



DWQ

Da_Warpath Quarterly



THE Place for all things Green!

ISSUE 6

JANUARY
2007



TALK
LOUDLY
AND
CARRY A
BIG AXE

(A VERY BIG AXE)



EDITORIAL

By: Warlord Ghazak Gazhkull

Hello all,

Time goes fast, when you guys will read this we will be already in the year 2007. So first of all happy new year, I hope you guys had a blast when celebrating the New Year. This month we do also celebrate the 3rd Birthday of Da-warpath, I still remember the time way back in 2004 when I joined the awesome community and since then I love Da-warpath, just like many other members. So brew for all to celebrate these two events.

I recently got in a painting and converting frenzy, so I started a blog about it. And when the army is finished it will be featured in the massive Waaagh series. I'm also planning to build a snotling heavy army and take it to a tournament, I wonder what the powergamers will think of such a list.

Now for this month we have some very nice articles. One of them is made by Kebabi and he tells us how to paint blood and gore on your weapons, this will be certainly needed when we prepare our armies for the new campaign. Then we will have also the awesome army of bane featured in this article with some exclusive pictures, and the army looks really awesome together. And once again we have an article about a massive Waaagh, this time the Waaagh is owned by a personal friend of mine Grand Warlord and the Waaagh looks maybe stunning on the pictures but in real life it is even better.

I hope you enjoy the magazine

Till next time

Greetz
G



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DA GOOFY WUN

By: Goofycabal

2007. A new year. And yet, not a new release schedule...This issue was *meant* to released on the 5th of January, but a number of unforeseen problems have forced the release date back once again.

Computer Viruses, Dialers, Malware. These have come to be the words I dread when it comes to working on Da Warpath Quarterly, and I'm very glad that I have back-up copies available when I do the layout, since this is the second time I've had to redo this issue. First (almost finished) copy was lost when I had a massive incursion of viruses (it was like the Chaos Gates were opened and Grandfather Nurgle invaded my system...) And that's one of the main reasons for the lateness.

Hopefully, with virus protection measures in place and various scans and such things should be looking fine for the next issue. So let's look forward to the next issue being on time.

Anyways, enough of the apology: go and read the issue. There's some great stuff here again and there should be something that appeals to everyone. We've got some great stuff up our sleeves for the next issue too.

(And, since I've got the space here: As we always like to ask: Please give us some feedback. We're spending our time to publish this magazine, and we'd really like to tailor it to your needs. If there's anything you'd like to see, let us know!). Last, but not least, the model on the front cover is Bane's magnificent Warboss. See more of his army later on in this issue...



yeah, weee tried ter 'elp out
wiv master goofy's computer
too.

bu' e tole us dat weee'd
already dun enuff. dunno wat
'e meant by dat 'cause weee
hadn't dun nufink et all...

**Warhammer 40k**

Well I'm not really into Warhammer 40k, but I heard many discussions about some sort of Eldar race, when I got closer and listened carefully to the discussions it all become clear, the new Eldar Codex was released and my 40k friends were discussing about the cheese factor of the new book. The Eldar have got some nice new models that they desperately needed.

Warhammer

Well the main event that happened for Warhammer is the release from the new Empire Army Book, the book self is pretty good although I'm scared when I see some of the Empire players with a evil grin on their face when they read their rare selections, they have got the Steam Tank in there. Although the Steam Tank is tuned down it is still a nasty tool of destruction. My Goblins are already looking for a method to steal such a Steam Tank. About the release of their models I'm less happy. They have

got a mechanical steed that lets me and many other gamers think of the movies "The Terminator". Well no worries about the book it just means more squishy humies to bash.

But the thing that has affected our own army the most is certainly the 7ed and O&G errata. Some of the rule mistakes are now cleared up but there are still some mistakes left in there.

Rumours

Don't forget about the rumored campaign for 2007: The Nemesis campaign. Details are still sketchy at this stage, but it seems to revolve around some sort of magical crown hidden in the Badlands.

As with the Storm of Chaos, we at Da Warpath are going to have to rally together and show everyone how things should really be done! - Ed Goofycabal

**DA WARPATH NEWS**

By: Goofycabal

Xmas And New Years:

Xmas 2007 once again saw a change in Skins for the forums to mark the occasion. And to further enhance the experience WarbossKurgan was very kind and took some time to design some special smilies. A select few have been added here for those of you who missed out (which would have been hard to do, since we had the Xmas Skin for over a week).

Great job WarbossKurgan. (Also as little treat, I'm going to let you see something that we're working on for the future. The last simile in particular...)

**Happy Birthday Da Warpath**

That's right, Da Warpath has recently had a birthday. 2nd of January 2007 was Da Warpath's 3rd Birthday. On that day 2004 Avatar founded the forum with only a few different sections and only a small number of members.

I stumbled across the place a month or so later and fell in love with the place (as have so many others since). Not too long afterwards, Storm Of Chaos began and we grew in stature. Now, as with any Orc Warlord, we're the largest Warhammer Greenskin forum around. Here's to many more birthdays!

Tactics For 7th Edition:

This request for help is still the same as last issue, because we still need more tactics articles to help out struggling players. So get your pen to paper (or fingers to keyboard) and help your fellow Greenskin!

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

Also, now that the new Empire Army book is here, we're looking for some updated tactics on fighting our oldest foes: Da Hummies.

Let's help those new players (and current players who want to crump their enemy good) and get some great articles up!





THE DARK WARRIOR

By: Gaargod

Taking a break from the usual Greenskin-orientated content of Da Warpath Quarterly we thought we'd share with you a story written by our very own Gaargod. Since it's a fairly long (and very good) story we've decided to publish a chapter per issue. It might not be Green, but it is very much worth a read.

-Ed Goofycabal

The sword swept through the air to slash a massive set of splinters from the light wooden shield, which immediately flicked back in a return, the sharpened edges coming dangerously close to the elven warrior's face. Lightning fast strikes from the apparently normal human, following up on the unbalanced elf and, highly skilled though the Prince was, he could not avoid taking small scratches.

"This is insane," thought the Prince as he desperately slashed, hacking with fearsome power and speed. "No normal human has ever been able to stand before my blades for more than a few seconds."

And yet despite the Prince's indignant thoughts, in truth he knew himself to only just be surviving. He had carved through an entire grouping of these motley warriors, or militia as the foolish humans called them, without even exerting himself. And now this single cloaked warrior, apparently a man, had stopped in him his tracks. Summoning a blast of his race's inherent magic power, focused by the large gleaming ring on his hand, he hurled back his opponent in a surge of power. "And the worse thing is, he's toying with me. I know he's better than me, so why can't he finish it!"

The strange warrior, lithely falling on his feet from the magical wave of air, caught his balance in an instant and, faster than the eye could follow, hurled his sword. The cheap blade, rusted and badly made as it was, nevertheless flew through the air in a perfect line to sing past the elf's face and slam into the militia warrior creeping up behind the Prince, splitting his skull in an instant. As the red fountain burst forth, the dark warrior's cloak soared off him, with no apparent command from the man himself. If man he was, for he his skin was oddly pale. But the warrior could not be a vampire – it was broad daylight and the sun was beating down on the small battlefield. But nor could the man be a human – he was simply too fast and too skilled. What was he?

Regardless of the mysterious warrior's race, the Prince could now see the true calibre of his opponent. Previously hidden behind the dark cloak, his combatant was armoured from neck to foot in a single piece of a dark red strange metal that flowed like water. His head was mostly covered in a black helmet like that of the Bretonnian knights, but with a strange winged serpent etched onto the top in a startlingly bright green. The helmet itself had an open visor through which a pale but extremely handsome face stared out. The eyes though, a pitch black, seemed to stare right into your very soul and strip away all pretences,

to see your true essence. The more worrying thing for the poor Prince was the twin curved swords hanging from his belt. They were obviously weapons of a master of craftsmanship, exceptionally balanced and honed to a wicked point. They spoke of a warrior who had progressed further and seen more than any normal mortal would ever believe; perhaps more even than the Prince, himself a long lived and well travelled being.

"For your display of skill thus far you have earned my name. I am Alucard," The dark warrior spoke. "I am death in mortal form, to you and all this world." With those ominous words he threw the light wooden shield up into the air, only for it to shatter in a burst of dark light and lay down a swirling dark field around the duel, one which you could look but not go through.

Then, travelling at an unbelievable speed, Alucard drew his twin blades and swept towards his opponent. The Prince saw his death in those black eyes and though he fought with all his skill and grace, sword flying through the air at a speed no human could ever replicate and blasts of magic coming out from the glinting ring, he could not stave off his dark opponent. Alucard's swords moved faster than the human eye could even see, while the prince only glimpsed flashes of bright steel as he tried to guess where the warrior with ungodly skill would strike next.

Inevitably the final smashing blow came, decapitating the elf. Two thousand four hundred and twenty years of experience, equipped with the finest items of the Elven armoury, was destroyed in an instant by someone who looked to only be seventeen or eighteen!

