all!

(Or I'll have to send Chug an' Lug to steal them from you).



yer know sumfink lug? oi fink weee shuld let master goofy get on wiv dis copy today...

yeah dat page 'e made me eat last time din' taste dat nice. let's go lookin' fer dose ideas fer master goofy..

yeah! dat's a great idea!



# GAMES WORKSHOP NEWS

By: Goofycabal

## General News:

Unless you've been sitting in a deep dark cave with your fingers in your ears (as many Night Goblins like to do) you will have noticed that Games Workshop released its Seventh Edition of Warhammer in September.

To date, there haven't been any major complaints that the rules are bad, so overall it seems like the new rules are an improvement over the previous editions. Most of us have already had the chance to try the new rules out too.

Most important note in regards to the new rules is that there are not only a number of massive (and obvious) changes, such as with the Magic rules, but there are also a large number of much smaller changes. There are several websites going through the rules with a fine-toothed comb to try to collate all the minor changes. Once there's a concise list of these changes, we might "borrow" this list for Da-Warpath...

## Rumours:

Hot on the heels of the Orcs and Goblins Armybook we have the Eldar Codex due out in November. A lot of miniatures are getting an overhaul for that range (such as the War Walkers that have already been previewed in White Dwarf) and things are looking pretty good for Eldar players.

Of more immediate importance to Greenskin players, is that the Empire are going to be the next Armybook for Warhammer Fantasy. There are many rumours of cheaper Pistoliers, various Clockwork contraptions and even Imperial Outriders.

Models-wise, Empire are getting a multi-part General boxed set (in the same way as we got the multi-part Warboss kit) so it looks like this is going to be a trend for all the Warhammer Armies. Not only do the races now get definitive General models, but the scope for customisation and conversions has been greatly increased. Let's hope this continues...



## DA WARPATH NEWS

By: Goofycabal

### Halloween:

For the week of October 28th until November 4th Da-Warpath is celebrating Halloween. At the time of publication, the forum colours had already been changed to orange and black with various Halloween themed images.

A very big thank-you to WarbossKurgan for spending time to create the Pumpkin-Smilies for the occasion.

As with Halloween and Christmas (Orcmass) 2005, this is going to be an ongoing occurrence every year. We're always looking to outdo ourselves in some manner, so keep your eyes peeled.

### Another New Forum:

To co-incide with the release of both the 7th Edition Warhammer Rules and the 7th Edition Orc and Goblin Armybook we've added a new Rulez Questionz forum. This way everyone's questions can be answered in the same place, and won't get lost beneath other peoples' more general threads.

As with the rest of the forums, this isn't an excuse to ask for people to give you rules that you don't have. If you've got a problem with interpreting the rules, or are

having a rules dispute with your mates, then certainly come along to look for clarification. Any requests for people to post or email sets of rules will be deleted and anyone who does this will get a stern warning from the Moderators.

### Tactics For 7th Edition:

With the new edition on the shelves, a number of our current Tactics threads will need to be updated to reflect the changes.

Therefore, we're looking for willing participants to write up some new Tactics threads for everyone. If you're interested in helping out, make sure to contact one of the Moderators and let them know what you'd like to do.

What we're interested in the most is:

- \* Tactics for fighting against Orcs and Goblins
- \* Tactics for fighting against Ogre Kingdoms
- \* General updates for the other 'Army Specific' Tactics
- \* Tactics for using each different type of Greenskin Horde (Mixed, Mixed Orcs, Mixed Goblins, Pure Orcs, Pure Goblins, Pure Night Goblins, Fast Cavalry Hordes and so forth).
- \* Any other general tactics you have to offer



### Hobby Tip #17

Save all your old toothbrushes! They are great for a ton of things, like getting into the crevices on stripped figures, or as splatter effect. Just dip the brush into a tiny amount of red paint and 'flick' it with your finger to get blood splatter, or gently tap the bristles with a small load of brown paint on them on building bottoms or wagons for mud splatter.





# ORKTOBERFEST BRIEF

By Arfa

Hey all!

Orktoberfest 2006 marked a first for Da-Warpath in that we had our first ever Australian Team Warpath, consisting of Borzag, Zorg\_orc\_warboss & myself (Arfa). The tournament was a huge blast and we all had a great time, and as per usual there was great friendly rivalry between the three of us in true Orcy fashion. In the end it was Arfa and Da Gobboz of da Roundish Table who finished highest for Da Paff (and also for Team Tassie, coincidentally) with 29th overall, just two places short of best O&G overall. Unfortunately down the other end of the table Borzag had his 2005 Orktoberfest wooden spoon snatched from his grasp by the hands of our third Pather Zorg, with Jose finishing 51st. However, that didn't stop us all having a great time and a good meal together over a few drinks on the Saturday night (which didn't finish for 'Team Tassie' until 5:30am, I might add).

least Andrew Gallea was nice enough to use lube" after his devastating 20-0 loss to one of the best players in Australia, a Zorg VS Arfa grudge-match (battle report to come!) in the first round, me breaking a fellow NG player's Squig Herd in the fourth match and both of us, very hung over, saying "Zog it, I really cant be bothered moving all those Squigs!" and just removing them from the table. Finally Arfa has another kill to add to his tally, this time recieving the charge from an Orc Warboss on Wyvern, winning the combat and then cutting the beast down as it fled. Anyway we all had an excellent time as you can probably tell, and we highly recommend it to any Pathers in Australia or beyond as it really one of the best tournies in the country. Before I go I'll share a few pics with you all taken on the day, firstly of WAAAGH Warpath (a combination of all three armies on the table at once) and then of Team Warpath itself. Thanks guys, and hope to see more of you next year. WAAAGH!

Highlights of the tourny included Borzag's quote of "At







## DA WARPATH T-SHIRTS

Want to represent Da Warpath when you visit your local Club or even national Tournaments?

Want to look as classy as Arfa and Borzag in the picture to the left (Choppas optional)?

Want to look your best as you lead your army on a massive Waaagh?

Want to be able to quickly find other Da Warpath members at events such as Games Days?

The you'll definitely want to get yourself a genuine Da Warpath T-shirt.

Each one comes custom-made with your chosen name and an Orc-styled Glyph on one of your sleeves. Also included with the t-shirt is the prestige of supporting the greatest Orc and Goblin forum on the entire Internet.

Details can be found here: [http://z3.invisionfree.com/Orc\\_Goblin\\_Warpath/index.php?showtopic=8299](http://z3.invisionfree.com/Orc_Goblin_Warpath/index.php?showtopic=8299)





# MASSIVE WAAAGH!

By: Orcfromtheplains

*Massive armies. A lot of players have them. A lot of players **want** to have them. Over the coming issues of DWQ, we'll be getting Da-Warpath members who have massive armies to tell us all about their experiences. Our first army is the ever famous Waaagh! owned by Orcfromtheplains. -Ed Goofycabal*

19,000 (plus) points of green. Where do I start? My chronic addiction started back in 2000 when I was working for my buddy who owned a hobby shop. Several of the guys there; Jim, Luke, Tommy, and Don kept pestering me to try out Warhammer. I would have nothing to do with it. It was lame and immature. I was, after all, a comic book geek. Not a gamer. I knew my place was with the Avengers, X-Men, and Justice League, rather than prissy elves and goofy looking knights. I had watched a few games when business was slow, and enjoyed laughing as meteors wrought havoc during the 40K Dreadnaught Arenas, but it wasn't the thing for me.

Then one day in mid summer, everything changed. Jim (who has always grated on my last nerve) made an accusation that sent me into a fury of rage (I've always had a slight temper). The little jerk proclaimed that he knew why I would not play Warhammer. He accused me of being hesitant because I could not paint. To keep this in context, I was an art student. During highschool I lived in the art room; painting, drawing, sculpting, portraits, caricatures; I could do it all. I wasn't the best in the world, but I was decent, and I wouldn't have that little snot saying any less. Like a fool, I rose to his challenge and allowed him to select a model from his collection to paint. I was expecting something small, that I could knock out in 30 minutes, and be on my way. Jim, however, had other ideas. He brought me a Dragon Ogre. I picked up a pot of Dark Angles green, and painted for the rest of the day. In the end, it was a mix of

dark greens and browns, with red and copper highlights. Not bad, in my own opinion. The other guys seemed to like it also, and had it put in the miniatures showcase at the front of the store. Then one of the guys made an interesting comment, "It looks weird in there alone, it needs some other miniatures to go with it." For some reason, I agreed and Jim brought me a fistful of Chaos Warriors (the old crappy kind). First thing I did was reach for my hobby knife, and lop off all of the stupid looking parts such as oversized horns and carved away any detail I didn't like. By the time I was done carving, I was left with a small group of figures that looked something like teutonic knights. Again I reached for the Dark Angels green, and began painting. Soon my Dragon Ogre was accompanied by several green and silver warriors. I actually got some compliments on my work, though the guys mentioned that my color choices gave away my subconscious love for Orcs. At that point I was satisfied that I had proved my skill, and that was to be the end of my Warhammer experience. Then fate came in...

Ok. It wasn't fate. It was Don Arnold; a gregarious, smiley fat man who is as wide as he stands tall, and constantly chewing tobacco despite missing several front teeth. Don may just be the friendliest guy I know, and had already become a good friend. I was working the counter on a very busy Saturday, and there must've been ten people playing Warhammer that night, all within earshot of where I was standing. Then in rolls Don, on up to the counter with a creepy smile on his face. Don says "I gotta deal for ya". That's all he says, and he flops a shoe box of Orcs on the counter in front of me. Don gives me a huge grin, as the fluorescent lights above us reflect of his bald head. Without looking down, I say "No thanks", but Don is undeterred. He squints one eye and tilts his head to the side, "Hundred and Fifty Bucks". I shook my head and said "no". Mind



This Isn't All Of Orcfromtheplains' Entire Army. There's Even More Yet To Show You...



# MASSIVE WAAAGH!

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you, this box of his was brimming with Orcs. He had two starter-box sets of Orcs, twenty-four Black Orcs, several regiments of goblins, several characters, and more. At least three hundred dollars worth of Warhammer. He just stood there and looked at me, making a face that was serious for him, but cartoony by anyone else's standards. I thought I'd throw him off guard and get him to back off, so I countered with only \$100. He got a funny look on his face, and said "fine. As long as it gets you to play. But you DO have to play". He'd called my bluff and done it well, the last thing I wanted to do was "play" with miniatures in the back of a hobby store with a bunch of teenagers and middle-aged guys. "I don't have the money", I lied. "You can pay me later, I don't need the money" he retorted. "No", I said "I won't be in debt to anyone". At this point, my friend, the Store owner overhears what's going on and butts in. He lets us both know that he'll advance me the money. I looked down at the pile of greenskins, beckoning out to me, and said "fine, dammit." Thus began my descent into warhammer.

I immediately carried my Box O' Orcs across the room to Luke, who had been looking for something to distract him from his Undead army that was boring him. I dumped the goblins in four large piles, showing that there were several regiments worth. Luke liked the look of 'em, and thought Goblins were funny. He also liked the fact they were already painted. "I hate Goblins", I said "Sixty bucks and they're yours". Luke had no idea how much I'd paid for them and all of the Orcs.

I took the remaining 60+ Orcs and sat nearby, removing some of the thick paint and mold lines that were a trademark of Don's work. I stayed late the next few nights at the store, painting and converting, trying to make what was once Don's now be identifiable as my

own. Alongside Tommy (working on his Vampire Counts), I stayed up until three, four in the morning, sometimes until sunrise I would paint and carve and curse. Many an Exacto blade slipped and imbedded into my hand. I remember one gaming night, I sat there, placing small line of paint next to small line of paint, carefully working away, and staring at the model, choosing which color to use next, one of the guys names Sena announced to the room that I'd taken three hours on the same Orc, and still wasn't done. He walked away laughing, "Dude, you'll never get 2000 points finished if you keep painting like that."

Over the next several weeks I painted, and eventually I had Four blocks of Orcs, two chariots, a unit of Black Orcs, and several poorly converted characters. I had painted over every millimeter of Don's work. I would not be pushing his work off as my own. When I set them out as a group, everyone agreed, you could not tell the models had ever been Don's. They were definitely mine, and everyone could tell just by looking at them. It was not just another Orc Army, It was my Orc Army.

Once the Orcs I had purchased from Don were completed, I set out to replace the lost points from those Goblins I'd sold. Tommy wanted some Empire models, so he and I agreed to split a starter box. He would get the Empire, I would get the Orcs, and we would share the book, dice, and templates. So I collected Tommy's \$43 (half the cost of the starter) and went up to the register. Now, since I worked at the store I was allotted a hefty discount. The box would only be costing us \$64 instead of the regular \$85. I did not bother to let Tommy in on this, and paid the remaining \$21 to get my half of the starter. He was happy, I was happy, and I didn't really feel bad because Tommy was notorious for stealing people's bitz anyway.



...And Here's The Rest Of This Truly Awe-Inspiring Waaagh!

If you think that's bad, get this. While Tommy and I were opening the box, three other guys came up to me and asked if I wanted more Orcs. Of course I did, but I was hesitant to spend any more money. They made an offer. One of them wanted a rule book, one wanted the Empire troops,

## MASSIVE WAAAGH!

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**Orcfromtheplain's Giants Are Both Extensively Converted To Look More Like Giant Orcs**

colors (much darker than anyone thought it should be painted), and was proud of it, though everyone agreed that Luke's Wyvern was superior due to the color choices. Years later Luke sold his Wyvern when he moved on to Dark Elves, and I purchased it from the new owner. I paid \$5 to get it back into my hands, the model which I had given him three years earlier. I fixed the tail, pinning it so it would never fall off again, and took delight in painting over his vibrant colors with dark greens and browns.

