



# DWQ

Da\_Warpath Quarterly



THE Place for all things Green!

ISSUE 7

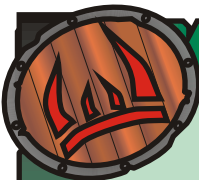
APRIL 2007

BOOOING!!!

BOOOING!!!

BOOOING!!!





# EDITORIAL

By: Warlord Ghazak Gazhkull

Hello guys

Welcome by the 7th issue from the DWQ. Well the last week to the release of the DWQ was even more hectic than other times. We were setting up an April Fool's prank and we thought it would be a fun one, unfortunately it exploded in our faces. Luckily for the DWQ team the hackers didn't get into the locked DWQ section. Well enough about the hackers, back on to the DWQ now.

This issue we have once again a lot of interesting articles like usual. We have an interview with a renown warpath painter and he tells us some of his secrets. And like in the 2 past issues we also have a massive waaagh featured in this issue. A massive waaagh that is more than 20 000pts big. And in this issue the brother of Kebabi fights against the green tide. It is up to you guys to find out what the result is.

I'm gearing up myself for a tournament on the 28th of april and of course for the upcoming nemesis campaign. In the tournament I will take my goblins with me and I will certainly make a tournament report and post it. And for next issue there will be a massive battle 4000pts OnG will fight against 4000pts Goblins that I will lead. So expect a lot of carnage in the next issue.

Enjoy the magazine and till next time

Greetz  
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# DA GOOFY WUN

By: Goofycabal

Well well well... We're reaching the two year mark on DWQ and things are great. DWQ8 will mark the second birthday; but only the second of many more to come. With your help, of course.

With the "hacking" incident over the April Fool's weekend (I say "hacking" in parentheses because there wasn't any real hacking involved - merely getting hold of a password for a Moderator account and using it to delete threads) we want to prove that we have got the right stuff, and we won't be bullied into submission.

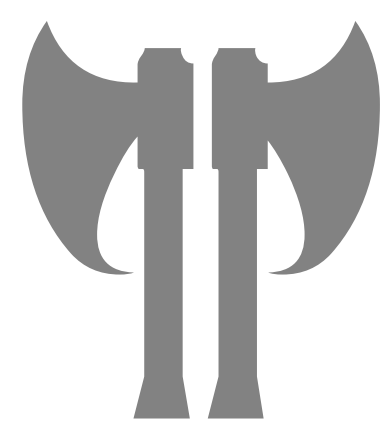
Recent posting activity at the forums has proven this, but I would like for everyone to really get behind us and help make the DWQ an even stronger part of the community. As always, we are looking for submissions for the DWQ articles, and with pretty much everything having been deleted, we can't easily find anything of note from the forum itself.

We need you to come forward with your articles / photos / artwork / bizarre stories of cruelty to Snotlings or whatever else you might have up that sleeve of yours. Contact one of the DWQ team or post a thread in the DWQ forum. If we like what you offer, it's more than likely to end up in here.

yeah, master goofy's bin sendin us around ter all kinds  
people an gettin us ter grab their stories.

wot? master goofy ne'er sent us ter do dat...

sssh! 'e doesn't know wot we've bin doin'. so don't tell 'im.





# GAMES WORKSHOP NEWS

By: Warlord Ghazak Gazhkull

## Warhammer

Well the most important GW news that happened since January is the fact we got more news about the Nemesis Campaign and apparently there will be 9 different sections on the map and each is meant for a different region in the world. So it seems that the mechanics will be completely different from the ones used in the Storm of Chaos. Also Grimgor is featured again in this campaign, lets all hope he show less mercy this time.

Also quite important is that GW soon will release some army boxes (Dwarves and O&G), they will contain only plastics and you will save quite a lot on the box.



Above: New Black Orcs Right: Black Orc Warboss

In the Dwarf army box there will be featured Plastic Miners and a new Mining Pony. Also they will get probably a plastic character box. This means more Stunties to bash. And in the O&G box there will be featured 20(!!) new plastic Back Orcs.

There will also be 2 sorts of Black Orcs released. One box which will contain 10 Black Orcs and a box that will contain 20 Black Orcs, but this box will be available for a limited period. Also we will get a new Black Orc Warboss and a Night Goblin on Great Cave Squig.