The dark warrior sheathed his twin swords in their serpentine sheaths with a single fluid movement, and then walked over to the severed head. Reaching down, he lifted the blood smeared head up and looked hard at it. His black, soulless eyes seemed to search for someone in the once lively sky blue eyes that now only held the empty stare of the dead. He must have found what he was looking for because he set the head down near the drained body. Alucard stood for a second, a still silhouette against the raging battle, and then his hands started to move. Faster and faster they writhed, turned over in strange gestures that averted the eyes of a viewer. Finally he flung out his arms and his shark-like eyes glowed a piercing red and his whole body shuddered, though it was impossible to see whether it was with delight or pain.

With a swift flick of his wrist his cloak, the colour of a moonless midnight, flew around him and once again he became the mysterious dark warrior. The dead Prince's sword rose to his hand and he strode into the battle, a figure of dread set out against a scene of war.





HOW IT CAME TO BE SO HUGE!

By: Grand Warlord

Following on from Orcfromtheplain's article in the last issue, we now have for you the army of Grand Warlord. Again, this army is one of massive proportions (and would probably have the average gaming table groaning under its weight!). -Ed Goofycabal

Or in other words, how did I ever get to the point where I now have over 19.000 points of painted Orcs and Goblins?

(First a small note, any inaccuracies are totally to blame on my memory!)

It all happened a long time ago when I still was a kid off about 15 years (for those wondering how old I am, I'm 37 now). I discovered a new hobby in painting and collecting all kind of model airplanes and tanks. When I later discovered there were actually firms making soldiers and stuff especially to paint and to play with I was rapidly lost! I started to collect and paint several miniatures and then I discovered a small shop in the closest City that was stuffed with all kind of goodies. It was there that I discovered my first Orc model and a rulebook that intrigued me, yes, the first ed Warhammer book., this started me off really. I don't recall anymore what brand that Orc was but somewhere it is still hidden in my closet! I discovered a game called Heroquest made by Milton Bradley with the cooperation of GW and really liked it! Soon I noticed that I didn't feel satisfied enough with the game and a Holliday in the UK later I had a whole lot of models. By the moment I tried to load all of the stuff that I bought in the trunk of my car I knew I had a problem, I had bought so much stuff that I hardly could fit it in the car. As you all can guess it, the biggest part off what I bought were greenskins, and for the older gamers among you, no, not Zoats!. And through the years I started to collect several armies, 40k as well as Fantasy and in the beginning I only had 1 opponent. Later on I discovered a club nearby where I found plenty of opponents and until today I'm still a member of the Tin Soldiers of Antwerp, www.tsoa.be although these days we have a little more members than in those days (about 140 or more now). But back on the subject, Orcs and Goblins!

As my collection grew, fortunately my painting skills and converting skills did to. And with the totally unpredictable style off the Orcs my love for Orcs only grew, even so much that I did get rid off all my other army's (and I had them all). And at one point I noticed one thing in my army, I hardly had any conversions. The people who know my army now will think that that is impossible but it is so. I started off with some small conversions, head and weapon swaps and went further and further. I then decided I wanted some sort of theme. And by some miracle I found the first part of what was to become my beastie army as some people know it. I came in a shop in Germany and there they stood: funny

elephants that were sold for charity. I decided that drunken Gobs on pink elephants as Wolfboyz weren't such a bad idea. Little did I know where this would lead me. I had to re-sculpt parts of the elephants but they soon looked ok to me. A year later I came in the same shop and saw funny pigs, ok, another unit was on its way.

To make a long story a little shorter, I now have Geeseriders, Crocodileriders (they are the start of my Egyptian themed army with savage Orc Rhinoriders, Egyptian Orcs on foot), Pigriders (they were based on Porko's PIGstikka, a former magical item that was suited for the unit, and currently I am building Orc Tigerriders, Zebrariders,..... And so on, oh yes, with every unit there is at least one chariot off the same kind. And as for Pumpwagons; I now have a gigantic spider, an ostrich, an elephant and a dungbeetle. I even have a Pumpwagon with an extra floor on top of it and 3 rollers double sized in front. Yes, converting is my life and joy. I have already won several best painted army prices with my army and even had some tournament victories, but I play most off all for fun, even in a tournament. Our chief



Parts Of Grand Warlord's Army Appeared In DWQ4 In The Chariot Conversion Article

HOW IT CAME TO BE SO HUGE! *Continued From Page: 4*

editor can confirm that since we've met a few times at tournaments (*He is indeed a nice opponent, I had my most fun game against him. -Ed WGG*). Now, some of you might ask yourself if the new edition has changed things for me again. Absolutely, I did discover I can no longer field the enormous hordes I used to, since the cost per model is slightly increased. And with the rule changes I can no longer field 4 Wolf Chariots plus Boarboys so this does mean I had to change my basic army again. Now that's not a big problem for me, since normally, I never use the exactly same army twice. But with some units becoming more interesting (Squig Herds for protecting a flank have become interesting again) and several items that are completely new or have come back under a completely different form and also with the way the new Animosity table works some heavy thinking was necessary. And thank god my old Spider Riders were legal again, the fact that they're moving unhindered through cover means a lot. If you make good use off it.

But I was getting to the point that I had to rethink my army again. This means for a 2000 points army I was now trying with 2 blocks of 30 night Goblins, 25 Orcs

with extra choppa, (all with command), 8 Wolfboyz with short bow and spear, 6 spider riders, 3 Pumpwagons, 10 savage Boarboyz, 5 Squig Hoppers, and a Rock Lobber. One savage Orc Warboss on a boar, one Night Gobbo Big Boss on a Great Squig, one Orc level 2 Shaman and one level 2 Night Goblin.

And it seems to work if you just watch out for your Animosity by setting up and careful manoeuvring. Only one thing I'm really unhappy with is that my Snotling army is no longer a viable and legal army, and it didn't even do badly (last tournament it entered for the Ranking of the Netherlands) it had a respectable 11th place and best painted army nomination! And to conclude this article, in the meanwhile I'm currently doing some new themes and models as in enlarging my Egyptian Orc army with Orc hippopotamus riders, and so on, as well as a new Dinosaur-like Rock Lobber for my beastie Boyz as well as helping some players out here with there conversions. So it looks like my Orc and Gobbo horde won't stop growing the first years!



A Closeup Of Grand Warlord's Chariot and Pump Wagon We Featured In Issue 5



HOW IT CAME TO BE SO HUGE! *Continued From Page: 5*

GALLERY OF GRAND WARLORD'S ARMY



Here are some close-up shots of Grand Warlord's army.

Clockwise from top:

Various units of Infantry and Chariots;

A gigantic Dung Beetle representing a Pump Wagon;

A converted Night Goblin Fanatic;

A Goblin Chariot drawn by Pigs;

A massive unit of Trolls.



cor, look at all dem trolls...

at least dey aint a bunch of squigs dose fings like ter eat me.

er, but yer always escape again.

Oh yeah...

THE STORY OF AN ORC AND GOBLIN ARMY

By: Bane

It all started way back in 3rd Edition Warhammer. Back in the days of Scabbies, Man Manglers and Lead Belchers I got hooked on Warhammer or more specifically: Greenskins. And my first collection of Orcs and Goblins certainly were greenskins; the skin tone I chose to paint them in then was very lurid and not particularly well applied (thankfully no evidence remains...) After a hiatus from the hobby and a flirtation with Chaos Nurgle, 6th Edition Warhammer re-ignited my interest in the Greenskins. Inspiration came from all the fluff I had read regarding the squabbling nature of the army and Victoria Lamb's "Squabble" masterpiece. An idea was hatched – how about creating an all converted, fully animosity riddled army – not something that I had seen before with the Greenskins. So in February 2006 I embarked on the project that would take over my life, but in the end create an army that is uniquely mine.....

The first step was to find a new way to paint the green in greenskin – I wanted to achieve something more natural and muted. Many tests later concluded the following recipe gave the best results:

1. Undercoat. Black spray primer. Keeps the subsequent colours dark and is much quicker than white.
2. Basecoat. Graveyard Earth. A nice natural brown colour to start with.
3. Shadows. Dilute brown ink. Gets into all the crevices and glazes the brown.
4. 2nd Basecoat. 2nd application of Graveyard Earth over the areas to be highlighted. This naturally blends in with the washed Graveyard Earth.
5. Highlights. Successive highlights of Graveyard Earth mixed with Rotting Flesh. Starting with 75:25 and gradually blending to 25:75 in 3 stages for rank and file. More for characters and models in the front ranks.
6. Final Highlight. Rotting Flesh. Has a bit of a green tinge to it and mixes nicely with Graveyard Earth.

Applied only to the extremities of the model

7. Glazing. Very dilute wash of green ink. This adds the "green" to greenskin, blends the highlights in and adds a bit of warmth to the model.

8. Final touches. White dot followed by red dot for eyes. Lips achieved by vertical stripes of elf flesh. For the goblins the tips of their ears and noses were given a very dilute wash of elf flesh. Finally some gloss varnish was applied to just the mouth (for saliva effect), underside of nose for snot effect and eyes for wateryness. Viola!

A long process indeed, but with the skin being the obvious focus of a Greenskin army, it was time well spent.

All of the models in the army were planned to be converted to illustrate the animosity and character inherent in greenskin armies, whether it be internal squabbling, bashing of heads or rampaging fanatics. With so many conversions planned I was worried that the army wouldn't look coherent visually. So to keep a certain amount of unity amongst the units I had to paint them using a limited palette (which was based around the contrast between the pale green skin tone, black and red:

- * the skin colours (see above)
- * black clothing / black - silver armour
- * bone
- * red (dark flesh)

The red works as a complimentary colour to the skin and the black frames and focuses ones attention to the important areas. Finally for the bases static grass was added to a dark and muddy bestial brown to add a little extra "green" to the mix.