Looking at the old 5th edition Orc book, I saw the old pump wagon, and decided that my own could use some company. I got on eBay, and made my first purchase; an old style Pump Wagon from Great

and another wanted the Cannon. They offered an four way split of \$21 dollars each, and I would get all of the Orcs. Now, they knew I was getting a slightly better deal than them, but they had no use for the Orcs, and were saving money by not buying the cannon, troops, and rulebook separately. We asked the store owner to get another box in, and two weeks later, I collected the sum of \$63 from the three gentlemen and went to the co-owner of the store. I told him my dilemma. I was feeling bad about what I'd done to Tommy, and told him that with my discount, I could pay just \$1 and some change and have the Orcs out of it, or I could ring it up without any discount and pay the full \$21 as the other guys did. He didn't let me have any choice in the matter, and rang up the item at my discount amount. I paid my \$1 and change, and had yet another starter set worth of Orcs. Thinking back on it, I guess I shouldn't be bothered about the deal I got; that discount was supposed to be part of my payment for working there.

So we split up the box and everyone was happy, and I now had well over 100 Orcs. Luke and I celebrate our birthdays one or two days apart in late September, and were both feeling in the Christmas-mood that was already enveloping the store at the time. We exchanged gifts, with the help of our mutual friend Jamie, who owned the store and discounted the items as his part of the gift, thus making them affordable to give. I gave Luke a Wyvern (which he had been pining over, but was too cheap to buy himself) and received a Pump Wagon. Excellent, my first in a long line of obscure war machines. I painted up the wagon, and instead of Snotlings, converted two Orcs to drive it. Luke did a beautiful paint job on the Wyvern, but it tragically could never keep its tail attached.

That Christmas I received a present from Luke and Jamie; a Wyvern of my own. I painted it up in my own

Britain; assembled, painted, and even attached to a flocked base. My father was with me when I received the package, and removed my acquisition. It was magnificently painted, with soft dry-brushing, and great highlights. My collection was now international. My father then gasped when I grabbed the model and ripped it into its component pieces. As I said the model was done beautifully, but it was not mine. It would be rebuilt, painted, and based so that all knew whose model it was. With this I began a short stint into eBay acquisitions, purchasing the Man-Mangler, old Goblin Battle Chariots, and even the Goblin Lead Belcher. My army continued to expand, and I brought in old piece after old piece, teaching my fellow gamers the history of Games Workshop as I learned it. I purchased old models from England, Germany, France, Belgium, Austria, Australia, South America and Canada. Soon I had all of the old Orc War Machines.

One of my favorite moments dealt with the first Warhammer Orc Catapult. I had just received it from England. The "Monstrous Orc War Machine" sculpted by Tony Ackland for the "Arcane Monstrosities" line done in the early 1980s; it's a beautiful old trebuchet. I got it still in the box. I was the first to remove its flash, clean the mold lines, and paint it. Another gamer named Chris was playing Vampire Counts and wanted to try out his newly finished Zacharias the Everliving model. For those unaware, he's a 1200 point model, mounted atop a Zombie Dragon. I agreed to play him, believing that I would get my green hide handed to me. On my first turn, I was joking around, and aimed the old trebuchet at Zacharias, just trying to make Chris nervous. My guess range was dead on, and I scored a direct hit. Chris looked at though he would throw up. He said "Fine. There's no way would wound him and do enough damage to kill him outright. Dice rolled; Wounded. Dice rolled; Zacharias fails his



# MASSIVE WAAAGH!

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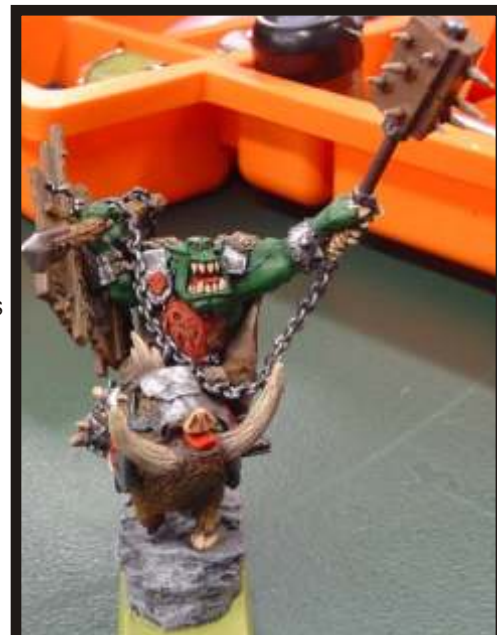
ward save. Dice rolled: Six Wounds! Chris let out a frustrated whimper, and said "Fine. At least I've still got the dragon". I then rolled for the partial on the dragon. "Okay, you got the partial, but you'll need a six to would the dragon," Chris said. Dice rolled: 6. Dragon Wounded. Chris started cursing "There's no way you'll do enough wounds to kill it". Dice rolled: 6. Dead Dragon. My turn was over, and Chris started taking his crumble tests, when he let out a exasperated string of curses, and began putting his models away. It was a shot that catapult had been waiting 20 years to make. Chris still laughs and curses about the "Catapult older than me that killed Zacharias". It was one of the best Warhammer moments I've ever seen.

By this point I had a massive army by most people's standards, about 6,000 points of Orcs. My army had grown too big for the store's community display case, and I was given another all to myself. I felt honored to see my painting represented for all to see. When my army again grew too large for that case, I purchased my own, five foot high, three foot wide. Soon the case was full edge to edge with models. I didn't play much, preferring to spend my time painting or converting. When I did play, I used a massive block of 27 Boar Boys. It ripped through the field, and was notable for the fact it could be hit head on by a cannonball, but have not lost enough to take a panic test. I loved the fast pieces, preferring my Boar Boys and Chariots to anything else. I wasn't a master strategist, but the games I played were fun, and I was winning more than losing. I was working a real job now, and was content to only play every two or three months, whenever a big castle siege came up. Then everything changed again.

About that time, we got new face at the store. Our gaming group had been growing constantly for several years now, and on any given Saturday there could be up to 30 warhammer players clamoring for one of the six tables available. A fellow named Josh had just moved into town, a student at the local college. He succeeded in pissing off every single member of the group. He stood before us and proudly announced that the was the bast gamer at his former store, and if any of us poor defenseless amateur players needed help, he would make us an army list... if we asked nicely. He constantly bothered us with proclamations of how even the worst player at his old store could whip our asses, and would look over your shoulder during a game, huff, and say "You're doing that wrong."

The store owner knew most of us were ready to give the intruder hell, but asked us to just ignore him, so we did. He did not get any offers to play. He had one or two close games, but no one really played him enough to get a feel for if he was any good. I had bitten my tongue when he earlier aggravated us, but decided to taunt

back. I was interested in making battlefield objectives at the time, and came across the idea of a tortured Dwarf. Josh was a Dwarf player. A friend of mine had a model of Throgrum Grudgebearer. I purchased the model and chained it to a wooden rack, surrounded by spears. I took my cutters and



**This Is Orcfromtheplain's Very Impressive Warboss Conversion**

tattered his helmet, gouged at the books of grudges, and bent his axe down as if melted to slag. I painted the model dingy and dirty, making it look as abused as I could. I painted the blade, and covered it in black ash, giving the idea that it had been melted. Then I promptly displayed it with my vast Orc army, in its case for all to see.

Josh was horrified (he's always been a bit of a drama queen). "Omigod! That wouldn't Happen!, You'd never capture him alive". To say the least, Josh was not impressed with my latest creation. Then he saw what to him was blasphemy "His weapon can't be melted! You can't melt a Dwarven Axe". I quickly responded "Sure I can. WAAAGH Magic." That set him off. I was officially, formally challenged to a game of Warhammer over his "honor" as a dwarf player. I laughed at him and went back to painting something green. For the next several days, all I heard from Josh was that he wanted to play me, to reclaim his dwarven "honor". He wanted me to agree that when (not "if") he beat me, I would not display the tortured Dwarf anymore. I laughed him off each time. Finally I got sick of hearing about it. He pleaded for a game, a chance to kick my greenskin ass. So I accepted... on one condition. I agreed that if he won I would not display the piece, but I wanted a wager in case "by some fluke" I won. I proposed that in the "unlikely" event that I win, I get his Dwarven General's model. Forever. He couldn't believe it. His General?! He'd had the model since he started playing warhammer! My God... what if... but no... There was no way he'd loose to an inexperienced player, a mere painter of greenskins. His dwarf general was Drong from the 5th edition scenario, a prize to any dwarf player. He accepted, sure of his victory.

# MASSIVE WAAAGH!

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The following Saturday, we laid out our armies on the battlefield. Josh had spoken with each player about my “meager” tactics, and knew what to expect. Boar Boys. Lots of 'em... and chariots. He was ready, and set up an impressive block display of Dwarf warriors, heavily clad in armor, the ultimate wall of infantry. I chuckled, handed my list to an impartial spectator to prove I was fielding the list I had intended, and began placing block after block after block of Orc foot troops down on the battlefield. I figured he was expecting the fast stuff, so I left it all in the case. I had well over ten large Orc blocks in a 2000 point army. Then a unit of Big Uns, and three River trolls. It was going to be wall of armor up against wall of green. The battle waged throughout the mid-day and we had between five and twenty spectators at various points throughout the battle, each of us taking our time, carefully declaring each charge, each attack. It ended in the fourth turn, I believe. The board was a sea of green, and no Dwarves remained. He was board-wiped. Josh was not happy, but not saying anything. He knew he'd lost, but was holding out some hope for victory points. He had lost his entire 2000 point army, and I... had lost none. Not one of my units was down enough to give him any Victory Points. I had been a part of the biggest landslide in our store's history. Josh looked at me unbelieving, and asked “You don't really want my General, do you?” I smiled, “Hand him over”. Josh fumbled his hands around the board, acting as if he couldn't remember where he placed it. “It's right over there”, I said, and he handed it to me with a huff. I had one of the kids bring me some things that were atop my display case. I took an empty dice case, and cut black tape into thin strips. I then placed the strips on the dice case to look the part of prison bars, and closed the dice case around Josh's general. I sat it down in front of Josh, and said “There we go, now he's got a new home.”

Some of the younger kids in the room came over and laughed and pointed at the general in the makeshift cage. That ended the boasting of Josh.

That night I took the general home, stripped him of Josh's paint (hey, it's war) and gave the model my own paint job. He is now a permanent prisoner on my Orc Ship. Josh still asks to see him every once in a while, and I'll get it out and let Josh look at it, for just a little while.

After that, I began playing regularly, as the other guys were fairly impressed with my victory, and wanted to see just what I was capable of. I actually won a large portion of games, and the more I won, the more people wanted a rematch with me. They just didn't believe that “the painter” could beat them in a game.

During this time, GW released a slew of new armies: Dark Elves, High Elves, Beasts, Hordes of Chaos, Tomb Kings. As people experimented with regiments of each, and adopted new armies, they had a desire to sell off their old ones. Several guys made me really cheap deals on their old, broken, missing parts models. I went ahead and bought them, thinking I could use some of it for bits to my Orcs. I would cherry pick my favorite pieces, and then sell off the rest. This allowed me to add bits of Undead, Empire, DOW, all the Elves, Brettonia, and Chaos to my Orc Army. I would then resell parts of the army off to the younger kids, who couldn't afford to buy new models. I made an agreement with the store owner that any money I made off selling models in his store, would be spent in the store. This allowed dozens of young kids entry into Warhammer, and still brought the store revenue. As the only things in the store that I liked were Orcs and comic books, my collection of both grew rapidly. With the advent of the General's Compendium, I took a load of cardboard and Styrofoam and built my Orc Ship. I added a dungeon on its deck, to house Josh's general. Soon I was looking at about 13,000 points of Orcs, and bumped into Avatar. I checked out Da Warpath, but didn't join up until a month or so. (Yep. I could've had an even lower member number). With SOC, I pushed Da Warpath to go strong against Chaos, and found that most of the guys disliked them just as much as I. With Soc I built my Effigy, and added two new units of Black Orcs. This really got me playing. I came into the store every day, and played a game. On Saturdays, I played three. This enabled me to post one battle per day against Chaos.

Through Da Warpath, I learned of a local tournament, and went. I did okay, but found that I didn't care much for the competitive edge. I much prefer to sit and laugh and curse, and tell jokes throughout the game, none of which people seem to enjoy at a tournament. Still, it was interesting, and I went to it again the following year.

Through the buying and selling of armies, I keep adding bits to my Orcs, and most people know me as someone to go to when they want to dump a lot of Warhammer, or pick up something rare. Over the years, I've taught over two-dozen kids how to play, and helped even more on how to paint.

This story may be a little long, but the story of my Orcs isn't just about Warhammer. It's about the group of friends that came along with it.



**The Army Wouldn't Be The Same Without It's Very Own Ship.**







# ORCFROMTHEPLAINS SHOWCASE

To finish off the article and to show some more detail of Orcfromtheplains' army, we have for you a selection of photos of the army. - Ed Goofycabal



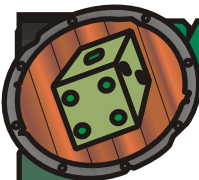
Top Row: Various Generals; Squiggoth Stomping On A Steam Tank.

Bottom Row: 6 Wyvern Riders (The Wyverns From 3 Different Editions); Squiggoth With Howdah

Middle Row: Orc 'Engineer' (Converted For The Storm Of Chaos); Various Orc Shamans (16 Of Them In Total!)

(Unfortunately we can't examine everything in Orcfromtheplains' army - we don't have the space!)





# ORC AND GOBLIN REVIEW

By: Avian

The following review has been borrowed from Avian's website which you can find here: [http://folk.ntnu.no/tarjeia/avian/news/orc\\_armybook.php](http://folk.ntnu.no/tarjeia/avian/news/orc_armybook.php) He has kindly allowed us to reproduce it here. To conserve space we decided to include only the Rules Commentary. -Ed Goofycabal

## The Bestiary

This section contains all the rules for the various units and now also the special characters, each of which has a page or two at the end of this section. A bit odd, but there you go. A good thing here is that each special rule is only listed once (with one or two very minor exceptions), which helps make sure there are not accidentally two slightly different rules for the same ability in the book. On the downside, it requires more flipping back and forth to find the rule you are looking for.

The first two pages deal with the special rules that apply for the whole army. These rules are not listed in the individual entries, again saving space, which is very limited in any greenskin army book. The rules are Animosity, Waaagh! and Size Matters. These three are the most significant changes to the army book (besides magic items) and are what you as a greenskin player must you to your advantage if you want to win. Because they are mainly advantages.