## Warhammer 40k

Well recently there was a new Dark Angels codex released and there are some lovely models released together with it. I haven't got the time to read trough the codex but this is because I'm not that much in 40k. I also heard that the Chaos Space Marine codex will be released in September of this year. So the spikey gits get updated soon.



# DA WARPATh NEWS

By: Goofycabal

## Da Warpath Defaced

By now you should have seen that over the April Fool's weekend we had some problems with unauthorized deletions of various threads.

Well, practically half of the forum was emptied out by a group of cowardly attackers who obviously thought that we would lay down and die. But that is clearly not the case - we're as strong as ever and twice as determined.

Okay, we've lost a lot of threads (not to mention several thousand replies); heaps of Painting and Hobby articles and photos and so forth, but we're in the process of trying to recover all the original threads - so hope is not lost.

In the meantime, we would very much appreciate if everyone could lend a hand and help to come up with new replacement threads for various parts of the forum. We need new tactics threads; help files on things like 'how to photograph your models' 'dipping techniques' for Paint and Hobby and so on. If you have a copy of a thread that you personally wrote (perhaps saved as a

Microsoft Word document, then by all means feel free to post it once again. Anything we can't recover we will replace.

We know you guys are a determined bunch, now let's show the rest of the world how strongly we can come back from this terrible blow!

## New Look Forums

Another new development is that we're shifting the plans to upgrade the forum look into high gear after the recent attack, and we would now like your input.

In the News forum there is a thread with a link to the suggested skin colours we will be upgrading to. If you could give us some feedback about the new look, that would be greatly appreciated.

Lastly; here's a sneak peek at some of the new smilies that WarbossKurgan has made for the new look forum:





## THE DARK WARRIOR PART 2

By Gaargod

The dark warrior strode across the battlefield, reaping the souls of the elves like wheat to the scythe. The human forces, finding this strange champion of unholy power destroying their enemies, rejoiced at their good fortune but were strangely subdued to the elves. They were more used to seeing flamboyant gestures and charges from triumphant men but these soldiers, while fighting well, seemed depressed and downhearted. Their expressions were neutral, their voices quiet and they bore a resemblance to the dead hordes of the vampires in movement, though it was much more fluid and skilled, as if controlled by a better puppeteer.

Soon the elves, who had been startled to find this small army so close to an outpost but had so little trail, found themselves defeated. They could not discover the mysterious source of darkness their mages had detected deep inside the army and had to retreat at haste to avoid the merciless shots and attacks from the Empire army.

Worryingly the Empire army, who after the battle had restored their normal feelings, could not find the dark warrior who had helped them to win their battle so conclusively. Why had he fought for them? And how did he have such power, grace and skill?

\* \* \* \* \*

Alucard stole through the darkness of the trees, a mere darker shadow amongst shadows. Not a single creature stirred at his passing. But there are some things in the dark forests of the world that are always watching with eyes that always see. Not least the trees themselves.

As the night rose to its zenith, Alucard broke into a huge clearing, at least 100 yards wide. The trees loomed out into it, a black veil around the glade. However in the glade itself there was no living creature whatsoever. Not a single insect nor blade of grass graced its ground. Of course that's not to say there weren't a great deal of dead things walking about.

But most important in the dell was the massive tower, a sheer black mass of a strange seamless metal. It was like a twisted rotten tree, splitting and weaving, its final peaks ending in cruel spikes atop with skulls of many different creatures. The tower was obviously a masterpiece in corrupted magic and greed, its owner a vindictive bloodthirsty tyrant.

However this tyrant was not without its guard. Standing in silent rows were the massed ranks of the walking dead. A mix of skeletons, wraiths and zombies, they were a sight to strike fear into the bravest heart, rotten flesh hanging off them, rags and pieces of ancient mail still adorning their resurrected bodies. Worst of all were the rusted blades and shields, now at the ready position, with over five score of empty eyes staring into the black eyes of the Dark Warrior.

As one, the shambling hordes took a step forwards,

then another, always drawing closer to their target. Calm to extent of madness, Alucard slowly brought his empty hands up and, with a few insanity-inducing gestures, dropped an entire twenty of the enemy – they simply fell apart like puppets dropped by their master. A howl of rage came from the castle and a mighty warrior, adorned in full armour and carrying a massive two handed axe, jumped from a window at least forty feet up. Landing with a bone shaking impact, he rose swiftly and gracefully. He snarled out Alucard, brandishing his red dragon engraved weapon. With an inhuman snarl, he leaped all the way over across the clearing to the Dark Warrior, preparing to smite Alucard with a single almighty blow.