So with a colour scheme in mind, I began the involved process of converting the units. I had drawn up a preliminary army list that was predominantly Orc infantry based and which illustrated the variety of the O&G army book. A fluff list that I hoped could be



Bane's Army In All Its Glory!

THE STORY OF AN ORC AND GOBLIN ARMY

Continued From Page: 7

relatively competitive in a Tournament environment. With regards to modeling, each unit had to be unique, and tell a story within itself and holistically with regards to the animosity ravaged army.

The Orc units were all converted (lots of cutting and repositioning) from the boxed set.

- One unit of 25 Orcs squabbling amongst themselves.
- One unit of 25 Orcs infighting with Goblins
- A unit of 24 Orc Big 'Uns modeled with spears and depicting the "We'll Show 'Em" animosity roll (this was done by positioning the models as if surging forward). The Big 'Uns were made to look bigger by adding Chaos armour to them.
- A unit of 20 Savage Orcs. These had all of their armour cut away and muscles modeled, then positioned in appropriate savage poses!

For a small unit of 15 Black Orcs I had to go to town a bit more. I wanted them to be more imposing than the GW version so I converted them up from the 40K Ork Warboss torso and added appropriately sized choppas and shields from chariot wheels. These guys came out better than I could have hoped and are my prize unit on the battlefield. They look great.

The smaller greenskins were only in the list for support and include 4 units of 5 Wolfboyz. These just had some simple conversions and repositionings. 2 Gobbo Chariots were scratch built from balsa wood, card and my bitz box. To finish with the Gobbos, a small unit of 20 Night Goblins (with fanatics) was converted up from the boxed set. Inside the unit pandemonium ensues after a fanatic has mistakenly been released within the unit!

Finally the characters. For magical assistance I used two of the best sculpts GW has done for the Orcs. A Level 2 Orc Shaman needed no converting. A Level 2 Savage Orc Shaman only needed a slight weapon swap. For an



infantry list a BSB is invaluable and he was to be an animosity quelling Black Orc BSB to be placed in the tough Big 'Un unit. I wanted him to be huge and modeled him from a Bloodbowl minotaur torso with a 40k Ork Warboss head and a large choppa. He is accompanied by some 'ard snotlings (using up the numerous plastic



Top: Big 'Unz

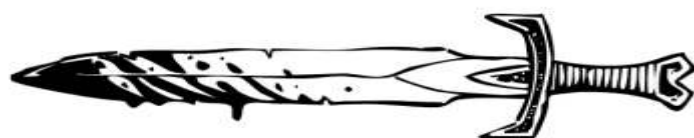
Above: The Back Orc Battle Standard Bearer

snotlings I had in my bitz box and giving them chaos armour and weapons!)

The last character and indeed last model to be finished for the army was my Warboss. A mean Black Orc Warboss. He had to look huge and fearsome. By again using the Bloodbowl minotaur torso as a base I used all my greenstuff skills to bring this beast together. Mounted on a Rhinox (!) and carrying a huge choppa he began to take shape. After many hours of converting and painting I ended up with the leader that this Greenskin army deserved.



A Unit Of Night Goblins Squabbling





THE STORY OF AN ORC AND GOBLIN ARMY

Continued From Page: 8



Savage Orc Shaman



Savage Orc Boyz Converted From Plastic Orcs

Here's the final list:

Waaaaagh Ghazbull - Azbo

2250pt Orc and Goblin Army

Warlord Redbull-Azbo
Black Orc Warboss. Shield, Heavy Armour, Ironback Boar, Collar of Zorga, Ulag's Akrit Axe.
219 Points

Big Boss TwoDogz-Azbo
Black Orc Big Boss. Armed to da teef, BSB, Effigy of Mork, Heavy Armour.
149 Points

Ummzapp
Orc Shaman. Choppa, Level 2, Dispel Scroll.
125 Points

Fumpbang
Savage Orc Shaman. Choppa, Level 2, Warpaint.
105 Points

Redbull-Azbo's Boyz
15 Black Orcs. Standard, Musician, Heavy Armour, Armed to da teef, Shields.
228 Points

TwoDogz-Azbo's Big 'Uns
24 Big Uns. Full Command, Light Armour, Choppas, Spears, Shields, Noggs Banner of Butchery.
319 Points

Ummzapp's Boyz
25 Orcs. Full Command, Choppas, Light Armour,

Shields.
180 Points

25 Orcs. Full Command, Choppas, Light Armour, Shields.
180 Points

Fumpbang's Ladz
20 Savage Orcs. Full Command, Additional Choppas, Warpaint.
230 Points

Wotiznam's Gobbos
20 Night Goblins. Hand Weapon, Shield, Fanatics x2.
110 Points

5 Goblin Wolfboyz. Spears, Light Armour, Musician.
71 Points

5 Goblin Wolfboyz. Spears, Light Armour, Musician.
71 Points

5 Goblin Wolfboyz. Spears, Light Armour, Musician.
71 Points

5 Goblin Wolfboyz. Spears, Light Armour, Musician.
71 Points

2 Goblin Chariots. 2 Wolves, 3 Crew, Short Bows, Spears, Scythes.
120 Points

As a footnote and suffice to say; at its first Tournament outing (the WPS GT) the army really struggled, partly because of some poor Animosity rolls. So the modeling of an army squabbling was appropriate, but it did help reward me the "Best Army Award".
Waaaaaagh! (and all that).





WHAT COLOUR IS YOUR BLOOD?

By: Kebabi

Blood And Guts

That is something I think a lot of folks like to see splattered, smeared or oozing from their minis. Really, how cool isn't it to have your Warboss holding the head of a hated foe aloft, inspiring his minions, and with a freshly blood-covered axe in the other hand.

So I thought I'd give my thoughts on how to paint blood.

To illustrate this I'm going to use a couple of goblin spears (painted simply with some metal and brown drybrush), a brush and Citadel's Blood Red, Scab Red, Dark Flesh, Red Ink and Chestnut Ink.

So without beating around the bush, let's get cracking. The most basic idea about painting blood is that it's red. Of course, but some people like to think of it in different colours. I mean, it wouldn't be so hard to imagine some evil demon bleeding black blood. However, in my experience and by my opinion this doesn't really give a good finish. While the thought is cool not everyone will interpret it the way you might want them to. For example, your friends might think those black splotches around the torn and dead Orc head looks like you've slipped with the Chaos Black. That's not a good thing. No, the clearer what it's actually suppose to resemble, the better.

Mmm...Brains

So once we got the red ready we're to paint it. Now the only thing I can say about applying it is that you could try and get a splotchy appearance and make the amount of blood fade as you go.

Also, a bit of exaggerating isn't all that bad. These models we paint are in Heroic Scale, i.e. axes, heads, limbs are intentionally out of proportion so it will look cool, as therefore you shouldn't be too strict with keeping it realistic. So overdoing the splatter or amount of blood isn't all that bad (just don't go nuts!).

Lastly, depending a bit on what it is you're painting you shouldn't be too strict with "keeping within the lines". If your Boss lost his head to a cannonball then his blood



shouldn't be restricted to the surface around the skin were his head used to be, but could be splattered over the shoulder pads as well. An easy way to achieve splatter-effect is to either paint small strokes with a sharp tipped brush and/or some dots and, as mentioned earlier, more blood towards the source.

This could look something like the example on the left.

It's nothing too flashy but it also doesn't take a lot to pull off. You need no more than a

steady hand, a bit of patience and a decent brush. As always, remember to use a bit of watered out paint, so the finish doesn't come out all messy and thick. You could need a couple coats of paint to get a good finish though.

My Kingdom For A Dry Brush

Another technique to use while doing blood is to drybrush. In my opinion

drybrushing is a great technique to use while painting, well, just about anything. It's great when your aim is an army you can proudly set up on the gaming table. Besides, it's easy as snot and takes no time at all to do.

So, the natural step from drybrushing a lot of other stuff would be to drybrush the bloodied area with Blood Red, right?

Now, as with all, what's good and not is a matter of taste, but to be frank I think that this gives a fairly bad result. It's too messy and against the metallic it comes off way too bright. Your mean Warboss won't look so mean if his axe is pink. You can cure this a bit by drybrushing the surface with Dark Flesh and then a layer of Blood Red, to make the blood look a bit more dank and dirty.

But my personal favourite has yet to come...



Ink - it's greeeat!

Inking! Yes, this is almost just as easy to use and gives, in my humble opinion, a great finish.

Why, you ask? Well, for starters the blood becomes glossy. This makes the blood look fresh and icky. Secondly, you can get a darker and richer colour when using inks.

Why not just use darker colours and do flat colours then, as I did in the first example?

See the example to the left for comparison.



Left: Drybrushed
Right: 2 Drybrushes

WHAT COLOUR IS YOUR BLOOD?

Continued From
Page: 10



Now, my stuff is far from perfect and the picture doesn't make it all that it is (or could be), but the difference from just Blood Red and a layer of Scab Red then Blood Red is almost insignificant.

No, let's try inking.