Animosity is now much less of a problem for the greenskins and also much quicker to test for at the start of a turn. You start on one side of the table and work your way across, rolling a dice for each. On a 1 then unit stays put and squabbles, on a 6 they move forward a bit and on anything else they behave as normal. They have eliminated the more amusing results where a unit would shoot or charge its friends, but on the whole these results took a lot of time for very little actual difference. The changes to Animosity makes all units that have to test for this better than they were in 6th edition. The net result is that your army is getting faster, though not all units will be moving at the same speed, despite having the same Movement rate. Coordinating your advance is thus more difficult, unless those who got lucky and ran

forward are willing to wait for those who did not.

Waaagh! is a new rule, and I really wish they had called it something slightly different to differentiate it from the spell with the same name. Basically it can be called at the start of any of your turns, and gives a bonus to your Animosity test depending on the unit's race, rank bonus and any mighty characters accompanying it. A roll of a 1 is still a Squabble regardless of modifiers and if you Squabble during a Waaagh! the unit takes D6 Wounds (yes, Wounds, not hits). This rule greatly benefits large units of Orcs and is a problem for expensive units and units with few or no ranks. It is less of a benefit for Goblins, since their rank bonus bonus to the test caps at +1, thus a Goblin unit is much less likely to rush forward than an Orc unit. The reason given for this is that the squeaky voices of the Goblins are incapable of giving a proper "Waaagh!" and having been to a Games Day in the UK and heard all the little kiddies shouting "Waaagh!" at the top of their little voices, I can agree with that, though I feel that the cap should have been set at +2 rather than +1.

In practice this has proven to make Orc infantry a lot faster than Goblin infantry. A player who wants the most out of this rule will thus take more units of Orc Boy than before and less Goblins, Boar Boyz and elite Orc infantry. Strangely enough Orc Boyz do not go up in points cost, while all the others do. This does not make a lot of sense to me and seems like a classical example of over-compensating. In any case initial field trials has shown that Waaagh! wins games.

The Size Matters rule is just an extension of the old Ignore Goblin Panic and Ignore Greenskin Panic rules and is basically a list of the various races, saying which ignore Panic caused by which others. I was a bit confused by this rule, since taken literally it says that enemy units cannot cause Panic in Trolls unless they are Trolls themselves.

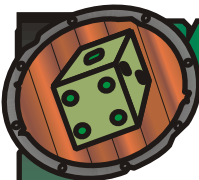
Out of the minor special rules, the choppas are probably the ones that have received the most attention. They are now hand weapons, only better, which makes me wonder where those highly talented Orc smiths are hiding. Personally, speaking as a player in general rather than as a greenskin player, I think they overdid the choppas a bit. Getting the extra armour save in combat and getting the bonus if you wield two choppas and getting it even if you are the one being charged is a bit more than they need. On the positive side it makes big units of Orc Boyz a lot better, but on the other hand they just got a great boost from Waaagh! for no cost increase and don't really need it.

The other special rule that has been most altered is Quell Animosity, which now only applies to Black Orc characters and not to Black Orc units and only works on



Arfa's Animosity Markers From DWQ4





## ORC AND GOBLIN REVIEW

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the unit the character is with, letting you pass a failed Animosity test in exchange for causing hits on the unit. This change makes both Black Orc units and the units that would previously have received the Animosity re-roll worse than before. Personally I suspect that a choice was made early on to not require extra Hero slots for Black Orc characters and toning down Quell would then follow as a necessary change. I personally feel this makes Black Orc characters a bit too tempting, though. They are the only thing that can stop Squabbling and if you Squabble during a Waaagh! you take hits rather than wounds. Well worth the extra few points now that they no longer take up extra Hero choices.

The last new special rule, Armed to da Teef is hardly a special rule at all, though apparently it was one for quite some time during play testing. All this little rule does it makes you count as having two choppas and a great axe. Now, for Black Orc units, this is a bit pointless, since with the new Choppa rule they will have the choice of two Strength 5 attacks or a single Strength 6 attack in the first round of combat - not much choice there. It is worth noting that while there is a rule saying you lose the Armed to da Teef rule if you buy a magical weapon, there is no rule saying that a Black Orc Battle Standard Bearer cannot benefit from it. This could be intentional (in which case it is strange) or it could be an oversight (in which case it is sloppy).

### Special Characters

I won't write too much about these, as I am quite frankly not interested in special characters. However I am a bit concerned that they now seem to be pushing them even more than before, with them only counting as a single Lord each and the background material being almost entirely focused on the exploits of these special characters. I seriously hope this is not a policy change made because someone up in the system felt that the special character models did not sell that well.

Anyway, the characters themselves seem rather dull, though it might just be me who doesn't like special characters. None come with interesting alterations to the army list and in terms of specialness are more in line with the 5th edition ones.

### Waaagh! Magic

This section has been shaken up and swapped around a bit. The first thing they have done is to alter the way the Little and Big Waaagh! works. Now all Goblins use the Little Waaagh! and all Orcs use the Big Waaagh! I myself rarely used a Great Shaman, so this is an opportunity to use spells I rarely got to use before. On the downside, this means that Little Waaagh! got more difficult with five of the six spells being 8+ or higher, bumping the average casting level up from 7.5 to 8.17. Meanwhile, Big Waaagh! gets a bit easier to cast (down to an

average casting cost of 7.83 from the previous 8.17).

Looking at the spell lists, I am surprised that they did not follow the layout from the lores in the rulebook, where the number for each spell was given next to the description of the spell itself and not as a separate list at the top of the page. That way there was no repeating of the same info, which wasted space. Similarly, where the rulebook has separated flavour text and the effect of the spell and even put the flavour text in italics, this is not done here, making for an over all more confusing layout.

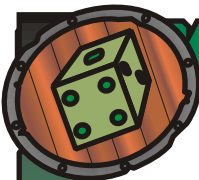
New spell of this season is the Gaze of Gork (similar to the Gaze of Mork, but better at sneaking through armour and worse at clobbering tough foes, which you would really think Mork was better at) and the return of Mork Wants Ya, which lets you do a world of hurts on low Initiative models. Gork'll Fix It has been drastically altered and now makes an enemy unit count a lot (though not all) of the 6s it rolls as 1s instead. Skink-haters will love this one. As I suspected, 'Eadbutt has also been improved, going up in Strength but down in casting cost.

Waaagh! has also been altered, letting all your units in combat effectively benefit from Bash 'em Ladz in addition to getting extra movement! A game winner if it happens at the right moment, but with the downside that your war machine crew will run away from their war machines as well. This follows the trend of having super spells as the #6 spell, but I don't really think it was a very good decision to improve it this much. Off the list is Mork Save Uz, much to the disappointment of Warpath fans, and just to rub it in, the chance of a re-stop has also gone down. 'Ere We Go is also gone, which I am personally more sad about.

Over all, the lores seem to encourage Orcs for your low-level shamans, who have three spells that are cast on 7+ or less, compared to only one such spell for the Goblins.

The way to generate extra magic dice has also been altered and is now only 1 dice more or less and does not depend on the distance to any shamans. This seems a bit dull, and I get a feeling that they really wanted to keep a remnant of the old rule and this was the best they came up with. Again, large units of Orc Boyz get a bonus, since they are the easiest way of getting that extra Power dice.

The Miscast table is a lot friendlier than it used to be, with the odds of dying being reduced from something like 50% in 6th edition to about 25%. Presumably this is because Waaagh! magic is a lot closer to normal magic and thus it would be unreasonable to have an extremely deadly Miscast table. The old, entertaining "Imagine you're a squig" is out and instead we have a result where



# ORC AND GOBLIN REVIEW

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the Shaman becomes subject to both Frenzy and Stupidity at the same time.

## Shiny Stuff

Besides the special rules, this is the section that has seen the most changes and almost all items are now either new or substantially altered. There are now about a dozen magic weapons and the same number of enchanted items, and there seems to be a decent number of interesting combos to make (I am currently having a blast with a wolf-riding Goblin Big Boss with the One Hit Wunda and Brimstone Bauble). On the downside there are only two pieces of Magic Armour and four Talismans, though they are all decent, so that's not much of a problem.

It is far more annoying what they have done with the Arcane Items. We get five: two who seem horribly overcosted, two who seem horribly risky and one that seems okay but which is defensive and dull. There are no items costing more than 10 pts but less than 40, which means there are very fun interesting combos to make. Boooring! With little fun to be had with magic, my instinct at the moment is to go all defensive with a level 1 Night Goblin Shaman with the Staff of Sneaky Stealin' and / or Mork's Spirit-totem somewhere. If I take both that's 7 Dispel dice for me and one less Power dice than normal for my opponent for a total cost of 150 pts.

On the plus side, the weapons are affordable (though often random) and a lot of the Enchanted items are entertaining. The Magic Standards are okay-ish, though as I feared they failed to make the Bad Moon on a Stick (previously the Bad Moon Banner) even remotely useful. I must credit the writers with coming up with the first 100 pt magic weapon I have ever wanted to use, the new and improved Battleaxe of the Last Waaagh! (though naturally, when I first field-tested the weapon I got six misses and only a single hit when needing 3s or more).

## **The Army List**

It is worth noting right away that despite a heap of rumours to the contrary, there are absolutely no rules forcing you to theme your army in any way in the slightest. You do not need Black Orc characters to take extra Black Orc units, you will not be able to take 2 Goblin Wolf Chariots as a single Special choice under any circumstance and so on.

It is also worth noting that there are no units that are 0-1 per army at all, apart from the limit on 1 of each type of Big 'Un. Speaking of Big 'Uns, that is indeed also the only restriction on them, you do not need a unit of normal 'Uns to be able to take Big 'Uns, for example, and it is possible to have more than one unit of Big 'Uns in the army. However, the cost of upgrading a unit to

Big 'Un status has doubled, so it is debatable if they are worth it at all in the new book, especially with all the rules favouring big units.

## Lords

From the previous three pages dedicated to the Lords, this edition has one page, plus an extra page for the special characters, who are now all just a single Lord each. This has been done by gathering the various Orc Warbosses, Orc Great Shamans, etc. in the same place. This makes sense, since they generally have the same options anyway. One



**Coupled With The New Choppa Rules, An Orc Warlord Like This Gains An Extra S6 Attack...**

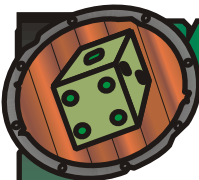
effect of this is that Savage Orc characters now have the same options for mounts as their less deranged cousins, being able to ride chariots and Wyverns, in addition to boars. In fact, all Orc Lords can now ride a Wyvern, should you so choose.

As mentioned above, Black Orcs are now just a single Lord each, and it seems that to make the different flavours of Orcs equally attractive, all three types of Orc Warboss should now be Strength 5. This favours both fighter Lords over spell casters and makes great weapons less compulsory (something which is further helped by the cheaper magic weapons). The normal Orc goes up a little in cost in exchange for this, while the Savage Orc Warboss gets an even better deal, staying the same cost as before, while getting Strength 5 and Warpaint included in the base cost (the last is true for all Savage Orcs).

The Orc Great Shamans go up in Toughness, presumably to make them more tempting compared to Goblin Great Shamans, while staying the same cost. This is weighed up, however, by not getting access to a better spell lore than normal Shamans.

Over all, I think they managed to get a decent balance between the different types of Orc Lords and the various Goblin Great Shamans. What I am missing, however, is any reason to take a Goblin Warboss other than points cost and wanting a themed army. A simple little note that a Goblin Warboss let you give one unit of Goblins in the army a Magic Standard worth up to 50 pts would





# ORC AND GOBLIN REVIEW

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have made both them and a couple of the Goblin-only Magic Standards much more attractive.

It is worth mentioning that the old note saying that chariots ridden by characters were selected as separate Special units is now gone and characters with an option to ride in one now just have it listed like any other mount, including a cost. I assume that this now means that they do not take up separate Special choices, which more or less makes up for having our Special choices even more dear than before.

On the subject of mounts, this book reintroduces the old Gigantic Spider and presents the new Great Cave Squig. To be honest the Squig does not seem very great to me (you can't join units, move randomly and will have pretty much no save, not a good thing for a character). Gigantic Spiders, on the other hand, seem much more tempting and I have an old model I am willing to dust off. Both models lack any mention of which type of base they should be on, which they really should have included.

### Heroes

Similarly to Lords, this is greatly condensed and only takes up two pages. It also looks as if they got the wording on the Battle Standard upgrade just about right (this rule is traditionally in need of errata, strangely enough) apart from the Armed to da Teef Black Orc BSB, which may or may not be intentional.

Contrary to what I had hoped, there is no rule at all giving you access to more Goblin Big Bosses under any circumstance, which is sad. However, if you go all magic-defensive (as I currently am), then you save a character slot or two which can be used on a Goblin with a couple of fun magic items.

Black Orc Big Bosses are down in Strength, which parallels the other Orc Warbosses going up in Strength, and is probably caused by him being a single Hero choice. Still, 15 points for +1 WS, Armed to da Teef and Quell Animosity is quite nice and you get the option for heavy armour. Thus again the normal Orc Big Boss does not seem nearly as tempting as in the previous version and in my current greenskin army both Orc characters are Black Orcs riding around on boars.

### Core

New addition here are the Spider Riders, who cost the same as Wolf Riders with effectively the same equipment (they get shields instead of light armour) and are probably slightly inferior, though they will probably find their way into my army. Wolf Riders go up a couple of points and come with a 6+ save as standard, which is more or less okay (you've got to have fast cavalry), while this save being provided by light armour rather than a

shield is not as it messes up how I have assembled my army. Having a heap of Wolf Riders with shields who previously were Fast cavalry, I now have to remove their shields and do some repainting. I suspect that this is done because of some policy alteration forbidding armour upgrades for units to make armies more WYSIWYG, but in that case it is a stupid reason.