Calm and swift as the striking basilisk of his heraldry, Alucard darted to the side and lashed out with a vicious kick that sent his attacker flying a full ten feet.

“Foolish thrall. Did you really think you could defeat me so easily?” Alucard sneered at his opponent.

“Thrall I may be, but I still a vampire of the noble Blood Dragon line. And no creature has ever stood before me and lived.” The vampire, furious at the Dark Warrior and his own weakness, ran forwards as he said the words, his great-axe blurring a figure of eight into the air as he dealt blow after blow to Alucard.

Who dodged them all with an unholy speed and agility. Eventually the thrall grew even angrier at his enemy's refusal to attack him and went for rasher attacks, mighty swinging blows that would have decapitated a troll, when all the while the horrifying mass of the dead closed in. Finally the vampire, seeing he could not overwhelm his opponent in this way, summoned all his strength for one overhead destroying blow. Nothing could resist the speed and power of a blow like this. But it was blocked by the bare hand of Alucard and shattered, magic steel destroyed by flesh!

“Let us cease this stupidity,” The Dark Warrior spoke only a few words and hurled away the remnants of the axe. The stunned thrall just stood there and looked at him, shocked beyond belief. Alucard placed his hand next to the thrall's head, the palm glowing with a dark light.

“And, before I silence your insolence forever, let me tell you something, weak little bloodsucker. I was there when the Blood Dragon line was formed – and you bear no resemblance to that mighty ancestor.” The thrall looked up, amazement and disbelief on his face but before he could say a word, his unliving existence was stripped from him and his body, already turning to ash, fell to the floor. Instantly all his minions followed suit – but that still left around fifty to destroy before Alucard could reach the tower.

“Oh well, no time like the present,” Alucard murmured as he walked forwards, drawing his swords. “Though I do wonder about that saying sometimes...”





# MAT WARD INTERVIEW

By: Warvault Chat Transcript

An number of you will be aware that the writer of our 7th edition Orc and Goblin armybook was Mat Ward. You may also have known that he was kind enough to take part in an online interview where he was asked all manner of questions in regards to the new book. The guys a Warvault.net were kind enough to host the Interview (as they previously did with a similar interview with Graham McNeill over the Empire armybook). Here's what Mat had to say:

**Goofycabal:** As Admin of Da Warpath, biggest O&G forum, I'd like to get the ball rolling. What were your thoughts when you found out that you would be working on the 7th edition Orc and Goblin book?

**Mat Ward:** It's hard to remember, to be honest...but I had wanted to get a crack at it for a while: a lot of my early games of Warhammer were against O&G, and I guess they left a mark. A good one, that is. (apart from that one time with the Vampire with the Carstein Ring, and two Doom Diver impacts, of course.)

**Goofycabal:** Yeah, those Orcs do tend to leave a few marks! What was your favorite part on the new Orc and Goblin book to work on? What was the hardest part for you to work on?

**Mat Ward:** Hardest part? Keeping everyone happy - there's a lot of O&G players in the Studio and, of course, all of them with ideas they wanted to see in the book.

Favourite part? Hard to say really, I enjoy a bunch of the aspects of army book design, but I guess the creation of some decent magic 'itty sticks for the greenskins would be up there.

**General Helstrom:** Do you think O&G army list is a competitive army list for high-level tournament, despite its randomness?

**Mat Ward:** I think so - the trick to randomness is it really does pay off at both the good and bad ends over time. It can be a little annoying when three bad things happen at once (why do they do that?), but the moment when three good things happen all at once (normally involving 6's and animosity) is even better for the anticipation.

I think there are definitely some elements more competitive than others in the book, but its supposed to cater to die-hard tournamenters, and a more casual style of play

How did you come up with the Waaagh! rules, and what are your thoughts on how the new rules change the tactics of Orc and Goblin players?

**Mat Ward:** Credit for the Waaagh! rules mostly goes to the Studio Greenskins who nagged and nagged until they got one - of course, I couldn't give them exactly what they wanted - it wouldn't be Orcses without a downside in there somewhere!