Now, what's different with painting blood using ink, from using it in most other cases (like when "glazing" for instance) is that you can paint it on just like any other paint. You just put on a coat or two of this on the surface, no extra water or nothing.

So two coats of Red Ink over a spear comes out as the example to the left.:



Just as simple to do as any of the upper, and gives a cool finish.

Mixing Red Ink with a bit of Chestnut, Brown or even Black Ink, less as you go down the line, can also give a great finish. Because that's how I like to do it. The colours used varies a bit, depending a bit on what colours I have at hand, but for instance maybe 3 parts Red- and 1 part Chestnut ink to give it an ever darker and richer shade of the blood. Mixing and trying out what you yourself like the most is a good idea, but this is how I do it as I like this dark and evil look of the blood. Of course, you need to be a bit cautious when Mixing Black Ink, as you only need very

little of it to have a great impact on the shade of the ink.

The old fellow below got a coat of Red ink mixed with Brown ink (I think it was somewhere around 4-1 ratio). Simple as heck, just mix up and apply.

As long as the layer is fairly thick, or at least not thinned down, and fairly controlled (which can be a bit tricky with ink), so you get a cool, splattering result, then Job's a good 'un!



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.

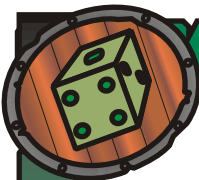
Want to show off your mini's? Post them in the DWQ Forum and we can use them for a special showcase. Make your article as long or as big as you want it's your decision. Have a battle coming up? Why not record it in a battle report so we can use it. There are endless possibilities. We also need help with 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!

din't weee get inna trouble
fer sumfink ter do wiv blood
da uvva day?

yeah, weee poured blood all ova
master goofy's computer fing.

hehehe dat were fun, but 'e
din't fink it were. 'e dun seem
ter 'ave a sense o' humour
dese days...

yeah, 'course 'e claimed it were
sumfink ter do wiv us breakin'
'is computer again. bu' dat's no
excuse. 'e shuld be used to us
doing dat kinda fing by now.



BREAKOUT

By: Goofycabal

With the Battle For Skull Pass pitting the cunning Night Goblins against the doughty Dwarfs, it seemed like a good idea to provide a scenario that would make sure that the rivalry is put to an end. Breakout is based around the idea that one force has managed to outnumber and surround their foe, ready to strike the final blow. Assuming that the smaller force doesn't escape...

Forces:

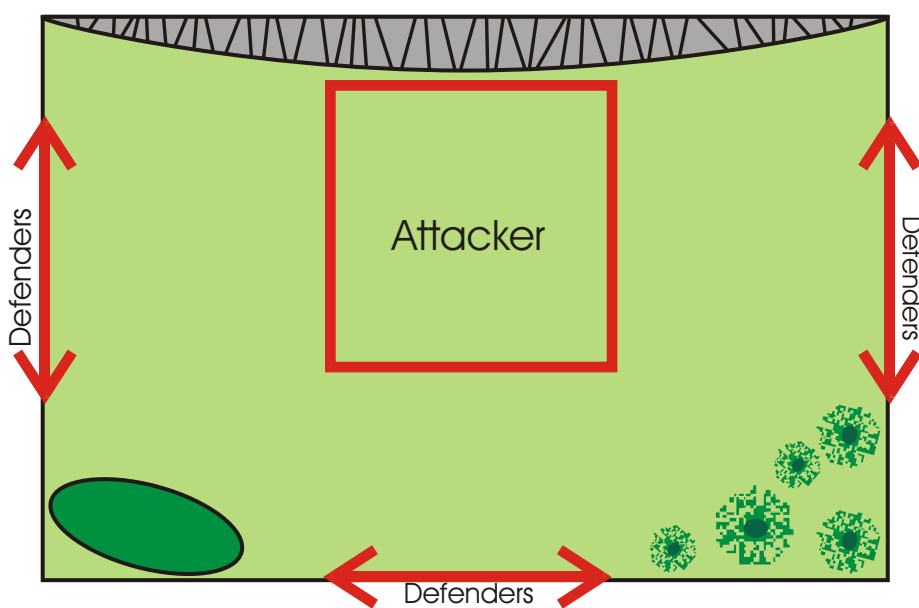
To make things fairer for both sides both forces are comprised entirely of Infantry. Therefore, there will be no Cavalry, no War Machines, no Fliers etc. There are also further restrictions for each army:

Attacker: The attacker has been outnumbered by his foe, and therefore his entire army may be no more than 1500 points in total.

Defender: The force sent to wipe out the foe is certainly much larger, and his entire army may be up to 3000 points in total. However, due to overconfidence on the commander's part, he has only sent a single Wizard along with the force. The Defender can only therefore include 0-1 Wizards in his force.

Although the 'Defender' in this scenario is really the aggressor, he is called 'Defender' due to the fact that the opposing force is trying to break through his lines, and he is therefore defending his table edges.

The Battlefield And Deployment:



The map above shows where the respective Deployment Zones are. The Attacker is deployed in the centre of the table in an area that is 24" away from the three Defender deployment edges. The neutral table edge is deemed to be completely composed of Impassable Terrain. All of the Attacker's forces are deployed first.

Before the Attacker deploys his forces, however, the Defender must write down which table edge each of his units will be stationed at. This is important, because these troops are not deployed at the start of the game, but must instead move into the table in their first turn (in the same manner as pursuing troops returning to the battle). The Deployment zones are therefore indicative of where along each edge the Defender can move his troops on from. Each of these zones is 24" in total length and are at the very centre of their respective table edge.

As shown by the map, there should be very little in the way of terrain, perhaps a few trees in a small wood, or a hill or two. This is to represent the fact that the Defender has outmaneuvered his foe, and forced him into a location that should prove to be advantageous.

The Defender automatically gets the first turn.

Victory Conditions:

The battle lasts for a maximum of 6 turns, or until one side concedes defeat.

Once the full 6 turns are over, the victor is determined using the normal Victory Points chart, with the following exceptions.

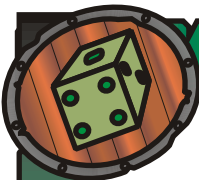
Attacker: Each unit that the Attacker voluntarily moves off the table via one of the Defender's deployment zones will earn him their starting points cost in victory points. For example, a unit worth 200 points will earn the Attacker 200 Victory Points if he voluntarily moves them off the table. If a unit flees from the table, or moves off outside of the Attacker's control then they do not earn him victory points (if the unit pursued a broken enemy and moved off the table, then this counts as a voluntary movement).

Additionally, each enemy unit that the Attacker wipes out will earn him a further +100 Victory Points.

Defender: The aim of this battle is the wholesale slaughter of the enemy force. If any forces are left alive, this will not look good on the commander's records. Therefore, enemy units reduced to (or below) half strength, but not wiped out or fleeing will not earn the Defender any

Victory Points. For example a 20 Strong unit worth 200 Victory Points is reduced to 8 models, but is not fleeing at the end of the game. This unit does not earn the Defender any Victory Points.

Additionally, each enemy banner captured (and held)



BREAKOUT

Continued From Page: 12

will earn the Defender an extra +100 Victory Points. (This represents the fact that the commander can easily prove his victory to his superiors). If one of these banners includes the enemy Army Standard, then the Defender earns +200 rather than +100 (for a total of +300 victory points. 100 points for capturing the Army Standard as per the usual rules, plus a bonus 200 points).

Additional Suggestions:

This scenario is a very nice way to finish off a campaign, especially if you are playing a 'tree' campaign, or a narrative campaign. The victorious player has tracked down the last pockets of resistance wishes to wipe them out.

If the 'Attacker' wins, however, this could be the starting point for another campaign. Of course, it would be a campaign based on retribution or revenge rather than conquest.

Another idea is to play the battle as a stand-alone challenge and once you've played the battle trough once, you and your opponent should switch roles and play it again. Once you've each had a turn at being the Attacker and the Defender you could compare the results and see which one of you fared the best.

Conclusion:

Although it would seem that the Attacker is vastly outnumbered and outclassed it is still possible for him to win. Especially with the bonus Victory Points awarded for getting troops off of the table. Try to look at this battle as more of a tactical challenge for the Attacker rather than a wholesale slaughter for the Defender and it should make the game much more gripping and exciting.



HELP OUT THE SCENARIOS

By: Goofycabal

Since Da Warpath Quarterly began I've been supplying the magazine with Warhammer Scenarios of my own devising. And I've got plenty more up my sleeve for future issues.

However, as with the rest of the magazine we'd love to get help and feedback from you, the reader. So, in regards to this section of the publication, there's a few things I'd like to get from anyone who is willing to help:

Home-made Scenarios

Although I've mentioned that I've got plenty of scenarios to last for a while, it never hurts to have some variation. We've all had ideas on how to make the game more enjoyable, and I know a lot of you will have devised special scenarios to play.

So, write them up into a similar style as the ones I've presented in this and the previous 5 issues (Forces, Deployment Map, Restrictions, Special Rules etc) and bring them along to the Warpath Quarterly forum. Or, if you'd like you could email it to me directly (at CaptainHair@gmail.com).

Battle Reports

Everyone enjoys reading a battle report. And it's even more enjoyable to read one that doesn't involve the boring old 'Pitched Battle'. So, if you've played through one of the Special Scenarios published to date in DWQ, write up a battle report for it.