Other victims of this silly policy are Common Goblins (now just called Goblins) who go up a point and start with light armour instead of shields. At a stroke my previously 90 point Goblin spear units go up to 150 pts and will probably never see battle again. Thank you so much, Matt Ward, for making so many of my units so overpriced it's not funny. Nobody in their right mind bought a Goblin with spear, shield and light armour when it was 4 points and now it's 5 points instead.

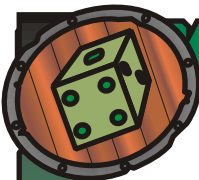
Night Goblins get a slightly better deal since they at least still start with shields and Night Goblins with short bows stay 3 points. I have tried to field a couple of units of 20 Night Goblin archers in my battles so far, and they have yet to earn a single Victory point.

It is also worth noting that the cheapest Goblin unit is now more expensive than the cheapest Orc (or Snotling) unit, which makes them less attractive as support units. You could try to use them as regular combat units, but with all the new rules favouring Orcs over Goblins, I can't see much point in it. It seems very arbitrary to make Goblins more expensive and Orcs better.

Netters for Night Goblins now no longer require micro-management of who they hit and so on. They now work all the time (you roll a dice and probably reduce the Strength of an enemy unit in contact by 1), are a unit upgrade rather than a model upgrade and on a larger



**Even Though Both Night Goblins And Common Goblins Went Up In Price, Night Goblins Now Have A Better Starting Armour Save...**



## ORC AND GOBLIN REVIEW

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unit are probably as good as light armour. The rules lack any note of whether or not a unit netter by two different units of Night Goblins get -2 Strength and if so what happens if you reduce their Strength to 0.

Fanatics have their rules shortened, though not particularly simplified. Specifically, they now have no listed protection from Leadership-based worries, which begs the question of whether or not you can Panic them or what effect hitting them with a spell or similar that would make them Frenzied or Stupid has. Furthermore, there is no note of whether or not the Waaagh! spell, for example, affects them. Aaaaand, there is no note on whether a surviving Fanatic means the enemy does not get full Victory points for a parent unit of Night Goblins that has been wiped out. In fact, it is still not clear (in fact it is less clear) whether or not Fanatics should be considered units at all in the normal sense of the term.

I was really hoping that the designers would see sense (i.e. that an extra WS2 S3 attack is not worth 8 pts) and cut the price on Goblin Bosses, but they appear not to. Damn.

Other than that, Orcs get a few weapon options cheaper (spears and bows), while Savage Orcs go up two points and come with Warpaint included. I am not sure whether Orcs with spears, Arrer Boyz or Savage Orcs will be particularly good in this version. People have claimed that by making Arrer Boyz only cost a single point more than similarly-equipped Orc Boyz, they become useful, but the problem with Arrer Boyz was only partially their cost, the problem was just as much that you got a missile unit that misbehaved in one out of every six turns (now two out of six turns, but one of those is not as bad as the other) and which took up a lot of space for a unit with mediocre range, Ballistic skill and Strength. I had hoped to get some sort of volley fire rule in either the rulebook or army book, but I was wrong.

Snotlings get cheaper, but swap their Unbreakableness for being Stubborn on a Leadership of 4 (it's most likely to make them less reliable and not intended as a benefit at all) and Immunity to Psychology. Being now the cheapest, unlimited unit in the army with a unit strength high enough to claim or contest table quarters, I can see some decent use in these gits. And they can block line of fire from enemy missile fire without every worrying about Panic and Animosity. A quite nice change and they now feel much more appropriate than the previous version.

### Special

It seems that the designers agreed that the idea of merging the two different types of Squig units into one in 6th edition was a bad idea, since they are now back

to two different units again. Yet again they are a bit cheaper if you just look at the unit costs (a large Herd was cheaper in the old edition, since you could bulk out the ranks with cheap Goblins, while you are now limited to two Goblins per 3 Squigs). To prevent unduly long Compulsory Movement phases, Squig Herds now do hits to all nearby units when they break and are then removed (they are Immune to Psychology, so they won't Panic). Effectively what you get is a more expensive Herd than in last edition, but one which is also Immune to Psychology and which will not cause a roadblock when it dies. I am not sure that is an overall good trade.

Squig Hoppers now come in units (our one and only skirmishers!) and move more or less quick enough to be able to do something. In theory, at least. So far mine have yet to successfully charge something. The rules for them could have been better written as it appears to be impossible to change formation with them - whichever formation you start them in is the one they will keep until they get into combat.

Black Orcs get more expensive and lose the ability to Quell Animosity in return for getting an additional choppa and a great axe at 1 pt less than they would have paid previously (had they had the option to choose both). I don't think this is a good trade-off. Furthermore, the Boss went down in Strength but up in cost. What is this, a further attempt to make more Champions ridiculously overpriced?

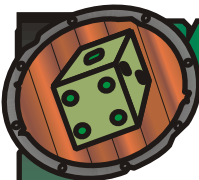
And for the surprise of the season, Boar Boyz of both types go up four points each for no improvement beyond the general improvements to the army, which are of dubious value for a unit which had few ranks and will now have even fewer, since they just went up in cost. Understand it those who can. Boar Boyz were not particularly good at their old cost and would in fact be quite reasonable at that price with the new Animosity and Waaagh! rules, if you ask me.

Otherwise the Special choices remain much the same as they were. Wolf Chariots get a tiny bit cheaper and are no longer 1-2 per Special, but that is about it. Bullies are slightly more useful in that war machines with one ignore panic caused by Goblins, but I can't imagine that happening all that often. As with the old version of the book, I suspect that my Special choices will be split more or less evenly between chariots and war machines. I may occasionally use Squigs, though I doubt I will field Black Orcs or Boar Boyz very often (it was the other way around in the previous version).

### Rare

Firstly and most obviously the option for Dogs of War is out, to be replaced at some later date by a separate Mercenary book or something similar (or not).





# ORC AND GOBLIN REVIEW

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Secondly, basic Trolls get cheaper, while the upgraded Trolls stay the same (or, in the case of Stone Trolls, get more expensive and get a rather miserable armour save). Was this just to make the upgraded Trolls similar in cost to the Chaos Troll? Who wants to pay 20 pts per model to give a unit of Trolls magic resistance and scaly skin? Basic Trolls, though, are now quite nice and can be taken in units as small as a single Troll, which opens up some nice possibilities. A single Troll is effectively impossible to Panic, doesn't cause Panic in anything else (due to its low unit strength), has good movement, can fight decently, regenerates and causes Fear. Okay, so even with an Orc Warboss nearby it will still misbehave in one out of every six turns, but in the greenskin army it doesn't get much better than this anyway. I'm quite happy with this change.

Doom Divers have swapped the re-roll Scatter dice ability with one where you can correct the spot you hit slightly after scattering, which I on the whole believe is an improvement. Oddly enough they have lost the option for Bullies, something I cannot understand but which does not appear to be an oversight.

Giants are pretty much as before, though as with any reprint of the rules they get slightly better written each time.

Pump Wagons are now finally 1-2 per Rare choice (they are so random that using them in 6th edition was a matter of pure luck), however, they suffer quite considerably from not being Unbreakable anymore and instead following the same psychology rules as other Snotlings. Thus they make easy victims for light units of fast cavalry instead of being a problem for them. The Pump Wagon rules do not make a mention of what

happens if they run into one of their own unit, so presumably they just stop when they reach them (the same applies to Squig Hoppers).

At the end of this section is the summary sheet listing all the stats of all the models in the army. On page 58, instead of in the back where they would be easy to find.

### Commentary

As you can see, compared to the previous edition, there has been a reduction in the following:

The amount of actual rules has been shortened. In some places, this can be a good thing (substituting a long, unclear rule for a short and clear one), but as I explained above, the rules are often not so clear. In fact, considering that a number of units have been added or reintroduced to the army list since the previous edition one would rather expect the amount of rules to stay relatively stable.

Any idea of including tactics has been dropped and replaced by a two page spread of a sample army. What have we got instead?

Slightly more background material and, indeed, better background material as well. This is a good thing. More artwork, though a lot of it is old.

More pictures of painted miniatures. To be honest, the previous version of the army book did have a lot of pictures of painted miniatures as well, though at least there were painting tips accompanying them. Frankly, the book seems a bit too much geared towards selling miniatures for my liking. The hobby content is next to zero, there is nothing useful with regards to assembling an army and nothing at all where tactics are concerned.



## DWQ NEEDS YOU

We need HELP!!

If you have EVER thought about writing an article for White Dwarf or Black Gobbo than here's your chance to get the next best thing. We need writers to keep this thing going so help us out and write an article. For example if you wanted to do a tactics article you could do: general tactics, tactics for a unit, tactics against another army, tactics with a specialised army list and much more.

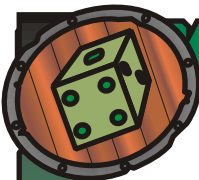
The possibilities are endless.

Want to show off your mini's? Post them in the DWQ Forum and we can use them for a special showcase. Make your article as long or as big as you want it's your decision. Have a battle coming up? Why not record it in a battle report so we can use it. There are endless possibilities. We also need help with editors so if you want to spell check articles, or be the person responsible for all the articles in your section head on down. So if any of this appeals to you come to Da Warpath Quarterly forum today and help us make this mag get better and better!

### Hobby Tip #316

Don't throw away all the packaging from your boxed sets. Save some of the larger ones, such as those from boxed regiments for use in terrain building. This packaging is a great source of reasonably thick cardboard. Cereal packets and such aren't quite as thick, and can be more readily thrown away.

Since a lot of terrain projects require some form of cardboard, your purchases of boxed sets can now serve two purposes: models for your army, and material for terrain!



# THREE-WAY BATTLE

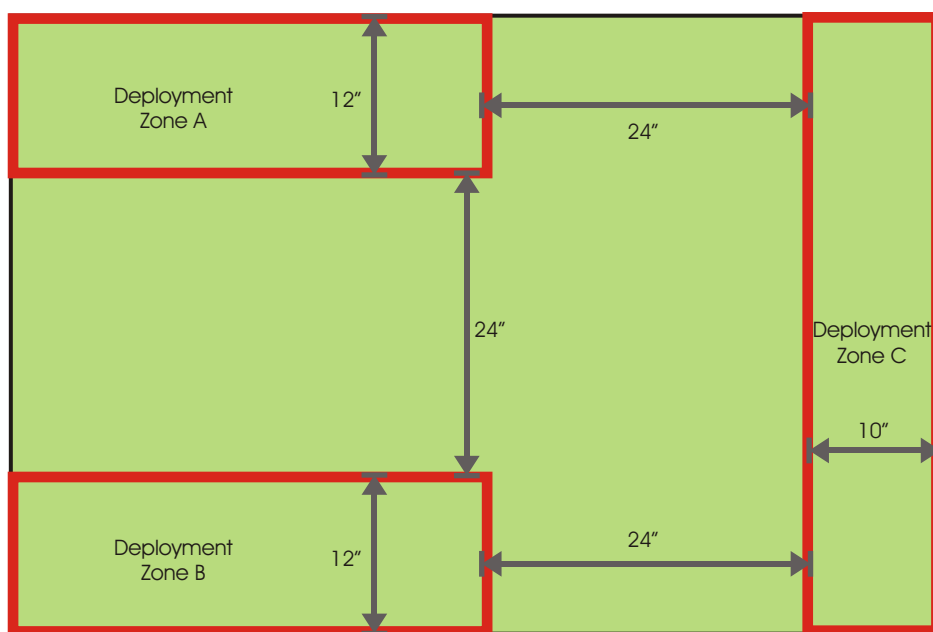
By: Goofycabal

Got three players but only one table? That shouldn't be too much of a problem then. This issue we look at fighting a battle between three individual armies, where none of the players want to make an alliance of it.

### Forces:

All three players should choose an army of equal points values. Keep in mind, however, that this battle is better suited to games between 1500 - 2500 points. Anything larger than this will be hampered by deployment (unless you use a fairly large table), and anything smaller can result in an uneven face off.

### The Battlefield And Deployment:



The map above shows where the respective Deployment Zones are. Since each player is deployed 24" away from each other, this will mean that everyone has a fairly equal chance of attacking troops from both of the enemy forces.

Before determining the deployment zones it is recommended that the terrain be placed first. With a battle like this you don't really want too much terrain to get in the way, so you should place about D3+3 pieces on the table.

Once the terrain is placed, randomly determine which short edge will be Deployment Zone C. Each player then rolls 1D6 and the player with the highest dice roll must roll 1D6 once more to determine which Deployment Zone they will have. 1-2 = Zone A, 3-4 = Zone B and 5-6 = Zone C. The next highest dice roller then randomly determines which of the remaining two Deployment Zones will be his. The last player naturally has to deploy from the one remaining Deployment Zone.

Deployment is simultaneous, in that each player simply deploys their entire army at the same time. Once all players have deployed their last units, any Scouts may then be placed, dicing off to determine who gets to place their first Scout unit if more than one player has Scouts.

When all units have been deployed, each player must roll 1D6 to determine who gets the first turn. The highest dice roller automatically gets the first turn, and the next highest gets the second turn, and the lowest roller goes last. Regardless of whether this means that play cycles clock-wise or anti-clock-wise, this is the order in which play will continue for the remainder of the game.

### Restrictions:

Due to their special abilities and various rules that could affect both enemy players no Special Characters should be used in this battle.

### Special Rules: Enemy Turns:

Since each turn will include a total of three player turns there are several considerations to be aware of. Most important of which is that there are a number of spells and other special rules that occur during various parts of each player's turn, for example "At the start of each Magic Phase". In these situations these will only occur twice per turn, not three times. The effects will occur in the player turn of the player who caused it (for example the player who cast the spell) and the turn of the player who is affected (for example the player who has a spell cast on his unit). It will not occur during the turn of the player who is not involved. There may be some need to work out a suitable alternative if this cannot be so easily sorted out.

### Special Rules: Magic Phase:

In each Player turn, each army will generate Power and Dispel dice as usual. The only major difference is that when a player casts a Spell or uses a Bound Item in his own Magic Phase only one enemy can attempt to dispel it (in the usual manner) and only if the spell will directly affect his troops.