The difference I hope it makes is to push those big ol' units of Orc boyz back to the top of gamers' lists - they've always been the core of the army from a background point of view, but have often been overshadowed. With this, and other changes, I'd hope they're back.

**General Helstrom:** What was the hardest part of the army book to get balanced?

**Mat Ward:** Probably the Waaagh! rule - or from a different point of view, the space/rules ratio of Goblin Fanatics.

**General Helstrom:** "Space" as in pages in the book?

**Mat Ward:** Yup - I'm not a big fan of two pages of rules for one 25mm, 30 point model!

**Mat Ward:** They said it couldn't be done, naysayers all.

**General Helstrom:** This focus on simple rules seems to be the new trend in army books - is it being planned for future books as well?

**Mat Ward:** By and large simplicity is good - it allows us to concentrate on getting things balanced and, of course, shorter FAQs - so yes, we're trying keep things as accessible as possible, but without removing any of the fun at the heart of the game.

**Eldacar:** A question relating to the O&G background: How long do Greenskins live?

**Mat Ward:** I'm not sure any of them get the chance to find out before they die in battle, so who knows?

**Angron:** The overall theme of the new book seems to be "Offensive above all else". However the multiple chariots for the same slot were removed. How come?

**Mat Ward:** In all honesty, to encourage selection of the other snazzy special units which sometimes go unnoticed.

**\*\*mutters at not having brought an army book home with him to reference in the chat\*\***

Chariots, for me, are an odd one, as they're devastating in some situations - dead meat in others. The only real



## MAT WARD INTERVIEW

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justification in my mind for reducing chariot numbers is to encourage real regiments, which is what was done here.

**General Helstrom:** The points raise for Boar Boyz may seem strange to some. Can you elaborate on this?

**Mat Ward:** There's a general feeling that heavy cavalry rules the roost in Warhammer, and we wanted to start rebalancing them on a case-by-case basis. With the changes to rank bonus, small units of Boar Boyz are now more efficient, so the points cost shouldn't hurt too much.

I'm rationalising, of course, to stop people lynching me for the change, but I'm confident their points cost is correct for their potential!

**Goofycabal:** With that in mind: Although the list seems to encourage the 'mixed horde', was there much effort put into making sure themed armies weren't missing out? (Such as All Goblin hordes, etc)

**Mat Ward:** It's always there, and always in consideration. In some ways, the Goblins made out like bandits in this new version. The Little Waaagh! is one of the best lores in the game, and there are plenty of new magic items to really, really, tee your opponent off. Against that, the loss of two extra Heroes at 2k points (which breaks a fairly fundamental rule of Warhammer) for example, is an acceptable trade in my mind.

In fairness, I did want to make Doomdivers 2 for 1 slot, but it just wasn't balanced : )

**General Helstrom:** How about the inclusion of special characters in the "regular" army, what are your thoughts on that?

**Mat Ward:** For years, we've had the slightly peculiar situation where some of the best models we release didn't get used in games - which is a bit bonkers, if you think about it. Let's face it, if you spend your time and money getting Skarsnik to look just right, you want to field him in your games without feeling slightly dirty, or as if your opponent is winning the moral victory by letting you. So I think it's a good thing, provided we control the points cost and, well, epoch-ending fury of each character.

**General Helstrom:** A question on continuity from the Empire crowd - did you realise you can end up with two Solland runefangs on the same battlefield?

**Mat Ward:** Uh-oh, sounds like a 'who would win? Doctor Doom or Darth Vader' question...the answer is, of

course, yes - but only if you're playing with anachronistic characters! Helborg and Gorbak, in fact.

Oh, and my money's on Doctor Doom, for the record...

**Helstrom roots for Darth Vader**

**Goofycabal:** Another one on characters: Was there a reason behind dropping the term 'Common' from Goblins? In a few instances in the rules this seems to cause a bit of confusion for players (Goblin character mounts, for example).

**Mat Ward:** In theory there are no 'Common' Goblins, just Goblins - it's one of those situations where being a bit more faithful to the background creates potential problems in the game - a situation not helped by the new army list layout, I'll grant.

**General Helstrom:** Would you say that infantry-oriented armies are the trend for 7th Edition?

**Mat Ward:** I think it's too early to tell - I hope so... At the same time, I don't believe any other troop type has suffered - infantry have just been raised to equality.