Since it'd be essentially a follow-up to a DWQ article, its

more than likely that your Battle Report will end up being selected and included in the next issue. And that's always a great honour.

Any Other Feedback Is Welcome

Of course, those aren't the only two options available to you. If you've got something else to add in regards to the Special Scenarios, then fell free to let us know.

Don't like reading about Special Scenarios? That's fine. If we get enough complaints, we'll replace it with something else.

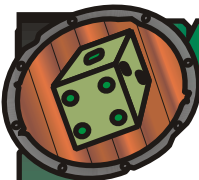
Really love reading about Special Scenarios? That's even better. If we get enough support, we could look at including 2 (or more) Scenarios per issue.

Played through one of the Scenarios and would like to suggest some changes? That would be very much appreciated. Since I don't get the chance to fully playtest each of the Scenarios that I write up there's a chance that they might not be too balanced. Any alterations to make the scenario more fun or balance are very welcome.

Got something else to suggest? Then let us know! This magazine is here for you to enjoy and we're very keen to have contributions from everyone who reads it.

As always, the DWQ forums at Da Warpath are open for any feedback, submissions, articles and so on, so don't feel shy. Let us know what you think!





QUESTIONS AND ANSWERS

By: Arfa

Q&A - Good zoggin question!

With every passing day it seems more and more that our newest army book was released a little too soon, and there are so many questions out there that we cant honestly give you an answer to!

This annoys us just as much as it annoys you trust me, so for now please pop into our 'Rules' forum and post any questions you have in the '7th-ed Q&A' article pinned at the top. Hopefully we can get enough questions there to put forward to GW on an official level and finally stop wracking our tiny greenskin brains for answers to questions that are beyond our knowledge. So head over to the forum and hopefully get your questions answered today!

The '7th-ed Q&A' article can be found here:
http://z3.invisionfree.com/Orc__Goblin_Warpath/index.php?showtopic=15340

Last, but not least, Games Workshop have recently released their own Errata and FAQ, which can be found here:

<http://us.games-workshop.com/errata/errata.htm>

The page has all the older FAQ's also, as well as the 7th Edition Rulebook FAQ.

(It doesn't answer all of our questions, but a few of the big ones at least get an official answer) - Ed Goofycabal



HOW MUCH WOOD WOULD A WOOD-CHUCK CHUCK IF CHUG COULD *WHACK* HIM WITH A SPOON?

By: Goofycabal

Since we're short on Q&A's for this issue, here's a Chug an' Lug story that is titled with a question, and also finishes with a question. There's not much in the way of answers, but that doesn't really matter all that much... In fact, it probably raises more questions.

-Ed Goofycabal

For most people sleep is an enjoyable pleasure. Well, unless you're plagued by night-horrors. But that's not really any of my business. But for a few, sleep can be really hard to come by. Especially if you're an insomniac. Or even worse; if you have Wood-Chucks gnawing on your walls at night. Really loud Wood-Chucks at that.

For the most part, Chug an' Lug were in the group of people, er, beings who enjoyed a good night's sleep. But as explained just before; they were experiencing rodent problems. Worst part of the problem was that they were unable to find out where the gnawing was coming from. So they'd had to pull their pillows down over their ears. As you'd expect, this didn't help much.

For the remainder of the evening the Snotlings decided they'd rather find the gnawer. So, armed with their respective weapons, they ventured into their basement. This so happened to be the only place they hadn't checked yet. Oddly enough... There, gnawing on a support beam was the biggest Wood-Chuck they had ever seen. Well, the only Wood-Chuck they'd ever seen. But the size was still impressive.

Even though they were outclassed in size (the Wood-Chuck being three times their size) they had the upper

hand: they had weapons. Unluckily for them, the Giant Wood-Chuck had brought his minions. A dozen large moles

crept out from behind the Wood-Chuck and a massive fight ensued. *WHACK* *WHIP* WHACKO* *BITE* *WHIPPY* *GNAW* *CHOMP* *WHACK* *WHACKWHACK* *CHEW* *WHIPPITYWHIP* *GNAW* *WHACKWHACKWHACK* *WHIP*

For several minutes they fought. Until all the minion-moles were vanquished. Panting and puffing, and occasionally bleeding a little, Chug an' Lug advanced on the Wood-Chuck. In a last ditch attempt to finish its job, the Wood-Chuck went to take a huge bite from the support beam. Chug threw his spoon and lodged the Wood-Chuck's mouth open, preventing the final bite from happening.

"Fer shame" he said. "Yer're tryin' ter eat owa 'ouse. But weee's betta at fightin' dan yer an' yer mole-fings. Now jus' get outta 'ere, an' dun come back"

The Wood-Chuck hung its head in shame, and slinked off out the back door into the alley, stopping only briefly to spit out the spoon.

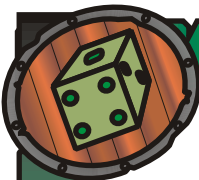
Once he'd gone, Chug turned to Lug and said; "See, Oi tole yer weee shulda locked dat door" "Yeah, Oi'm sorry. Oi ne'er fought anyfink like dat would 'appen..."

"Well, now yer know da connie-quenses. Let's get back ter bed"

For the rest of the night, they slept soundly. Woken only intermittently by cries of;

"Where did this Giant Wood-Chuck come from?!"





THE SHAMBLING WAAAGH!

By: Gutta

Da Green Graves

Hey all, this is my first time writing for this awesome tome, so please be nice!

Now, I'm here to direct your attention to an often neglected section of this community: The Army List Development Forum!

As you probably know, Da Warpath successfully created its first ever Unofficial Army List not too long ago and that was obviously Pirate Orcs. Now, we, as Greenskins don't have a very long attention span, so we've already moved on to something else!

What we are currently doing is Undead Orcs. Due to an absence of a Project Manager (a role I'm attempting to fill), it is going very slowly, and the whole idea is yet to be properly mapped out, and the armies main background is still very vague. What better opportunity is there for you to make a name for yourself in the Da Warpath community, than to be a part of the Undead Orcs Project?

~~I hope I see you there, Gutta



To get you inspired, here are two of the concept pieces of art that have been made.

Above is the idea for an Undead Black Orc styled warrior.

To the left is (as is clearly noted) an Undead Orc Big Boss.

Both of these have been drawn by Cunninglybrutal and there are many more images available to spark your imagination in the Army List Development forum.

Since the Pirate Orcs were a huge success, let's do the same thing with the Undead Orcs. So come on over to the Army List Development forum and see how you can help.



EXPANDING THE FORCE

By: Warlord Ghazak Gazhkull

Hello all,

With the 7ed book and the Battle for Skull Pass many people are tempted to start with an Orc and Goblin force (and everyone knows that we are the best army around). Well most of those that want to start with greenskins has possible bought the skull pass set. So this gives you around 500pts and quite a lot of miniatures, the best thing you can do is to pick up the army book and play a few games with. So you learn the rules of the army and you learn the weaknesses from the army.

Probably you have come know on a point that you want to expand you're army, if you want an all Goblin force, switch the dwarves from the skull pass for the Goblins (and if you want Orcs do that also). So if you done that you own 120 night Goblins and 20 spiders, quite an impressive army already for only 50€. The battalion box is a good buy if you expand further but the problem is that you then will have 30 spiders and you have no use for them, so it is better to buy 2 boxes of Orcs and a chariot. With this you will have a nice support unit and a unit of 25 Orcs.

But what to do with the remaining 13 Orcs, well you probably want a Orc character with a nice leadership instead of that Night Goblin, so convert a Big Boss form the command sprue, if you want a great weapon ask someone who plays Ogre Kingdoms for an Ogre club and do a hand swap. Also add some armour plates to the Big Boss so he stands out a little bit.

Now you can field around 1500pts of green menace, but like most people you want to try out a Lord, so to boost you're army to 2000pts you can add some Wolfriders to the army so that you have some very fast flankers. Also you want probably some Warmachines and Chukka's are a good choice for this, but don't buy these you can easily convert those from scratch (see DWQ4 for a tutorial). You still have those Orcs left? Well that is

good it is time now for building your second Orc unit for this you need another box. Again if you use units form 25 Orcs you will have some left but that isn't a bad thing, you can use them later in your expansion. One of the left over Orcs you can maybe convert to a battle standard bearer, which is really helpful to keep the ladz in position. If you have done this you will have around 2000pts, it will not be the greatest army around but it is quite cheap and this is probably the most important when you start with a horde army.

Also keep this in mind: Goofycabal once said "One thing I've come to find is that the more individualised the models are, the more unique and personal it makes the army"

This will form the base for you're army and now you can add whatever you want to it, but don't worry about the fact that cool models are not always cool, it is a game for fun and not for winning.



A Unit Of Night Goblins From The Battle For Skull Pass, Converted and Mixed With 6th Edition Night Goblins (And A Giant Spider).

Below: 4 Examples Of Painted Night Goblins In Various Colour Schemes





BATTLE REPORT

By: Cyel

This issue we thought we'd do something a little different. Instead of the usual Battle Report, we've opted to cover a battle that included 4 armies.

Well, 2 armies commanded by 2 players. On one side we have Skaven and Beasts of Chaos and on the other side Greenskins and Chaos Mortals. (It wouldn't be a DWQ Battle Report if there weren't any Greenskins

somewhere).