Where the Spell or Bound Item affects the caster's own troops, then both the other players may decide between them who will attempt a dispel (if an attempt is even made), but once again only one attempt may be made, and the dispelling player must decide how to attempt the dispel by himself.

Spells that Remain in Play can be dispelled as normal in the Magic Phase of any player once it has been cast. As



# THREE-WAY BATTLE

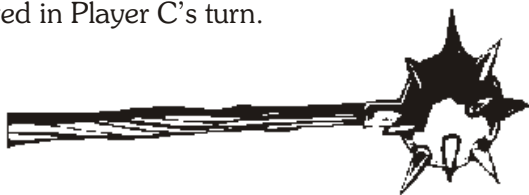
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with dispelling a spell as it is being cast, you cannot dispel a Remains in Play Spell if it does not affect you unless it is a beneficial type spell cast on the enemy's own troops (but not one cast on the other enemy).

## **Special Rules: Close Combats:**

As with spells and other rules that occur during certain parts of each turn, combats will only take place in the turn of each player if one or more of his own units is involved. For example, when it is Player A's turn, a combat that only involves troops from Player B and Player C will not be resolved until Player B's turn.

In addition to this, if a unit pursues into a combat that does not already involve friendly troops, then no further combat will take place until the next Player's turn. Troops that engage enemy in this way will still count as charging into this combat with all the usual benefits or penalties. For example, if a unit from Player B breaks its enemy and pursues into a combat involving only troops from Player A and Player C, then this combat will be resolved in Player C's turn.



## **Special Rules: Shooting Into Combat:**

If there are combats that involve only units from both enemy forces, then in the player's turn he can direct any Shooting or Magic Missiles (or other spells for that matter) into this combat. For example, in Player A's turn he can fire his Cannon at a combat that only involves troops from Player B's army and Player C's army.

The usual rules for shooting into combats are ignored in this case, since there is no need to worry about hitting your own troops: all the combatants are enemies!

In the case of template weapons and similar (breath attacks, stone throwers, bouncing cannon balls etc) only the models directly under the template will be affected. However, with every other form of attack, you must randomize the hits. For example if you fired a unit of Crossbows at a combat involving two enemy units. Each hit that you score has an equal chance of hitting either unit, so on a 1-3 the hit will be scored against one unit, on a 4-6 score the hit against the other unit. In combats that involve more than two units, randomize as appropriate.

## **Victory Conditions:**

The battle lasts for a maximum of 6 turns. The winner of the battle is determined by using the usual Victory Points chart in the Warhammer Rulebook. However, there are some exceptions to the usual Victory Points rules.

Since both players are likely to inflict casualties on the same enemy unit (for example Player A and C both kill several of Player B's Knights from the same unit) you must count individual models for Victory Points purposes.

If a player kills enough to reduce an enemy unit to half strength, then they will score half the unit's Points cost as usual.

Units that destroy themselves (such as Miscasting Wizards or Misfiring Warmachines) do not count as victory points for any player.

Fleeing troops will count as being destroyed by the player who caused them to flee (such as a unit who fled from a charge and did not rally).

Characters and other multi-wound monsters (such as Giants or Dragons) will count as Half Victory points for the player who took them to half of their remaining Wounds, and Half Victory points for each player who wounded them if they are killed (if a player killed such a model by themselves, then they will of course score the Full Victory points as usual).

Work out Victory Points for each player to determine how well they all did against each other.

## **Additional Suggestions:**

Since there are a myriad of other minor problems that might arise during a game such as this you should make sure to come up with something that makes sense at the time and keep playing.

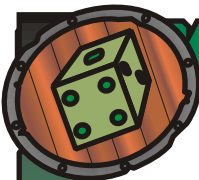
Don't get bogged down with trying to come up with a completely new rule if this will interrupt the flow of the game; instead come up with something that works right away (roll a dice for it even) and then when the game is over sit down and work out a rule for that situation for next time.

Without much tweaking these rules easily adapt themselves to a 'Four Corners' styled match also, with four players who each deploy in one corner of the table. Though that will generally require a larger table than the usual 6' by 4' table. (We usually play that kind of game in the floor with a very large green sheet).

## **Conclusion:**

This scenario has been written from personal experience (rather than straight forward ideas as the Scenarios for DWQ1-4 have so far been), so I can personally vouch that this adds a very strong tactical element to the game and makes it that much more fun! Besides, what could be better than claiming victory over TWO enemy players at once!





# QUESTIONS AND ANSWERS

By: Various Contributors

With the new edition of the Orc and Goblin Armybook on the shelves, we've already had an FAQ thread at Da-Warpath. Those questions that we couldn't answer we sent along to Games Workshop (hopefully to get an official answer soon). Those that we could answer are repeated here.

-Ed Goofycabal

**Q:** Shaga's Screaming Sword confers additional benefits to the bearer depending on the number of enemy Characters nearby. Does this also include Unit Champions who are considered Characters for purposes of Challenges and so forth?

**A:** No. Page 81 of the core rules states that Unit Champions are not Characters.

**Q:** Can Warlord Imbad's Iron Gnashas be combined with magic weapons? If so, will its effects also be granted to the Magic Weapons?

**A:** Yes. The 'Bearer' of the Gnashas gets the Killing Blow ability, therefore by extension, so do all of his weaponry (including Magic Weapons).

**Q:** If a Black Orc's Quell Animosity causes the unit to panic due to taking a high number of casualties what direction do they flee?

**A:** Page 49 of the core rules states that if the flee direction can't be determined normally, you flee towards the closest table edge.

**Q:** If you take Imbad's Gnasha's and the Skull Wand, can you ignore a ward save if you Killing Blow someone?

**A:** No. The ability of Ignoring Ward Saves is specified as applying to the special attack of the Skull Wand (ie a failed Ld test after a successful hit). If the Skull Wand does not kill the target with the failed Ld test, then the Killing Blow is conducted using the rules as outlined in the core rulebook for Killing Blows.

**Q:** Does a Goblin with the Tricky Trinket and Amulet of Protectyness get his opponent's Ward Save? I would think so, since the Trinket says enemies can't "take" their Ward saves, not that they lose it.

**A:** Correct, it specifies that models in base contact cannot "make Ward saves", not that they count as having no Ward saves. Thus the bearer of such a combo would get his opponent's Ward save, while the opponent would not get to make Ward saves.

**Q:** If Squig Hoppers move through terrain like woods or over a hill, they might contact units they couldn't see. Is this allowed?

**A:** Squigs don't declare charges and thus, under the rules for Charging, there is no requirement for Line Of Sight from the start of the move.

**Q:** With the Doom Diver, do you roll the D3 and then pick a direction to correct the shot in, or do you pick a direction first and then roll?

**A:** The rule states roll D3 and then you can adjust the final position by this amount in any direction. So no you don't need to choose a direction first.

**Q:** Can a Night Goblin character carry a Magic Item listed as being 'Goblins Only' (for example Wollopa's One Hit Wunda)?

**A:** The short paragraph at the start of the 'Shiny Stuff' section states that "Orcs" applies to all types of Orcs (including Black Orcs and Savage Orcs) and that "Goblins" applies to both regular Goblins (previously called 'Common Goblins') and Night Goblins. So yes, a Night Goblin character can carry Magic Items listed as 'Goblins Only'.

**Q:** Do characters riding in chariots take up an extra special choice as well as the character slot?

**A:** No. Under 7th edition the Boar/Wolf chariots are chosen as mounts in the same way as Wyverns, Boars, Wolves etc rather than the character stealing a chariot already in the list.

**Q:** The new special characters are listed in the Lords section rather than in their own special section. Does this mean that they can be used regardless of whether you have your opponent's permission, and that they only take up one slot each?

**A:** Yes. Now selecting a special character is just like selecting any other lord choice, except their weapons and equipment cannot be altered.

*That's all the ones we've got answered as we go to print, but make sure to check out the Rulez Questionz forums at:*

*[http://z3.invisionfree.com/Orc\\_Goblin\\_Warpath/index.php?showforum=76](http://z3.invisionfree.com/Orc_Goblin_Warpath/index.php?showforum=76)*

*Anything new that we get answered will be bound to get posted there. And if you've got any further questions, then that's the place to put them*

- Ed Goofycabal





# EIGHT LEGGED FREAKS

By Arfa

With the release of the 'Skull Pass' boxed set Games Workshop revealed their newest re-release; the much loved forest goblin spider riders! After a short wait we got the official rules for these eight-legged beasts and their riders including some very nice new rule tweaks. This new choice for us Greenskin players has had many players pulling their hair out in frustration however as they desperately try to answer the big question for their army selection: Spider Riders or Wolf Riders? Hopefully this article will help everyone out there make this tricky decision so they can get their armies in battle as soon as possible!

At first glance Wolf Riders and Spider Riders look to be very similar units. After all, both are just mounted Goblins costing around the same cost, right? Whilst the similarities are there are also a few massive differences between the two units as you will soon see, starting first and foremost with speed.

The obvious difference at first between the two units is the spider's movement of 7 rather than the wolf's massive movement of 9. Whilst this may not seem that much, losing 4" on the charge/march can make a big difference in the long run. Probably the biggest downfall for the spiders here is that, unlike the wolves, they can be out-charged by most other fast-cavalry units making them a risky choice for holding flanks. As horses have M:8 (Elven horses with M:9), the only other fast cav that the spiders can match in speed are the Chaos Hounds, but even then they are mere throwaway units at only 36pts and will most likely be used to claim table quarters rather than go on the offensive.

So how can I get around this movement problem, I hear you all asking. The answer lies in the spiders' relatively unique special rule 'Wall-Crawlers'. Spider Riders are one of the few non-skirmishing units that not only does not lose movement when moving through terrain, but one of the only that can also march through it. This means that when other units, fast cav or not, are forced into terrain then suddenly you become the faster of the two. Use this to your advantage as it is the Spider Rider's most useful rules.

Keep your Spider Riders in or behind terrain at all times, and use them to flush skirmishers or lone characters out of forests/lakes or to charge directly out of the terrain itself into lone mages/warmachine crews/units flanks as you would with other more conventional fast cav units. In terrain there are only two units that can out-charge you, and they are both in the one army (Wood Elves) so you won't come across this situation often. If there are no targets present then bait other units by getting within their charge range whilst remaining in the terrain itself. By fleeing as a charge reaction you can draw troops into terrain they will take many turns to get out of, all at the

'risk' of having an 80-odd point unit run off the table which is definitely a sacrifice worth making. Remember to give your unit a musician as well so you can rally easier, and that if you do rally you are free to move and shoot as normal.

Another advantage of the 'Wall-Crawler' rule is that you can ignore obstacles when moving and charging. This can be a big thing, as some generals will 'protect' the flank of their units with the available terrain, and obstacles are a very good choice for this. As most normal units will have to half their movement when moving across a hedge or wall most generals will rightly consider the obstacle a perfectly decent defense for the unit's flank, giving him an extra turn to manoeuvre to adjust to the threat. Spider Riders still have a 14" charge range however, meaning you can get that unit of rank-nullifying troops into the side unexpectedly, meaning the unit charging the enemies front will have a far greater chance of success.

Unlike the Wolf Riders however, the Spider Riders just don't have the tactical flexibility that comes with being able to negate their 'fast-cavalry' status and take up a ranked formation. Because of this they cannot perform the 'hammer' type role that a unit of 15-strong Wolf Riders can, meaning that taking a champion or standard-bearer really is not worth it. Instead Spider Rider units are forced into a unique 'type' of fast cav. Wolf Rider units, consisting of five or six models with musician upgrade are used to harass the enemies flanks and vulnerable targets, which means the spiders increased combat capabilities are pretty much novelties in the scheme of things, so don't get tempted into thinking that just because the spiders are half-decent in combat that they can take on anything larger than a small unit of skirmishers or fast cavalry; they're still a unit of five/six Goblins after all.

There is one use for this poison however, and that is to pounce on any wounded big beasts with relatively low saves. Giants are perfect examples of these. If there is a



**The new rules for the Spider Riders also means that some of the 'veteran' miniatures hiding in your cupboard can resurface for battle once more!**



# EIGHT LEGGED FREAKS

Continued From Page: 20

wounded giant/monster on 1 or 2 wounds and within charge range its probably worth the gamble to send the unit in. Just remember that the thing should be pretty much dead before you make it in there, as if you don't kill it the first time you strike then your spiders are pretty much dead.

Anyway that's about it for my view on the new eight-legged recruits to the O&G force, the rest is up to you to

*see, dem spider ridin' gobbos are commin' back again, an' it looks like arfa an' 'is mates 'ave figured out 'ow ter use 'em...*

*Well, as long as wee dun 'ave ter meet up wiv anymore o' dem gobbos wiv fish, dat wun gobbo was pretty odd.*



## ATTACK OF THE 20 POUND RABBIT-HEADED FISH

By: Goofycabal

*To tie in with Arfa's Spider Rider Tactics (and Chug an' Lug's comments) I thought I'd re-tell the story in which Chug an' Lug first met the Fish-Armed Spider Rider. Enjoy!*

Chug an' Lug had been having trouble sleeping lately. The incident with the Troll Neurosurgeon had left a lasting scar on their little minds. So, they were walking through the streets of the Moot, trying to make themselves \*REALLY\* tired, so they'd fall asleep. It wasn't working.

"Ere, Lug. You fink weee's e'er gunna ferget dat 'orrible sight?"

"Naw, pro'ly not. I 'ope weee does dough. I really like sleepin'. I wunda if dere's any Wizards wot can 'elp us?"

"Phah, I'm not gunna go ter no Wizard. Dey get fings wrong all da time"

"Yeah, I s'pose so"

Suddenly, there was a 'thump' from the darkness behind them. They stood frozen to the spot for a moment, before turning around in unison. There, behind them, was a very large spider. Okay, it was a Giant Spider, but that wasn't the point. The point was that there was a very annoying looking Goblin sitting astride the Spider's back. He brandished an odd looking fish at them.

Chug poked Lug in the ribs.

"Hey, innit dat Gobbo weee's bin 'earin' so much abart? Yer know, dat 'Wunda Gobbo', or sumfink?"