**General Helstrom:** To tie in, is there an established overarching design strategy for 7th Ed army books?

**Mat Ward:** now that's a spiky question! There is, but it's no more complex than you'd expect. Basically to reinvigorate and rebalance where necessary, and to keep things both fun and fair. Of course, it's never that simple, but I like to pretend it is!

**Angron:** So, nothing like 'Let's look into more infantry' or 'Get rid of HeroHammer'?

**Mat Ward:** I'm not sure Herohammer really exists anymore - except in armies where it should. I want to be afraid of what a Bloodthirster will do to my army. It's a daemon, after all. If a unit of infantry needs raising up a bit (like some do) we'll do it, if it's fine (as many are) we won't. I know that probably sounds like a dodge, but it's also true!

**Eldacar:** Oh, I don't know that it's much of a dodge. Bloodthirsters ARE scary!

**TheeForsakenOne:** Poison shots solve all.

**Goofycabal:** Sounds reasonable to me. On raising infantry effectiveness: The new rules for Choppas are fairly nasty. What was the reasoning behind this?

**Mat Ward:** I'm a believer in rules being worth noticing,



# MAT WARD INTERVIEW

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or getting deleted - and I'm scared of Orc players who might hurt me if the choppa went away. This way, everyone wins - I don't get lynched, Orc Boyz are now really good, and the rule is nice and clear. Admittedly, the sap getting hit with the choppa may disagree, but someone always has to lose, and that's what Dwarfs are for!

**Goofycabal:** "The only good stunty is a dead Stunty" eh?

**Mat Ward:** Or one who can lead you to 'is mates!

**General Helstrom:** Here's something else: does it bother you when people complain online about some design decisions?

**Mat Ward:** the answer to that is somewhere between no and yes. It's a hobby, and it's good that people feel strongly about it, but perhaps a little worrying when they feel so strongly that they get, well, a mite agitated. It's probably worth mentioning at this point that we're really not organised enough to sort out a good conspiracy...at least, not yet, but I have high hopes for my latest brainwashing device and a prototype hive mind inducer!

Sorry, I think I was rambling!

I think people's opinions are important, and I understand the frustrations quite well - although about different subjects - so I try not to create frustration if possible.

**General Helstrom:** Ok, just for our sake - which warhammer player sites do you look at?

**Mat Ward:** I don't much, to be honest - I've never been much for forums, truth be told - mostly because I'm really a very lazy person with bursts of utter idleness.

**General Helstrom:** funny, that's my reason for being on forums in the first place.

**Eldacar:** Bringing it back to the realm of rules questions - Spider Riders were made permanent fast cavalry with the new book. In that the unit always counts as Fast Cavalry. Could you explain the reasoning behind it?

**Mat Ward:** Under the principle of eight legs is better than four, it made sense that they'd be fast cav - and as they'd not been around properly since the fast cavalry rule came in, all seemed good.

It's true they might compete a little with Wolf Riders, but as they're both Core, there's no reason not to take a little of both - although in reality, most people will prefer one or the other.

**General Helstrom:** Something different: May we ask I you are working on something WHFB related at the moment?

**Mat Ward:** I am, but they might come for me with axes if I say what. I'd love to tell you, because it's a lot of fun to write, but I can't quite get those axes out of my mind!

**General Helstrom:** Best keep them there instead of in your back then.

**Mat Ward:** Ask me again in six months - I should be able to be more forthcoming then

**General Helstrom:** Is it hard switching between different systems (WHFB/LOTR) when designing/writing?

**Mat Ward:** It's more refreshing, to be hones. While I've only a few Warhammer books (and currently no k ones) to my name, I do odd-job quite a bit around systems, and sometimes others things entirely. It's for the best really, as I tend to get bored with routine - although I do perhaps get a little dizzy from time to time!

**Angron:** Why was it made possible for a 110pt Goblin to beat up Archaon?

**Mat Ward:** Last time I checked, a 95 point Battle Wizard could beat up Archaon, so that puts me points clear of the running. Archaon will just have to learn to not have unfair fights - or kill the Goblin first : )

**Goofycabal:** Non rules question then: Do you play Greenskins yourself? If so, what kind of army structure do you prefer?