Due to the massive scale of the battle (roughly 8000 points per side!) There aren't any of the usual battle maps. However, there are plenty of photos for each turn, so it shouldn't be too hard to keep track of things.

-Ed Goofycabal

Marek's Forces

Skaven

Grey Seer with Regeneration, Eye of Horned Rat and Dispel Scroll

3 Plague Priests with Censerers.

24 Clanrats armed with with Shields and Hand Weapons. The unit has Full Command.

24 Clanrats armed with with Shields and Hand Weapons. The unit has Full Command.

23 Clanrats armed with with Shields and Hand Weapons. The unit has Full Command.

20 Skaven Slaves with a Musician.

20 Skaven Slaves with a Musician.

20 Skaven Slaves with a Musician.

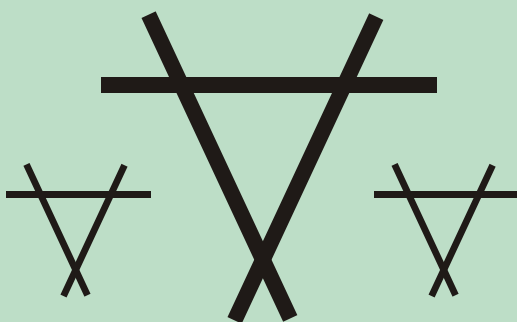
Jezzail Team with 4 Jezzails.

Jezzail Team with 5 Jezzails.

3 Skaven Tunnel Teams with Poison

3 Skaven Tunnel Teams with Poison

2 Dogs of War Cannons



Beasts of Chaos

Beast Lord armed with a Great Weapon, Chaos Armour and Horn of Great Hunt

Bray Shaman with a Dispel Scroll. Goretoth and the Mark of Slaanesh.

Bray Shaman with Dispel Scroll and the Mark of Slaanesh.

Bray Shaman with Dispel Scroll and the Mark of Slaanesh.

Beast Herd. 7 Gors and 11 Ungors with Full Command.

Beast Herd. 8 Gors and 11 Ungors with Full Command.

5 Warhounds

5 Warhounds

5 Wwarhounds

Beastman Chariot

Beastman Chariot

5 Chosen Knights with Full Command, Warbanner and the Mark of Slaanesh.

16 Chaos Warriors armed with Shields, Heavy Armour, Hand Weapons and with Full Command.

5 Centigors with a Musician and armed with Spears, Shields and Light Armour.

3 Minotaurs with Great Weapons.

3 Fiends of Slaanesh.

I didn't have any idea for this battle. My army was so big that I couldn't even plan where I should place all my forces at the beginning of the battle. I thought that my Skaven lead by plague priests will go through my opponent's lesser forces, and my Slaanesh magic knock

out the dragon, Chosen Knights and Giant until I shoot them. I believed also that my Chosen Knights will terrify him and he will do everything to run out of range their charge move.



BATTLE REPORT

Continued From Page: 17



Marek's Left Flank



Marek's Centre



Marek's Right Flank



BATTLE REPORT

Continued From Page: 18

Cyel's Forces

Orcs and Goblins

Orc Warboss with Great Weapon and Drog's Dead 'Ard Armour.

Savage Orc Big Boss with Great Weapon.

Orc Shaman Level 2, Dispel Scroll, Nibbla's 'Itty Ring.

Goblin Shaman. Level 2, Dispel Scroll.

24 Big'Uns armed with Spears, Shields, Full Command and Warbanner

24 Boyz armed with Shields and Full Command.

19 Savage Orcs armed with Spears, Shields, Tatoos and Full Command.

5 Wolf Riders armed with Spears, Shields, Musician

5 Wolf Riders armed with Spears, Shields, Musician

3 Snotling bases

2 Wolf Chariots with extra crew and Spears

4 Spear Chukkas

Rock Lobba

Giant

10 Troglagobs armed with Short Bows

Chaos Mortals

Chaos Lord on Dragon armed with Great Weapon and Gaze of the Gods

Chaos Sorcerer Level 2, Power Familiar.

Bray Shaman armed with Braystaff and 2 Dispel Scrolls

24 Marauders armed with Shields, Light Armour and Full Command.

5 Chosen Knights with Musician, Standard and Warbanner

5 Marauder Horsemen with Flails, Champion and Musician

5 Warhounds

5 Warhounds

Beastherd 5 Gors, 7Ungor, Full Command.

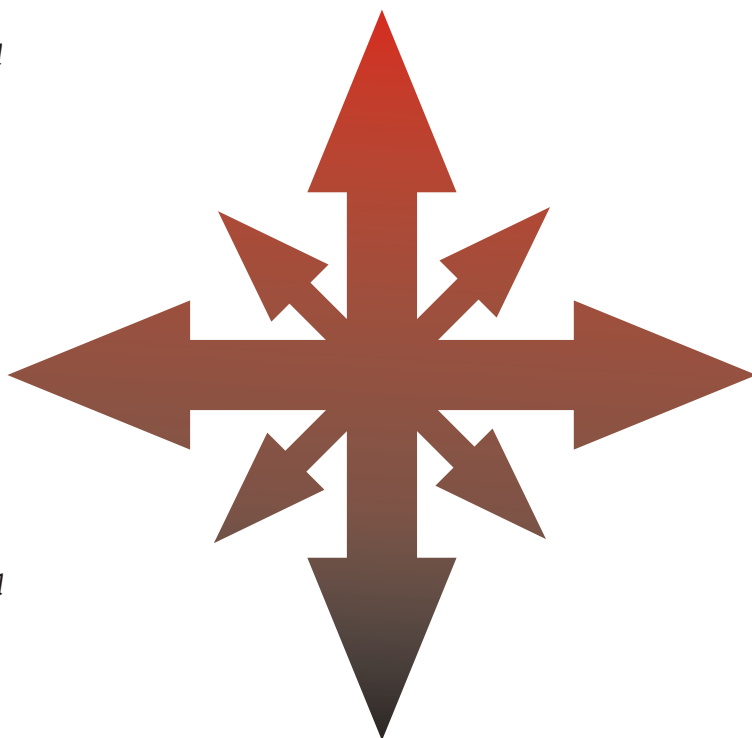
Marauder Chariot (Tuskgor Chariot)

5 Furies

5 Screamers

I wanted to take enough magic and shooting to be able to answer the Skaven shooting, even though I was afraid that it will be easily taken out by enemy Tunelling Teams and ambushing Herds.

I deployed most of my forces on my right flank, with almost all Chaos units, supported by a Giant at the end of the line, and the Dragonlord keeping key units in Ld range and being able to take cover behind a wood during first turn. I was afraid the jezzails can severly damage my flying beast so I decided to go after them with flyers, especially as Marek didn't put fast units in front of the hill where they were positioned to intercept flyers. My centre comprised my Orcs&Goblins with 3 large infantry units covering each other, Warmachines scattered throughout all battleline and snotlings positioned facing his Knights. Far flank was held by a Spear Chukka and a unit of Troglagobs hiding in a wood with Sorcerer (he was fairly secure there because no units were facing this flank).





BATTLE REPORT

Continued From Page: 19



Cyel's Right Flank



Cyel's Centre



Cyel's Left Flank



BATTLE REPORT

Continued From Page: 20



Both Forces Face Each Other, Ready For Battle To Be Joined.



Note the Troglagobs, Sorcerer, Marauder Chariot and Spear Chukka on my far left flank and a unit of Slaves and Warhounds on Marek's far right flank. They aren't visible on the detailed shots of deployment.

Marek also positioned two Tunelling Markers in front of my Orcs and kept two Herds in ambush.


BATTLE REPORT

Continued From Page: 21



As Turn 1 Started, Cyrel's Army Advanced Across The Battlefield To More Advantageous Positions.

Turn 1 Mortals + Orcs&Goblins

I moved everything I had forward, although my attack was far more decisive on my right flank, but still staying out of Ratling range. My Giant moved into range of one chariot but I positioned him to stay out of range of the second. I positioned my flyers to attack the hill with Jezzails, and moved my Beast Herd into the forest, hiding the Dragon behind the forest. My Orc center moved moderately forward, Wolf Riders reformed into a line to be able to attack a Ratling Gun, the far left flank stayed almost in place, apart from Snotlings who went as fast as they could to intercept Chaos Knights. My magic was very nice as it started with Irresistible Force on Conflagration of Doom, which inflicted 17 hits on larger Jezzail unit and by annihilating them panicked second Jezzails forward into my approaching lines. My right flank at this point can be seen here

My shooting was ineffective as my Rock Lobba aiming at Seer's Clanrats scattered, and Chukkas only managed to kill some Clanrats from this unit. I was very happy with destroying the jezzails though.

Turn 1 Beasts + Skaven

The Jezzails did not rally and ended up just before my Marauder Horsemen. Marek declared a charge with both his Chariots at the Giant, passed the test, but as I planned only contacted with one of them. His left and centre went a bit forward, he shielded a RatGun from the Goblins and positioned Centigor (who went into a frenzy) at the edge of the wood, hiding Shamans behind. The Grey Seer moved from endangered Clanrat unit. He kept his firing lanes clear.

On the left flank he moved far more decisively, his spawns dancing forward, and Knights threatening my Boyz.