"I fink it might be. I'll find art" Lug drew out one of his shoelaces, and whipped it in the direction of the gaudily dressed Goblin. As quick as a flash, the Goblin struck out with his Rabbit-Headed Fish, and Lug's shoelace was torn from his hand.

"Ere, dat's not nice. Gimmie dat back. Dat were a gift from some lady. Well, maybe I did nick it, bu' it's still mine"

"Fine. Can I join you guys if I gives it back?"

Chug looked him up and, since he was sitting so high, further up.

"Sure. Jus' give Lug wot's 'is. Den jus' come along wiv us.

playtest and see how you personally like to field your spider riders. As you can see in the general scheme of things Wolf Riders provide a lot more flexibility and are more suited to the typical fast cavalry role, but when used in the right way your Spider Riders can be just as effective, if not more so. Good luck, and keep those webs spinning!

Yer know 'ow ter get rid of nightmares?"

They wandered for a while, and as they did, 'The Wunda Gobbo' caused quite a bit of havoc. His 20 pound Rabbit-Headed fish was a nasty weapon, and was quite capable of breaking all kinds of things. Which he did every so often, randomly lashing out at anything they walked past. Many Halflings were woken to the sounds of smashing outside their homes, and many chamber-pots had been tipped out of windows onto the three Greenskins as they walked through town.

Chug suddenly had an evil idea... Which took quite a while to formulate, all things considered. They walked on a bit further, and he indicated to a large wooden door; the entrance to a shack.

"Weee needs sumfink from in dere," he said "Can yer get it fer us?"

"Sure thing. Won't be too long. Um, what is it yer want anyways?"

"Yer'll know when yer see's it"

"Okay then. Here I goes"

The Wunda Gobbo walked up to the door. He could hear what he thought was the sound of very large rats squeaking loudly, but he shrugged his shoulders, and opened the door. Very shortly afterwards, he spontaneously combusted, leaving nothing but a small pile of ash, and the lingering smell of burnt Gobbo. The Troll Doctor, quite annoyed at the interruption, swept the ash out of the shack, and bolted his door closed. Shortly afterwards, the noises started again...

Chug an' Lug got back home, giggling wildly as they went, and got into their respective beds.

"Dat was brilliant, Chug. 'Ow'd yer fink of dat?"

"Dunno, bu' I'm not worried abart dat Troll no more. Time ter sleep I finks"

"Yeah. G'night"

"Yeah"

Chug blew out the candle, and they both fell into a deep slumber, broken only by random bursts of giggling...





# BATTLE REPORT

By: Kebabi

We are happy to present for you the first DWQ Battle Report using both the 7th Edition Rulebook and the 7th Edition Orcs and Goblins Armybook.

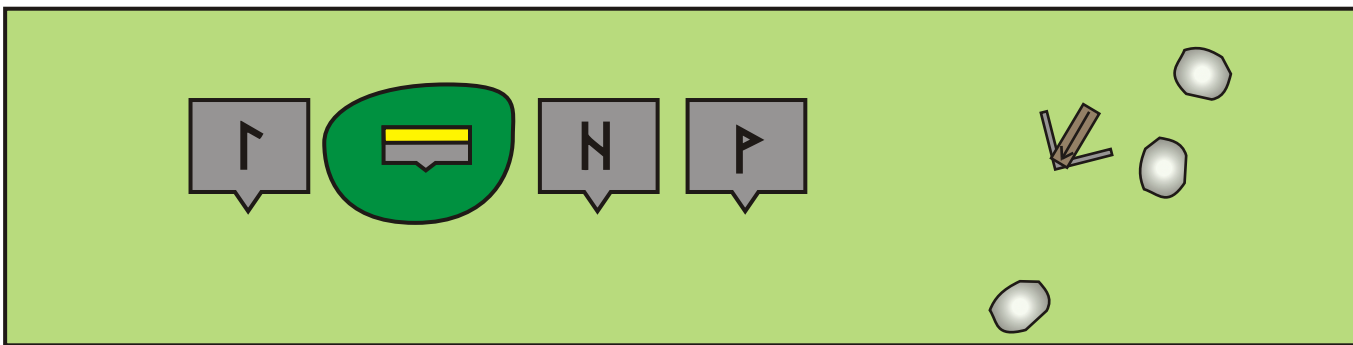
Although the size of the forces is not large (both sides were 1000 points) we at least get to see the new Greenskins in battle (and we get to see more of Kebabi's wonderfully painted army).

In command of the Greenskins we have Kebabi. His force is composed of a Night Goblin theme, which is fitting since his opponent @nder is leading a doughty force of Dwarven Warriors.

Let the clash of the two ancient enemies commence.

Waaagh! - Ed Goofycabal

## Dwarf Forces



## Karak-A-Korn

**N** 20 **Hammerers** armed with Great Weapons and Heavy Armour. The unit also includes a Standard Bearer, a Musician and a Gate Keeper. The unit is accompanied by **Frukost von Flinghosen** who is the army General. Frukost is a **Thane** armed with a Great Weapon and Gromil Armour with Master Rune of Gromil. Also accompanying the unit is **Runic McCrunch**. Runic is a **Runesmith** armed with a Great Weapon, Gromil Armour with the Rune of Stone, a Shield and the Master Rune of Challenge.

**J** 20 **Warriors** armed with Hand Weapons, Heavy Armour and Shields. The unit also includes a Standard Bearer, a Musician, and a Veteran.

**Y** 10 **Quarrellers** armed with Hand Weapons, Crossbows and Light Armour.

**J** 10 **Longbeards** armed with Great Weapons and Heavy Armour.

**U** **Bolt Thrower**  
Crewed by 3 Dwarfs with Light Armour. The Bolt Thrower also includes **Lars the Engineer** who is armed with Light Armour. The Bolts are enchanted with the Rune of Penetration.

The Battle for Skull Pass rages on. The valiant Dwarfs use every means they have at their disposal to the keep the pestering green skins away. The endless mass of black cloaked, evil spirited, long nosed, midget who continues hour after hour to raid dwarven strongholds and fight. Of course, the dwarfs hell bent on not giving any ground and several of the lesser throngs situated nearby Skull Pass see it was their responsibility and duty to help the struggle to repel it. And it's also a good way to earn respect and honour the family name and possibly a worthy death, for the orange bearded ones. One of these lesser strongholds, called Karak-A-Korn, did issue a small force to contribute on their behalf. The lord of this stronghold sent his last born son, Frukost von

Flinghosen, to lead the force. It was to be his first experience in real war. Over the fields to get there they encountered danger, sooner than they expected...

'We'z got wordz from da boss 'imself, Wazzi!' bellowed Bubba Bigfist who stood on top of a rock platform, overlooking the masses of goblins gathered in the game. The unruly mass that bickered and chattered amongst themselves paid no attention to their leader. The eyebrows of the goblin furrowed and he made an angry grimace. Then he reached down to the nearest goblin and with a firm hand pulled him up beside him. He fitted his spike club with both hands and smacked it right into the stomach of the unsuspecting goblin, which sent

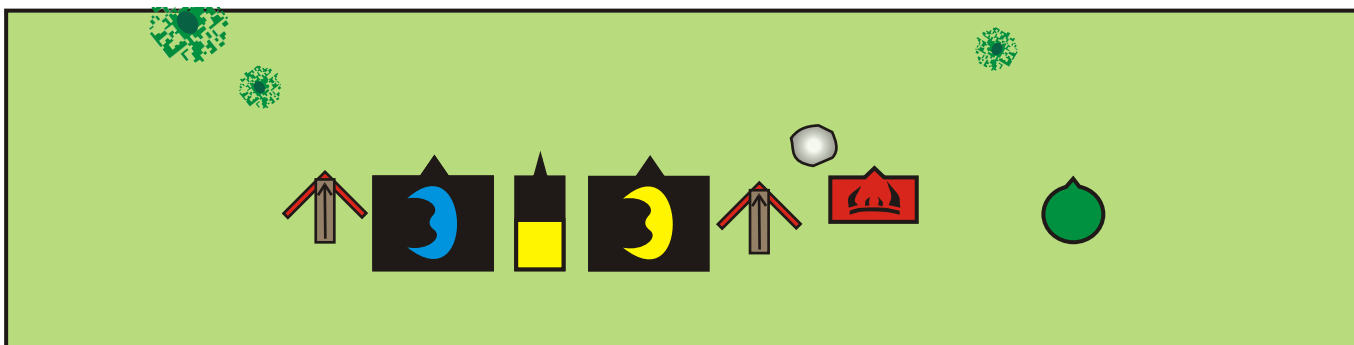
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# BATTLE REPORT


Continued From Page: 22


## Night Goblin Forces




## Waaagh! Wazzi


 *Bad Moon Rawskullz*  
 28 **Night Goblins** armed with Spears, Shields. The unit also includes a Musician, a Standard Bearer, Netters and 2 **Fanatics**. The unit is lead by **Bubba Bigfist** who is a **Night Goblin Big Boss** who is the army General. Bubba is armed with Wollopa's One Hit Wunda and an Effigy of Mork. The unit is also accompanied by **Zappa Burn'm** who is a **Night Goblin Shaman**. Zappa is a level 2 Wizard and carries a Magic Mushroom.

 *Blueface Boyz*  
 25 Night Goblins armed with Spears and Shields. The unit also includes a Musician, a Standard Bearer, a Boss, Netters and 2 Fanatics. The unit is accompanied by **Shinzu** who is a **Night Goblin Shaman**. Shinzu is a level 2 Wizard and carries Nibbla's Itty Ring.

 *Da Herdas*  
 1 **Squig Herd** consisting of 3 **Squigs** and 2 **Herders**.

 *Da Spidey-Ride*  
 A Wolf Chariot crewed by 4 Goblins armed with Spears and Short Bows.

 *Spear Chukkas*  
 2 **Goblin Spear Chukkas**.

 *Thôrd da Slave Giant*  
 A **Giant** who comes to battle with a pack of tasty Goblins.

him flying across the cave eventually hitting the opposite wall. The crowds went dead and slowly turned their attention from the slightly squished goblin to the leader, who was brushing the worst gore and guts of his club. He then turned and faced the crowd, still furious. He roared a great 'Waaaagh' from the bottom of his stomach, which echoed across the cave, sending the gobbos into shock.

'Now ya lizzen up, da maggots! Iz am da boss an' when I talk ya listen!' He made clear to the masses. 'Now, Wazzi wunts uz to crump stunties ovva at da Bone Pass, or whatz is called. An' we will do so!' Bubba picked a bit on the tip of his club, to remind the goblins of what fate could fall upon dem.

'Waddy waitin' forr, Gork to cum an' skcratch yer butt?! Get movin'! And somewun get out Thord, 'e as'n't been eatin' fur a while!' With that the goblins began rustling through the cavern they called home, gathering their Spears and Shields..."

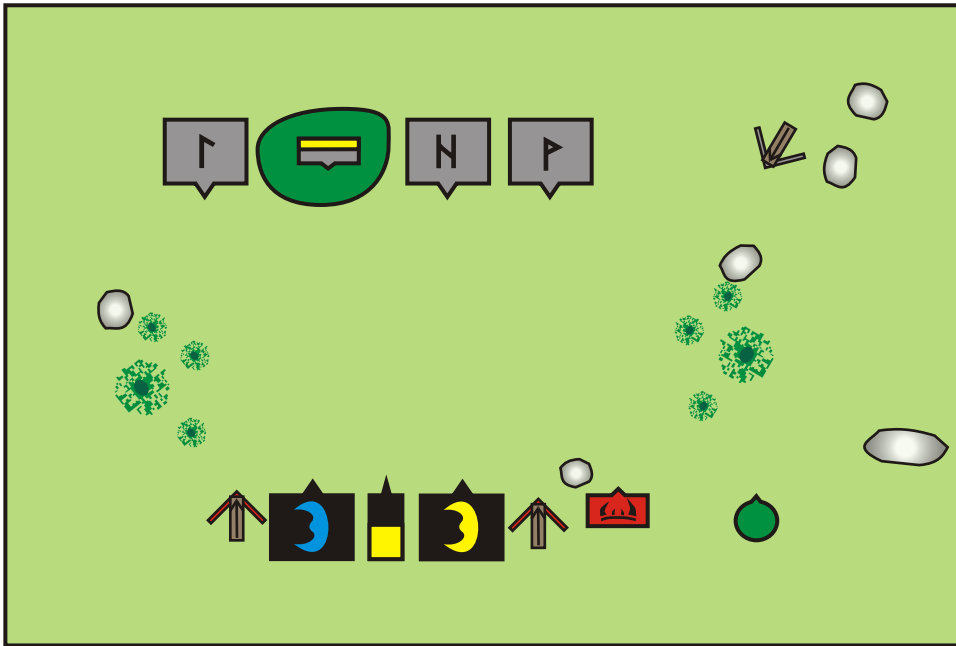






# BATTLE REPORT

Continued From Page: 23



Shinzu rolled Gaze of Mork and Brainbursta for his two spells, while Zappa Burn'm got Brainbursta (neat with two of these 2d6 Strength 4 Magic Missiles) and Mork Wantz Ya (a blessing from Mork himself perhaps? I heard that these Dwarven Generals enjoyed taking Initiative tests and Strength 10 hits).

The Goblins squeezed together between the gap formed by the two packs of wood. The Squigs, which had a thin formation and therefore able to sneaky by the nearby rock and wood, took up position as suitable.

## Deployment

The Dwarfs got the chance to deploy first and therefore, obviously, took the hill...sneaky gits.

The Dwarven troops took up position around the elevated crossbowmen. The Hammerers, joined by the Runesmith Runic McCrunch, and the Warriors, joined by the Thane Frukost von Flinghosen, took up position on the left flank of the Dwarfs, which made out the dwarven battle line. While the Longbeards took the right side, making out some kind of slow, sturdy flanking force. A fairly typical dwarf bunker-style formation. The Boltthrower was wisely placed opposite the Giant, who instantly felt a bit happy being on the battlefield.

The two regiments of Night Goblins was stuck in the middle, flanked by two Spear Chukkas (who would get a fair line of sight from there, at least considering the circumstances) and with the Goblin Chariot in the middle so it could swoop to any side, wherever it would be needed.