**Mat Ward:** I don't have a Greenskin army, but when putting forces together for playtesting I tend to favour an infantry horde with the mandatory Doomdivers and Squigs.

**Goofycabal:** Gotta have Doomdivers and Squigs!

**Mat Ward:** Now, if they could somehow be combined...

**Eldacar:** Doomdivers mounted on Squigs. Scary thought.

**General Helstrom:** you could have brought back the squig catapult!

**Goofycabal:** The ultimate warmachine! Back to the list itself again: Can you say anything on why Light armour was made into the starting equipment for Goblins, rather than a shield?



## MAT WARD INTERVIEW

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**Mat Ward:** Simply because that actually matches the models (same with the wolf riders). It would have been changed sooner or later, for clarity, so I figured there was no time like the present!

**Angron:** Which Greenskin do you prefer; Orcs, Goblins or, Mork Forbid; snotlings?

**Mat Ward:** As a Troop type, courtesan, or entree?

**Eldacar:** ...courtesan?

**General Helstrom:** I prefer mine mounted above the fireplace!

**Angron:** I like mine hot, strong... hold on, wrong conversation.

**TheeForsakenOne:** That's a somewhat disturbing image.

**Angron:** Erm, as anything really.

**Mat Ward:** 1) Orcs 2) I'm not sure I want to think about it 3) Snotling.

**General Helstrom:** Would you like to do some 40K designing as well?

**Mat Ward:** In the fullness of time - I've got my eye on a couple of projects, but we'll have to see how that goes.

**Eldacar:** No hints, I guess, or are the axes still in your mind?

**Mat Ward:** 'fraid so - I keep suggesting we should just have employment contracts or something, but the company's a bit old fashioned like that. Again, ask me again in six months - you never know...

**Angron:** Several people fear that the comedy element of the O&G army is slowly being ebbed out of the game. What are your thoughts on this?

**Mat Ward:** Comedy... I've been accused of writing the only funny Warhammer army book for awhile (which I think is a little unfair as some of my bestiary entries in the Bretonnian army book were probably worse, in that respect). I'd say the O&G comedy is here to stay, the trick is that it's, well, brutal funny, not clown shoes funny, and that's a difficult balance to strike.

That's not to say that clown shoes don't have their place, but that place is generally on clowns, not big, savage killing machines!

**Goofycabal:** So not quite so Slapstick then?

**General Helstrom:** Greenskins are inherently funny though!

**Mat Ward:** It's just a balance, some slapstick can work, but not if it's everywhere. The real test of something funny is if someone laughs out loud when they read it - slapstick often doesn't work that way in print, but more subtle forms do.

**Angron:** We've seen news of impending releases for various armies for the Nemesis Crown campaign this summer. Are there any plans to revisit the O+G armies and give them some nice things too, namely the Azhag model that's leaked all over the net?

**Mat Ward:** There's some stuff coming, but I must confess to being a bit hazy on the specifics - Andy Hoare's been the driving force behind the Nemesis campaign, so I'll unashamedly have to duck that one (sorry!)

**Angron:** Don't worry, I'll just hunt you down and kill you instead.

**Mat Ward:** many have tried - I still have their ears in a jar (somewhere)...or is that pasta? I'm not saying anything, because I don't know: not knowing, cannot say. It's a point of principal that I only pass on info I know to be true - it's hardly fair on you guys otherwise.

**Angron:** I think everyone would agree that's the best outlook to have.

**TheeForsakenOne:** Yeah, I think you're more likely to get lynched for bad information than no information!

**Goofycabal:** So no hints on new lists? (like the 'Ard Boyz)

**Mat Ward:** You'll not be seeing a new list - there's a lifetime of collecting in the one we've got, to my mind.

**Goofycabal:** Indeed. Back to things you do know about then: With the focus on infantry, why were Big Unz increased in points?

**Mat Ward:** Mostly because the combination of Strength 4 base + Choppa bonus is a fearful thing to behold. As a secondary consideration, I'd rather folks were taking Black Orcs as their elite infantry, so the points comparison had to be completely fair. That's not to say I think we overcharged Big 'Uns, quite the opposite. They're where they should be, as far as my experiences have shown, anyway.

**Angron:** What style of play do you prefer; story based campaigns, or tournaments?





# MAT WARD INTERVIEW

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**Mat Ward:** Given the choice? The former - tournaments can be a little intense for my tastes.