His magic phase caused me to burn two scrolls, but more importantly Irresistible Force on Enrapturing

Spasms made my Dragon stand behind a forest for one more turn. At least he was not in any danger there Smile Shooting wasn't as unpleasant as I was afraid. A gobbo Chariot was destroyed by a good Cannon shot, but only RatGun in range of the Screamers inflicted 1 wound. In combat a Chariot managed to inflict 4 wounds on the Giant before being thumped into earth, which in turn panicked the second Chariot. In a fit of good humour I moved the Giant in overrun, which put him in a somewhat undesirable position...

Turn 2 Mortals + Orcs&Goblins

Ok, so the charges went on the rightmost flank, with Marauder Horsemen charging the fleeing Jezzails, then redirecting into fleeing Tuskgor Chariot and sending both units off the board. I charged a Giant at the Minotaurs, and Screamers at the Warhound unit guarding their flank. I hoped for a failed fear test on the Warhounds and redirection into the flank of the Minos, but I completely forgot that without outnumbering I'll be just hit on 6s! The Warhounds and Furies moved on a hill where formerly Jezzail stood and angled at the flank of Clanrats.

On my left flank I charged a Spawn guarding the flank of Chosen Knights with my Marauder Chariot hoping for an overrun that will hold them in place for one more turn and hopefully thin their numbers. Other moves involved beastmen leaving their Shaman and moving out of woods, Wolf Riders in centre reforming into a line with a chariot at their side, Big'Uns and Savage Orcs moving a bit forward, and Boyz moving backwards and Snotlings covering their front. Las Wolf Rider unit moved behind a building to threaten the approach lines. Greenskin Shamans moved out of their soon-to-see-combat units.

Magic and shooting was not spectacular. Rock Lobba scattered again, Spear Chukkas managed to put a wound on two spawns each and skewer 4 Clanrats from the unit uphill.



The Minotaurs Look To Be In Trouble As The Giant Crashes Into Them.



BATTLE REPORT

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Chariot, Centigors became frenzied again and charged with Beastlord at my Herd, which fled. At the left flank a Spawn charged at the Screammers. Marek moved his Slaves in front of my Knights to screen the Clanrats, and angled the other Clanrats. If I charged the Slaves, broke them and overrun into one Clanrats I would be in turn be flanked by a second unit. The Seer moved into the forest to stand at the side of Slaaneshi Mages. One ambushing Herd came to support his left flank (at the base of the picture) while other scattered and came at the far side of right flank. One Tunelling Team emerged and charged my Gobbo Shaman who fled to safety.

Slaves in the center moved to draw my Big'Uns from their position. You can see below the Tunelling Team between Big'Uns and the Savage Orcs, and my Gobbo Shaman fleeing on the hill by the Rock Lobba (purple crest). This photo was taken at the end of Combat Phase so only one base of Snotlings remains.

In this turn I managed to stop his magic almost completely but at the cost of my 2 remaining Scrolls. In shooting phase a grapeshot killed 3 of my Furies, Ratling Gun tried to finish them off but rolled 3 and 3



Turn 2: The Armies Are Drawing Even Closer Now, And Are Almost Ready To Commit To Full Blown Combat.

In combat my Chariot put only 2 wounds on a Spawn and was looking nervously at the Warhounds ready to hit the flank. A Giant on right flank 'Eadbutted one Minotaur and suffered one wound in return. He held, but enemy Warhounds didn't as Screammers slaughtered them and went into the flank of Minotaurs who passed their panic test.

Turn 2 Beast + Skaven

Marek started aggressively with his Knights on his right flank charging the flank of the Snotlings (I was unable to set them up to shield Boyz and have their front of one base towards Knights at the same time) Warhounds flanking my



As The Chosen Knights Clash With The Snotlings, The Goblin Shaman Runs Past The Rock Lobba



The Boyz In The Centre Don't Fare So Well Against The Chaos Knights.



The Slaves Are Fleeing; The Clanrats Depleted And They've Got Furies Behind Their Lines...

and fired at his accompanying Clanrats killing two. Another cannon shot missed my Gobbo Chariot by millimeters. Combat saw Knights on his far right flank inflict 8wounds on 9W Snotlings, Warhounds running down my Chariot, but after Bestigor rider put a final wound on the Spawn it was in combat with. A Spawn came to the rescue of Minotaurs, but few wounds were inflicted by Marek. Screamers killed a wounded Minotaur and Giant again 'eadbutted another, so that he survived for one more turn. Minotaurs lost but held on snake eyes.

Turn 3 Mortals + Orcs&Goblins

My fleeing Beasts and Shaman rallied. I made some charges, the most dramatic one being that of my Boyz against his Knights on my left flank. The wheel around the last remaining Snotling Base meant that only 3 Knights would be fighting my Boyz and the remaining two could only inflict the last wound on the Snotlings. On my far left flank I charged last two Furies at the closest ratling Gun (it could not stand and shoot for being too close) and the Warhounds at the Cannon crew, and Marauder Horsemen at Minotaurs (only 1 contacted but I wanted their outnumbering and musician). The RatGun fled but was caught..just in the vicinity of Grey Seer who panicked in the result! In the center I charged my Wolf Chariot into exposed (and still frenzied and thus unable to flee) Centigors, and Wolf Riders at the flank of the Slaves facing my Big'Uns (I guess this far charge took Marek by surprise). My other movement on my right flank was to approach a bit more with Knights and Marauders ignoring Marek's Slaves, and landing a Dragon beside his Clanrats on the hill. In the center Big'Uns moved closer to the enemy while Savage Orcs shuffled a bit for the Knights' possible breakthrough through the Orcs. My Wolf Riders moved

around the Spawn and hoped that Troglagobs and Spear Chukkas may finish it. My magic was fairly ok as I Conflagrated one of the Beastmen Shamans (one with Enrapturing Spasms of course) but inflicted only 1 wound! My Gobbo Shaman tried to defend himself from approaching Tunelling Team but the stress proved too much and his little brain burst in the process. Orc Shaman then proceeded to cast another magic missile at them, miscast, rolled 6, killed Tunelling Team with Marek still holding Dispel Dice, then forget the spell. Well, this was lucky..somewhat. Shooting with Troglagobs and Spear Chukkas at the far left spawn proved totally ineffective (no 6's from poisoned bows). Rock Lobba rolled a nice Misfire and collapsed. Spear Chukkas on the right flank managed to kill 1 Warrior. But the most effective proved (as often is) Dragon breathing at Clanrats and Slaves, cutting down many models from both units (Clanrats reduced Ld!) and making Slaves flee in panic.

In combat the Screamers suffered some wounds, one Minotaur was taken out but most importantly Giant lost his last wound and fell upon Horsemen, obliterating 3 of them and sending the rest fleeing the battlefield. Screamers held due to the General being close.

The Wolf Chariot totally massacred all 5 Centigors with impact hits alone and overrun into fleeing Grey Seer who fled some more (towards table edge this time). The Wolf Riders smashed into the flank of Slaves, easily broke them, run down and overrun into the Ratling Gun at the side of the Clanrat unit (it was positioned some mm farther than said Clanrats so I went into it, knowing full well that next turn countercharge from Clanrats will see me off, but the possibility to kill a RatGun was too tempting)

The fight at my right flank didn't go too well, with Boyz


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Beasts + Skaven Turn 3: Clanrats Countercharge The Wolfboyz Who Previously Overran Into The Ratling Gun.

attacking ineffectually, and Knights killing 4 of them and the Snot base. They held anyway as the Knights lapped round.

Turn 3 Beasts + Skaven.

Unfortunately very few photos from this turn and the next one came out ok enough. I hope this will not make following the battle too much more difficult.

Marek's turn started with some test for some low-Ld units. Most importantly his Grey Seer fled the table after being chased towards table edge by an overrunning Chariot.

The Slaves who fled the fire and acid also didn't rally and the Clanrat unit by the Dragon fled because of terror (thanks to reduced Ld, with too few ranks)!

Second Tunelling Team scatterd 10" and also joined the combat with Wolf Riders. The beastherd at Marek's left flank just managed to make it into my Marauders' flank. The Clanrats facing my Chaos Knights charged, but rather than face two Plague Priests I decided to flee. The Beastlord charged my Goblin Chariot but I fled again. The spawn at far right flank of Marek's line, after surviving a hail of shots, charged my Wolfboyz. Marek moved forward his second Beastherd

Magic and shooting saw me lose a wound on the

Chariot (a grapeshot from Cannon it was passing

Furies to a Ratling Gun. I stopped most important Titillating Delusions and an attempt to cast Enrapturing Spasms was unsuccessful.

In combat Chaos Knights finally slaughtered the Boyz after inflicting some horrendous casualties caught them fleeing and overrun into Savage 'Uns. A Spawn managed to kill two Wolfboyz but suffered a wound in return. My Wolfboyz in the centre were reduced to 2 models and fled the combat, but not before they managed to kill the Ratling Gun! With Big'Uns looming close and having the

option to charge or to be charged the Priest led Clanrats overrun into the front of elite Orcs.

Marek's Beastmen broke the Marauders but didn't catch them. They panicked my nearby unit of Warhounds too. The Minotaur and the Spawn at the far left of Marek's line finally finished with the Screammers.