Bubba Bigfist, the General, and Zappa joined the larger of the Night Goblin units, Bad Moon Rawskullz, and Shinzu joined Blueface Boyz.

Then the battle was off. Of course, the Dwarfs got the first turn (where do they hide the "special" lucky dice?).

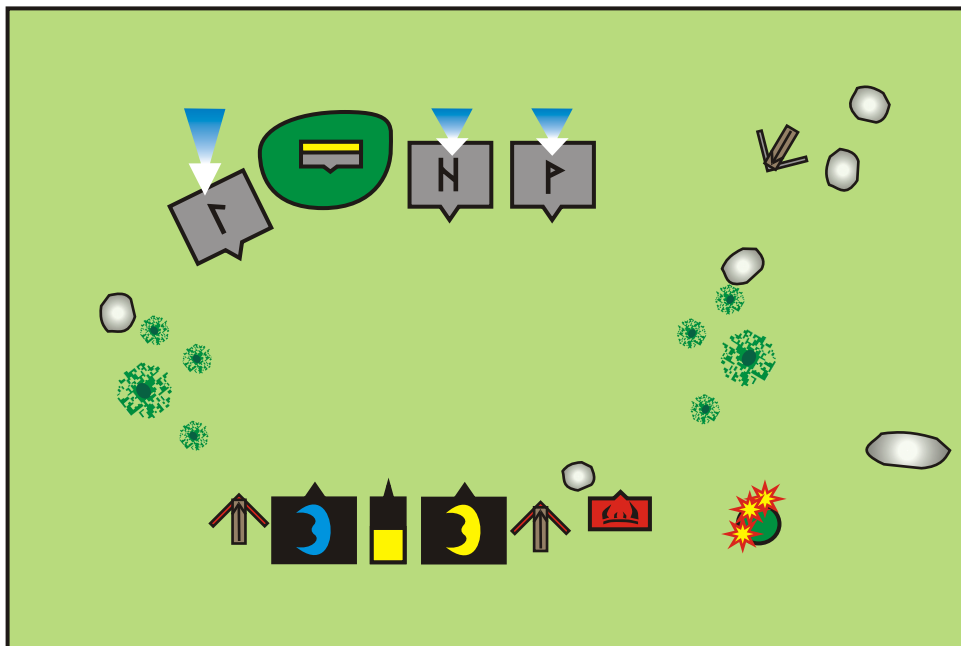


The Two Armies Deploy For Battle. On The Left Is Kebabi's Goblin Army, And On The Right Is @nder's Dwarf Force. At The Back Of Kebabi's Army You Can See His 'Dice Tower/Effigy Of Mork' Featured In The Terrain Competition From DWQ3.

# BATTLE REPORT

Continued From Page: 24

Goblins to move. Both Night Goblin units rolled 6s on the Animosity chart, kicking them 5 and 3 inches forward respectively. The Squigs, on the other hand, found that two Goblins controlling tree Squigs was too hard of a task and Squabbled to regain control (well...). The two blocks marched forward and were more than halfway to their hated foe. The Giant struggled, while moaning, towards the cover of the woods. And lastly the Chariot chose to threaten the Crossbowmen and Hammerers looming down the Goblin blocks flank.



Above: Dwarfs Turn 1

## Dwarf Turn 1

As one can expect the movement phase was short and determined, kind of like a Dwarf. The regiments moved forward a tad. We couldn't have a battle report with troops just sitting around and shooting at each other, now could we?

The Crossbowmen did miss with all their bolts but the War machine hit home. With an Engineer and Rune of Penetration (a mighty Strength 7) it was bound to hurt. Thôrd, the Giant, roared in agony as a tree trunk hit his thigh.

## Night Goblins Turn 1

Maybe it was the recent motivating speech held by their Chief or the fearsome roar of the Giant that inspired the

In the Magic Phase Shinzu managed to pop 3 Crossbow wielding Dwarfs skulls with Brainbursta (Irresistible Force to the boot), who promptly passed their Panic test with the Longbeards nearby. The rest of the Magic Phase was dispelled by the magic-hating Dwarfs.

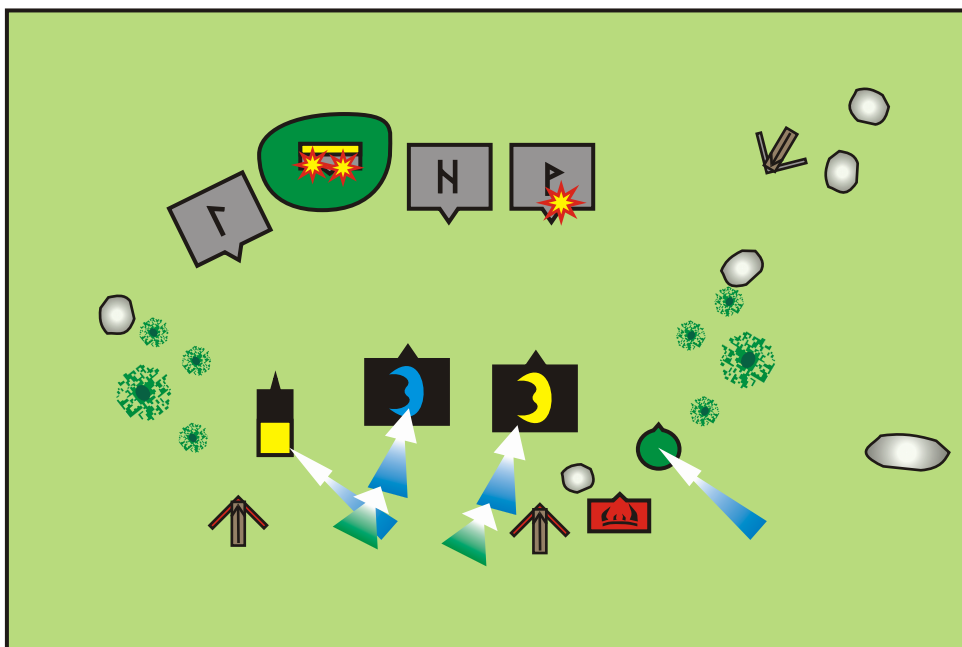
Finally the Shooting Phase came, and both the Spear Chukkas hit their target (now this is what I call lucky dice rolling) killing 2 more Crossbowmen and 1 Warrior.

## Dwarf Turn 2

This time the movement phase saw the Longbeards continue marching head on and getting within 8" of the Blueface Boyz. The Goblins, not considering the small group of Dwarfs that big threat, slung the fanatics out towards the heavy unit of Hammers. One went 11" and straight through the unit, taking down 3 of the elite



No, The Giant Isn't Wearing A Funky Scarf... This Is How Kebabi Keeps Track Of How Many Wounds A Unit Has Suffered. In The First Turn, The Giant Suffered A Total Of 3 Wounds...



Above: Night Goblins Turn 1



# BATTLE REPORT

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Stunties. The other one only managed 6" forward. The other Dwarven regiments remained stationary, waiting for the green horde to come upon them.

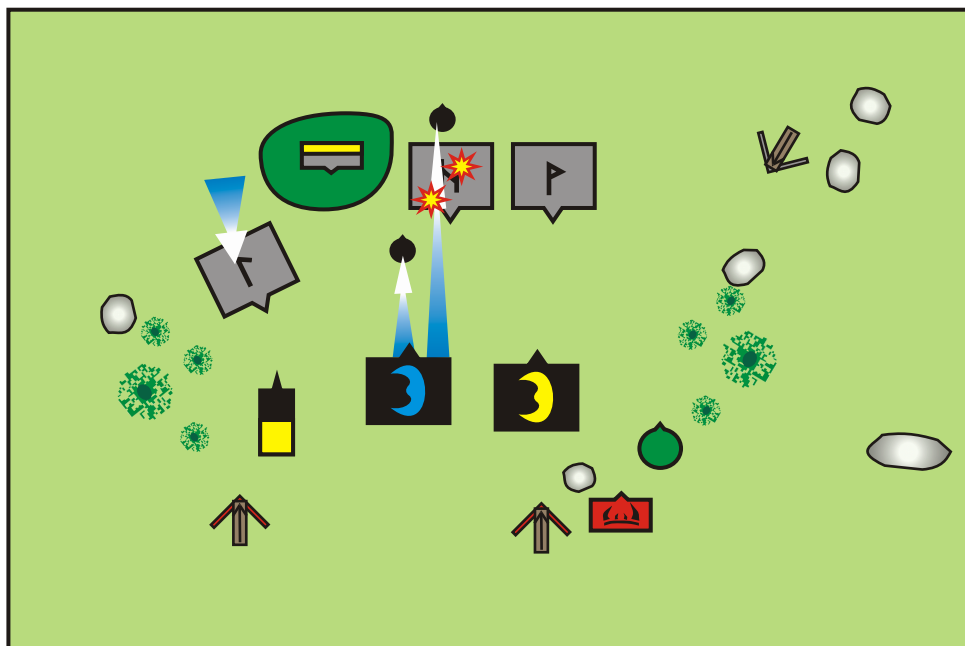
The shooting was not as exciting as the Boltthrower missed and the Crossbowmen failed to wound the Chariot.

### Night Goblins Turn 2

Now there was going to be some action! Despite there being no "We'll show 'em", and the Squigs once again squabbling amongst themselves (what am I paying these herders for?), the Chariot was sent off against the great axe wielding Long Beards, shouting "Waaagh". The rest of the troops moved forward, all of them pretty much sneaking forward now (the Giant not wanting to get shot again and the Night Goblins wanting to get the charge).

The Magic Phase blasted off with a dispelled Mork Wants Ya! The Runesmith doing all he could to aid his General, which in return hurt him as Shinzu 'Eadbutted him, courtesy of Nibbla's Itty Ring. This was followed by a Brainbursta cast with a most certain Irresistible Force (18 with 3 dice is pretty lucky) toasting 4 Hammerers. Both Spear Chukkias missed their target (must be getting tired carrying the spears for reloading).

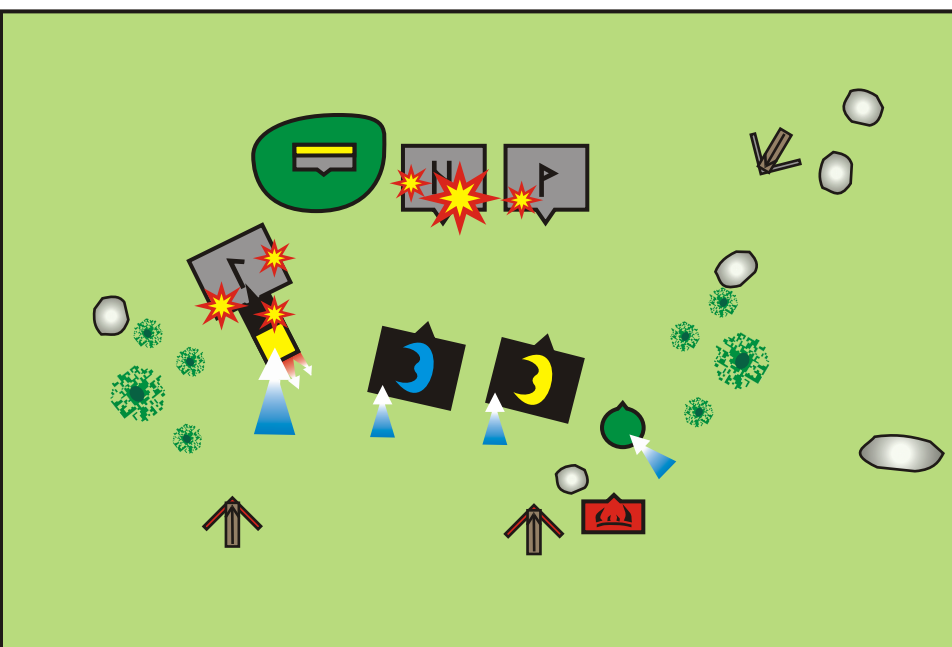
Close Combat did not fare as good. The impact hits made 1 Dwarf bite the dust and the Goblins made Stuntie-kebab out of another one. However, the Dwarfs won the combat as they hit the Chariot and caused the



Above: Dwarfs Turn 2



As The Chariot Flees, The Victorious Longbeards Seize The Opportunity To Charge The Flanks.



Above: Night Goblins Turn 2

first wound on it. In a true Goblin-fashion the Chariot ran like the wind with the Dwarfs struggling behind it...ending up dangerously close to the Blueface Boyz flank.

### Dwarfs Turn 3

Now it was time for the Dwarf to put their money where their mouth is. The Long Beards charged the flank of the Blueface Boyz. This triggered the fanatics of Bad Moon Rawskullz, one of which ended up short and one hitting the Warriors taking one down with him as he swirled through the unit (Them Dwarfs must have seen him coming).

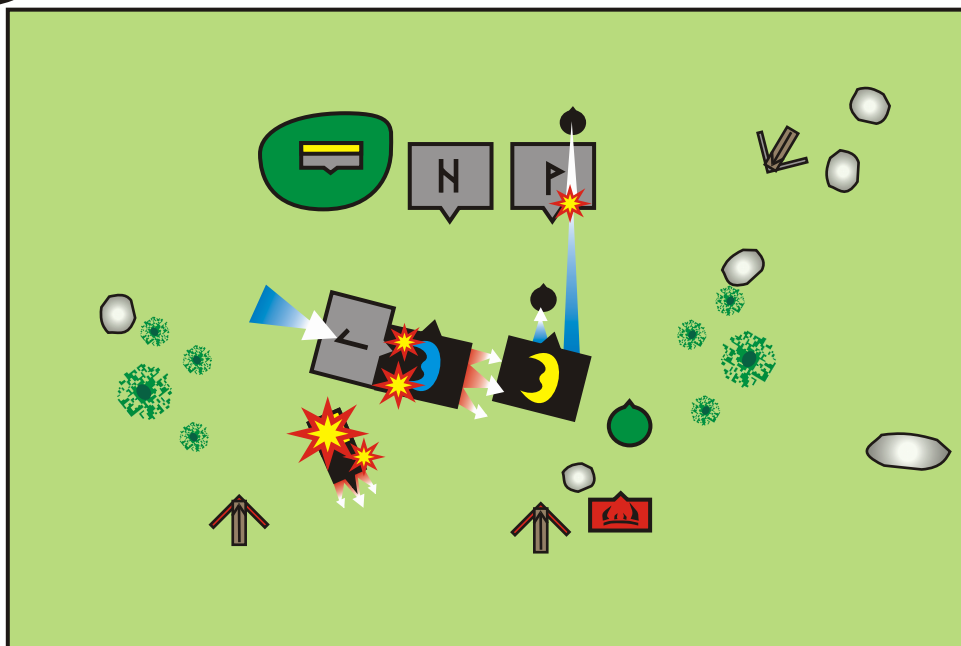
The Crossbowmen made some use of

# BATTLE REPORT

Continued From Page: 26

a round of useless magic (only one magician left, in a state of controlling the Winds of Magic) and an almost as worthless shooting phase (1 Dwarf Warrior getting gutted by a Spear Chukka) it was turn for the deciding combat.