**General Helstrom:** Here's something more general: How is playtesting done these days? In house or external, or both?

**Mat Ward:** It's a mix of both - many eyes find more errors, and so on...

**Eldacar:** A question on the Snotlings - Can you explain why they were given LD4 and Stubborn? It looks a bit odd as a mix.

**Mat Ward:** The background for Snotlings has always been one of eagerness, rather than of competence - this combination of rules gives them a good chance of sticking around (particularly with a BSB nearby) regardless of whether they've lost be 1 or . If they're of a mind, the little greenies'll stick around and fight wiv da uvvers, but maybe not. Way back when, they used to mimic an Orc unit - while it stayed, they stayed - this gets to a similar place (probabilities wise) but in a simpler fashion.

**TheeForsakenOne:** Ah, the old 5th ed Snotlings.

**Mat Ward:** It could be worse - they used to be Strength and Toughness 1!

**Goofycabal:** True. The Great Cave Squig is a great idea - where'd you get the inspiration for it? (But why can't it join regular Squig Hopper units?)

**Mat Ward:** In order...? 1) one of the Studio Greenskins, and 2) Can you imagine trying to write the rules for moving two separate but interconnected random move units, and where the model gets placed? I chose cowardice, and I have no regrets!

**Goofycabal:** So it's not due to the rule about characters and joining units affected by compulsory movement?

**Mat Ward:** Not primarily, because special rules always contradict main rules, it goes back to simplicity and

avoiding an FAQ list as long as your arm.

**General Helstrom:** How about "armed to da teef" - it doesn't actually seem to add anything to the rules already in the core rulebook?

**Mat Ward:** It's a bridge between WYSIWYG and the current model range - if we were ever to do plastic Black Orcs, they'd have to do all the options from the same kit and this would cover it, while not invalidate anyone's existing miniatures.

*(Editor's Note; At the time of going to press, the Plastic Black Orcs had not been released, though their sprues had been splashed across the internet).*

**Goofycabal:** So there was no intention to let them change weapons during the combat then?

**Mat Ward:** And guarantee the great weapon on the charge, followed by add-hw after, combo?

**General Helstrom:** Fair enough!

**Goofycabal:** Good point!

**Angron:** Ok, it's getting late for everyone (apart from the Aussies, where it's getting earlier), so we'll wrap this up with a broad final question.

Where do you see the hobby going in the near future, and do you have any wishes in this regard?

**Mat Ward:** That is a broad question - and I'm not sure I have a very specific answer... Warhammer's really gathering strength at the moment, and we've been lucky enough to go back polish a lot of favourite races (and more on the immediate list). I honestly don't think that the outlook's ever been better for Warhammer players, and long may it continue, as far as I'm concerned - I've been playing this game for 15-odd years now, and I expect to be playing it for at least another 15.

**Angron:** So, I think that's it from us.



## DWRQ 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.

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!

# INTERVIEW WITH A WARBOSS By: kebabi and millemi21

This issue we have decided to hunt down one of the many great painters of Da Warpath and asked him a couple of questions regarding painting and collecting Orcs & Goblins. A good way to evolve as an artist is going to a source of knowledge, and who's better than a Veteran Painter?

As you're probably wondering who this mystery man is, I'll just say it out now: millemi21. Some of you young 'uns might not have seen him, but hopefully some of you oldies remember his contributions to the forums (and especially the Painting & Hobby section). So without further ado:

## When did you start and for how long have you been painting miniatures?

I've been building and painting plastic kits since my early childhood. In early 1977, I was given a flyer from Games Designers Workshop advertising a set of rules called Traveller and Citadel Miniatures' figures. Initially, I bought some figures to collect (rather than paint) but soon after I started playing Citadel's Spacefarers rules and started to pick up figures from their various ranges to use in our games. In the late 1970's/early 1980's, I started to concentrate on tabletop rules systems (Warhammer 1st edition being one of them) instead of role-playing games.