Turn 4 Mortals + Orcs&Goblins

On my turn I managed to rally both my Knights and Marauders, as well as 2 remaining WolfBoyz near my Big'Uns and a Goblin Chariot. Marauders faced the incoming Beastmen. The dogs that killed the Cannon chased the Clanrats that fled due to terror of the board, while my Dragon charged into the flank of second Clanrat unit, positioning itself to avoid Plague Priest and for an overrun into Warriors. No other charges were made as most of my other units were already engaged in combat. My herd moved forward

My magic phase was ineffective as I had actually few spells to cast (Beastmen Shaman had no useful spells and he joined the Herd for additional 2S5A, Orc Shaman forgot his Gaze of Mork). My shooting did little more rightmost Spear Chukkas had LOS only to Beastherd, and the one on a hill missed.

In combat Dragon easily broke the Clanrats, ate them while they fled and smashed into Warriors, panicking nearby Ratling Gun off the board in the process.


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Turn 4 Beasts + Skaven

Marek started with a charge of his beastherd at the front of my Marauders and his Beastlord at their rear. Fortunately for my only Beastherd was close enough (the centre of next photo). He tried to support Knights fighting Savage Orcs with Slaves but they were out of range too. The Clanrats fleeing from Big'Uns didn't rally and fled some more As did Slaves near the combat of Warriors and Dragon.

Slaves near Marek's Chaos Knights again tried to help them against the Orcs but were too far away and just moved to the base of the stone obelisk.

In the magic phase only one spell succeeded but of utmost importance. Enrapturing Spasm were cast with IF on my Dragonlord. In shooting phase the last remaining Cannon Grapeshot a Wolf Chariot into smithereens.

Combat between Spawn and Wolf Riders on far right Marek's line was again ineffectual...



The Chaos Dragon Smashes Headlong Into The Chaos Warriors.

Despite having (for the first time in this edition I tried something new with them) Warbanner instead of Banner of Butchery, the Big'Uns virtually slaughtered the Clanrats. Plague Priest inflicted 3W on my Boss in duel, but Warboss and Big'Uns killed 8 Clanrats. They broke but the Orcs didn't manage to get them. A Tunelling Team nearby was panicked though.

On my far left flank my Goblins ineffectually traded blows with Spawn. Nearby fight between Savage Orcs and Chaos Knights was far more interesting. Thanks to orkish magical tatoos charging Knights inflicted only 4 wounds on the Orcs and my Savage Big Boss unhorsed one of the Knights for the draw. I was happy I decided to take musician for the Savages-I cut on him when making the first version of the list, but decided to drop one Scroll to take some other things (bully for the Rock Lobba for example) Savage Orc Musician included.

It paid off.



Beasts And Skaven Turn 4



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....But in combat between Chaos Knights and Savage Orcs real carnage ensued. I was afraid Marek will attack my Big Boss as he was protected only by his higher WS and T (hit and wounded on 4s instead of 3s but no ward), but he chose to take out easier prey. This proved to be his mistake. Knights killed another four Orcs including Boss, but between savage thrusts of spears and hacking of Big Boss' great pickaxe 3 Knights were taken down. The standard bearer held fast and Savages swarmed around him.

Dragonlord issued a challenge but Warrior Champion inflicted a wound on a Dragon nonetheless. Unable to strike back the Dragon was broken but managed to escape, Warriors in hot pursuit. Nearby marauders easily managed to fend off the Beastmen but didn't catch them (retook the banner though).

Turn 5 Mortals + Orcs&Goblins

I rallied my Dragon and faced the incoming Warriors. My Knights charged the Spawn blocking the way to the Beastmen. Marauders reformed to flank the Warriors.

In the centre my Beastmen charged stranded Beastlord who fled the charge. Big'Uns failed their animosity and bickered amongst themselves, and with Slaves aiming at their flank I didn't want to take chances and used two remaining Wolf Riders to stand in the way of the Slaves (I'am moving them in the picture below).

I charged with my Warhounds at the remaining Cannon. Marek decided to flee as just behind there was his fleeing Clanrat unit, and breaking the crew meant most likely running down Clanrats too. The crew was caught by Warhounds, but Clanrats managed to flee them.

In shooting phase I tried to eliminate the remaining Minotaur and thin down the Warriors, but managed only to kill two more Warriors. Magic phase saw Orc Shaman cast 'Ere We Go the Savage Orcs finally kill last Chaos Knight.



As The Savage Orcs Kill The Last Chaos Knight, The Wolf Riders Get Ready To Redirect The Slaves Towards The Frenzied Greenskins.





BATTLE REPORT

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My Chaos Knights slaughtered the Spawn on my right flank and overrun into fleeing beastmen which managed run out of their overrun range, as the Knights rolled very low.

Turn 5 Beasts + Skaven

Marek was running out of troops and was getting desperate. On his far right flank the Beastherd charged into the Wolf Riders fighting the Spawn.



The Slaves charged the other Wolf Riders anyway.

The Warriors decided not to hope for another IF enrapturing spasms and took some steps back to have both Dragon and Marauders in their front arc. Nearby Beastherd rallied just in front of my Chosen Knights.

The Clanrats formerly broken by the Big'Uns rallied.

In magic phase I stopped Enrapturing Spasm but Titilating Delusions put my Dragon out of my control for



Beasts + Skaven Turn 5.

my final turn. With no shooting left we went straight to combat phase. Beastherd finally managed to kill off the Wolf Riders fighting the Spawn on Marek's far right flank, but not before brave greenskins put final wound on the abomination. Nearby Spear Chukka panicked seeing their demise. Slaves broke the two Wolf Riders they were fighting and having the option of charge or be charged (Choppa or Spears?) overrun into Savage Orcs, hoping for poor rolling on my part and his ranks giving him an edge.

Turn 6 Mortals + Orcs&Goblins

My poor Dragon went after some Slaaneshi illusions, while Marauders charged into Warriors and Knights crashed into Beastherd –beasts fled but too slow and were run down.

My central Beastherd with Shaman wanted to charge the Beastlord once again but failed their Unruly check and had to charge at closer Warhounds instead –they fled. My unit of Warhounds moved out of range of the freshly rallied Clanrats.


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Marauders Of Chaos Clash Against Rival Chaos Warriors As The Chaos Dragon And Its Rider Chase Off After Magically Induced Slaaneshi Delusions...

My Troglagobs moved into the forest to avoid Beastherd's attention.

Combat saw my Marauders draw the combat with Warriors...

...but the Slaves overrunning into Savage Orcs were slaughtered, lost 8 rats and fled. Savage Orcs caught them and smashed into a unit of Warhounds in pursuit.

Turn 6 Beasts + Skaven

In his last turn Marek finally moved his Shamans out of the safety of the forest to zero on the Dragon with their short range magic missiles. Beastlord charged Marauders to help fellow Warriors. Tunelling team rallied, and Minotaur finally tried to charge a Spear Chukka but it was still too far.

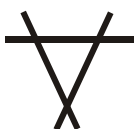
In magic phase one missile managed to wound my Lord twice giving Marek half of Vps for him.

In combat phase Warriors helped by the Beastlord won with Marauders by one point and broke them.

The battlefield was littered with bodies, and few troops remained, but it was sure that an alliance of a Dragon riding Chaos Lord and Orc Warboss won the battle.



...But The Chaos Warriors Prove To Be Too Much Of A Match For The Marauders. (Especially When The Formidable Chaos Warriors Find Themselves Aided By The Timely Charge Of The Nearby Beastlord.





BATTLE REPORT

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The battle was great fun. I think that taking out the Jezzails at the start of the battle was very important as it gave my Dragon a safer route of approach and a hole in Marek's lines to send my fast troops into. He very well managed to contain the Dragon with troops and spells but in the end Dragon payed for itself killing a unit of Clanrats with two Priests, Slaves and terrorising other Clanrats. He survived too, saving much points, but Marek's Enrapturing Spasms on the Dragon while it was in combat with Warriors could be fatal if I rolled too low for escape or didn't rally. It was a fantastic battle, great to watch those regiments moving and maneuvering. Much nicer experience than coming upon another mindless shooting/magic skirmishers or full-cav Bret army at a tournament. 6.5hours of my life well spent




Result:

Beasts And Skaven: 1707 Victory Points

Greenskins And Mortals: 3185 Victory Points

A Victory for the sneaky Greenskins and their allies!



After counting up the points it came out that I won 3185 Vps to 1707 Vps (no idea what kind of a victory it was as we didn't have our rulebook nearby).

SNEAK PREVIEW

As a teaser, we figured we'd include this mugshot for you all to look at. Handsome looking fellow, ain't he?

At this stage, I won't give too much away about him, suffice to say that you'll be seeing more of him (and others like him) in an upcoming issue of Da Warpath Quarterly.

Now that we've got your attention, you'll be chomping at the bit to find out more, won't you...?

dat's doc nog's cousin from da badlands, ain't it?

OI FINK HE IS... BU'T DUN DOC NOG'S COUSIN 'AVE A BIG CLUB?





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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 not messing things up too badly this time. But please try to keep away from my computer in the future...

aww, bu weee likes ter mess round wiv it.

well, 'e din' say dat 'e dun want mubbo to touch it!

MUBBO WILL GO GET MUBBO'Z CLUB...

Oh geez.

DA LEGAL BITZ

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