Luckily the Long Beards were below Unit Strength 5, and therefore not negating my rank bonus (thank Gork for the Fanatic!), however, once more, the Netters fumbled with their nets and entangled themselves (I really have got to reconsider using these nets!). With that the Dwarfs smacked down Shinzu (had enough of his tricky magic!) and another Goblin. That left little force to respond to



**Above: Dwarfs Turn 3**

themselves, getting a lucky hit right through the head of the Goblin controlling the Chariot, sending the unstable construction crashing to the ground.

In combat the surprised Goblins tried to entangle the Dwarfs hacking at them, which turned out to be quite useless (I know, I know, trying to get Strength 6 to Strength 5 against Goblins' Toughness of 3). It turned out to be more of a draw back than just wasting about 10 Goblins worth of points on nothing, as I rolled a 1 making the Goblins entangle themselves in the nets. Suffice to say that the Long Beards caused two wounds and sent the Goblins running home. With the new edition's rules on how to flee Goblins original 8" flee move was greatly enhanced by Bad Moon Rawskullz and Thôrd who both stood in the Goblins way, shipping them right off into the forest. The brave Goblin General convinced his minions to stick around (and threatened them with a new face make-over).

the Dwarven attack (3 attacks at Weapon Skill 2 and Strength 2). Nevertheless, the Goblin won due to sheer numbers and the stubborn Dwarfs stuck around for more (or was it the other way around?).



**As The Night Goblins Of The Bad Moon Advance, The Longbeards Crash Into Their Flank Too...**

## Night Goblins Turn 3

The Blueface Boyz failed to rally, moving one step close to the edge. This (perhaps) caused the Squig Herders to lose their focus and getting overpowered by the ravaging Squigs. Once the Herders had gotten devoured the Squigs went on, one Squig taking out a Blueface Boy and the other two literary biting the poor, battered Giant in his great big behind and causing him two wounds (1 left to go). More carnage was made as one of the Fanatics released last turn crashed through the battle between the Goblins and Dwarfs, killing a couple of Goblins and enough Dwarfs

To make the Long Beard unit only 4 men strong. After



**Above: Night Goblins Turn 3**



# BATTLE REPORT

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## Dwarfs Turn 4

The Tag-team of two battered Dwarf units now dared to get closer. With the Long Beards still locked in combat and all Fanatics out they could confidently move forward (and more importantly, within charge range next turn). The high strength Boltthrower crushed 3 of the running Goblins (not exactly giving them confidence) before coming to a stop.

In the combat phase the tide turned, as Bubba showed the way...or well, no, he really didn't. He missed with all his attacks but one of the Night Goblins cut down a Dwarf and the Dwarfs, adrenaline rush fading, retaliated by causing a wound of their



Above: Dwarfs Turn 4



After Breaking And Pursuing The Longbeards, The Bad Moon Goblins Are In Position To Threaten The Hammerers' Flank.

own. Outnumbered and evenly fought they legged it but failed to outrun the speedy Goblins.

## Night Goblins Turn 4

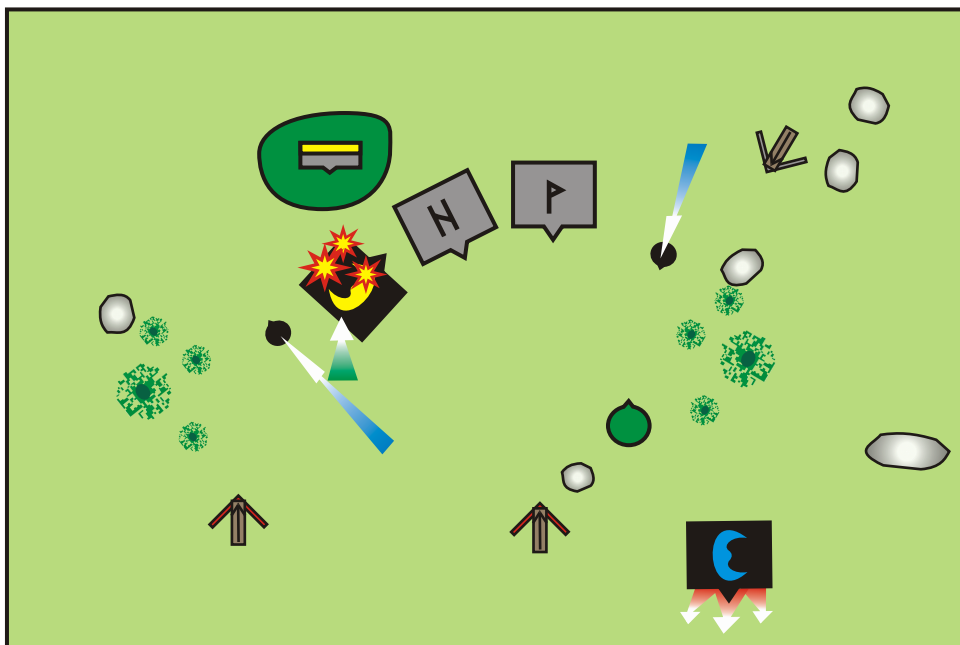
"Ere we go, 'ere we go, 'ere we go!" Blood frenzied Bubba Bigfist roars out a mighty Waaagh, carrying the Bad Moon Rawsकुल्लz a single, powerful extra inch (so the Goblins wouldn't get the opportunity to Squabble when they're needed the most). However, the Fanatic continued to make impact, literary, and was drawn, probably by the commotion, towards his former Boss (really, a Fanatic only lives once). The unsuspecting Goblins got whacked around good by this, as the Fanatic took out 6 of his buddies. Afterwards the Bad Moon Rawsकुल्लz crawled a bit

further, towards the Hammerers' flank.

The Blueface Boyz, to no surprise, continued to make their way away from combat and into safety (should the mad Boss not survive and return, because then there's going to be some deliverance of pain!).

## Dwarfs Turn 5

With the Night Goblins trying to sneak to the flank there's not much else to do than to face them...and shoot at them as much as possible. The Boltthrower was found to be out of line of sight to the Bad Moon Rawsकुल्लz, but could see the Fanatic who earlier took out a Dwarf Warrior.



Above: Night Goblins Turn 4

# BATTLE REPORT

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Above: Dwarf Turn 5



Lars Points Out The Target, And The Crew Take Careful Aim...

It hit and wounded the bugger. The Crossbowmen also hit, taking the last wound of the Slave Giant, sending him smacking to the ground. Now all was left was for the Dwarven troops to brace for the impact of Waaagh Wazzi's finest, Bad Moon Rawskullz and Lieutenant Bubba Bigfist.



The Giant Falls Face First To The Ground After The Dwarfs Finally Manage To Kill Him.

### Night Goblin Turn 5

“Waaagh” the Goblin troops sounded, in a squeaky tune, as they assaulted their hated foe. Elsewhere the cowards of the Blueface Boyz mob fled of the table, the Spear Chukkas missed and the Fanatic kept swirling. In combat Bubba released the power of Wollopa and killed 2 of the elite Dwarven troops, the other Goblins taking out another 2. Quite rightly answered by the Gate Keeper and Runic McCrunch who took 4 of the Goblins down. Despite the outnumbering masses of Goblins the Dwarfs gave no ground.

### Dwarfs Turn 6

With no movement and a Fanatic being all that could be shot there was little else than combat.

The Goblin troops had become tired from the last round's fighting and therefore halved their wounds caused; same was for the Hammerers who caused 1 less wound than earlier. A bitter fight, as the Hammerers didn't care about being outnumbered, that would probably, if allowed, go on forever... or until the Dwarven reinforcements would enter.



Above: Night Goblins Turn 6

### Night Goblins Turn 6

Combat again, as the Spear Chukkas had used up all their ammo (or the fact that they couldn't hit the side of a barn).

As Bubba realized that this could very well mean their doom (fighting against better armed and armoured troops, who wouldn't flee) he began screaming at his troops to get the job done. Incredibly the 9 attacks of the Goblins caused 3 wounds on the





# BATTLE REPORT

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Dwarfs! Of course, the Dwarfs countered by dealing 3 wounds from their side, but it's still darn impressive from Goblins.

As the Dwarfs stubbornly refused to get out of the Goblins' path the game ended there.



**The Hammerers And The Bad Moon Goblins Remained Locked In Combat: Neither Side Willing To Give Up**

## Result:

**Dwarfs:** 781 Victory Points

**Night Goblins:** 318 Victory Points

A Solid Victory for the sneaky Stunties.

It was great fun playing this game. Quite interesting with the new rules, both the Orcs and Goblin Armybook and the 7th Edition's rules. To be honest we did fail to get all rules straight and both of us forgot that we Hated each other until around turn 4. That is, our troops Hating each other, me and my opponent (known on the internet as @nders, who I would like to give a great thanks to for participating and being a really good opponent) has always Hated each other. Lousy stuntie Git.

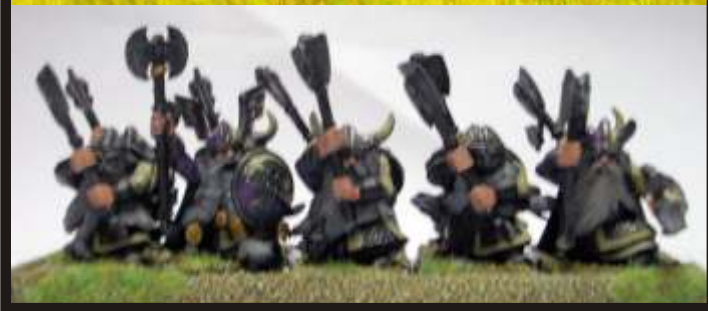
Of course, everyone feels different about the new rules. Some are good, like the 5-man wide rule, which I think is really good as a regiment looks a whole lot better 5-man wide than the "buss-formation" with 6th Edition's rules. And although the new fleeing rules made the Blueface Boyz flee what was probably more than 14-16" it still is a lot more convenient than having to move skirmish style and avoiding units and such.

The nets were also quite interesting. Again, I made some really stupid mistakes, giving myself less strength (two times!) when I would have given @nders Strength 6 troops no penalty. Not going to forget this. And the Magic Lore ain't all that shabby either. Even if Strength 2 hits probably don't work so well against Dwarfs high Toughness, the Brainbursta is as good as

ever, and Mork Wants Ya! is cool as heck (imagine a giant green hand squishing a Thane between his fingers...lovely!).

My pick to be "Man of the Match", or rather Unit of the Match is clearly my Squig Herd. I thought, when I selected it; "It's only 30 points, it'll probably do a bit of damage. If not, then I haven't lost anything."...A unit which Squabbled all the game, fled and exploded, effectively killing my Giant.

@nder's pick was his unit of sneaky Long Beards. Quite smart, he put a small unit of fairly cheap troops to act as a flank-guard that also helped out with Panic tests. Without this unit things could have gone quite different. I would also like to add, before I close up, that even though I'll probably be labelled one heck of a lousy General on the forums for the results of this Battle Report, we don't rig the games like a certain miniature-gaming magazine, who will remain anonymous.



*"Runic McCrunch brought his mighty axe, splitting one of the raging Goblins in two. The remaining handful of Goblins suddenly become aware of how greatly outnumbered they were and that their backup had left long ago. So in an organized mass the Goblins turned and ran as fast as they could, which was of little use as the Crossbowmen released a salvo on them and the whole group fell to the ground.*

*The Runesmith stood panting, trying to catch his breath from all the fighting, as the General of the Army strode next to him and past.*

*'Ah, what a glorious victory this has been.' He said, strolling on, across the corpse littered grounds. He took*



# BATTLE REPORT

Continued From Page: 30

off his helm and continued. 'Surely now must our Lord must be satisfied and feel honoured over this victory I've brought him.'

The Runesmith spat as he leaned on his axe. He then turned his face up, still struggling to gain air, and said hoarsely "'You brought him'? You didn't get as much as a scratch, did you? Those Long Beards and the Throng's royal guards fought and died for this victory!' He took a deep breath and continued. And I, who several times stopped the blasted Grobbi magic that tried to kill you, and only you!

The Thane strolled on. 'Hah, I don't have to worry about that now. I brought us victory and that is all that matters.'

He then turned and gave the Runesmith a sly smile 'Yes, I think I might even get a larger force under my disposal after this'. The dwarf chuckled at his fortune. Then all of a sudden one of the black robes in the pile of dead Goblins jumped to its feet. The Goblin screamed 'Now ya gonna get it!' and smacked his spike club right across the skull of the cocky Dwarf General, snapping it off of its body and sending it flying. The Goblin then quickly turned to run and got in the cover of the nearby woods before the Crossbowmen could react and acknowledge what has happened."



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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.

And finally, also thank-you to Chug an' Lug for keeping out of my hair for most of the production of this issue.  
(And sorry about bringing up the story about the Wunda Gobbo).

don't worry abart da wunda gobbo. weee's still not 'fraid o' trolls anymore.

yeah. but, er, wot 'air are yer talkin' abart? yer dun even 'ave 'air.

maybe weee shuld get 'um wun o' dem 'air squigs...?

# DA LEGAL BITZ

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Y/N