## What got you into painting Greenskins?

For the first 3 editions of Warhammer, I was a Dwarf player. It wasn't until 6th edition (I didn't play much 4th and 5th edition due to the rules changes and the one piece plastic figures, which I still dislike) that I decided a change of armies was due. Having played Dwarves for so long, I looked for a completely fresh approach to my tabletop army, with Greenskins "fitting the bill". Rather than the Dwarves regimented, stoic approach to battles,

the O&G's unruly, chaotic attitude to battles was a challenge I couldn't resist. Another deciding factor was the multi-part plastic boxed sets released with 6th edition. The opportunity to build each figure as an individual in their units, rather than buy and paint the same figure 20 or more times was just the spur I needed to rekindle my enthusiasm for painting and playing.

## How many points worth of Greenskin have you painted?

Over these past 5-6 years, I've painted approximately 15,000 to 16,000 points of O&G's. My current collection is only approximately 4,000 points as over the last couple of years, I've downsized my hordes (selling various units on eBay and to friends) to make space in my study. However, with the release of 7th edition and the possibility of new plastic sets (particularly the Black Orcs), I'm now in the process of planning a new 1,500 to 2,000 points horde (I'm still undecided on a Wolf Rider army or pure Orc horde; maybe both).

## What's your favourite aspect of the whole painting-procedure?

Originally, it was finishing each figure and watching each figure, unit and eventually army slowly evolve from an undercoated mass to a fully painted horde with its own personality on the tabletop. I've never aimed to paint my figures to competition standard, only to look good as a horde on the tabletop. Nowadays, its building and painting conversions (no matter how minor) giving my horde its own personal look and feel on the tabletop.

## What's the toughest aspect of the painting-procedure?

Firstly, being patient when learning the basics of painting figures. I've seen to many new painters lose enthusiasm when they first pick up a paint brush, expecting their figures to be "Golden Daemon" standard with their first



**Left:** Orcs With Spears  
**Above:** One Of The Magnificently Converted Characters

# INTERVIEW WITH A WARBOSS Continued From Page: 9



attempts. It takes most gamers years to develop a style or method to painting their figures which they are happy with.

Secondly, preparation. Be prepared to spend some time preparing your figures for the first paint stroke. Take time to clean your figures, remove mould lines, rank up your figures in units and evenly undercoat your figures. Too many players throw their figures together, don't clean their figures (remove mould lines) and apply an uneven undercoat and then wonder why their painting suffers.

### Which is your favourite Greenskin miniature, out of your own collection?

I don't really have one figure which stands out for me. If I was made to pick one figure from my hordes, it'd be my Marauder giant. It's a figure that took me over 10 years to finally build and paint, as other projects were always taking priority. I usually have a "favourite" figure which only lasts until Games Workshop release a new range or I build and paint a new conversion.

### What's the key to becoming a successful painter, when it comes to Greenskins?

On and off, I've been painting figures for 30 years, with only the last 10 years or so to a level/standard to which I'm happy with. As previously mentioned, I don't paint my figures to a competition standard, only to a level I'm happy to use on the tabletop. I appreciate others prefer to spend a few hours extra on each figure but I only

paint them to a standard to be used in games. The key, in my humble opinion, is practice, practice, and more practice. Try different methods of painting, try different colour combinations. You'll be surprised at how different styles can yield results which can be incorporated into your own style of painting. A few basic rules I've always stuck by are:

1. Try to paint regularly. Painting one figure a year will never help you improve your skills. You'll discover the more figures you paint, the easier it becomes and you'll become quicker, more accurate and a more confident painter.
2. If you see painted figures you like, ask the owner how they achieved their results. You'll be surprised at how friendly and helpful other gamers are when it comes to helping others. With our hobby, it's not a secret society with tricks of the trade being avidly guarded; we're all in the hobby to help each other as best we can.
3. Patience. Don't expect to produce masterpieces with your initial attempts. Accept that others are better than you and you will learn and improve with each figure you paint.
4. Enjoyment. Have FUN when building, painting and playing with your figures. I appreciate many players don't like parts of the hobby but painting your first unit and eventually an army can be an exhilarating event (it was for me). Don't place yourself under too much pressure to paint an army in one go, break it down into smaller projects. I can still remember the first time I fielded a completely painted horde, it took me nearly 12 months to completely finish my first horde.



One Of millemi21's Magnificent Giants

# INTERVIEW WITH A WARBOSS

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Hope you've enjoyed this article.

I want to give thanks to millemi21 for taking time and helping out the Da Warpath Quarterly. Who knows, we might get a similar article for the next issue, with another painter. If you, dear reader, express that you've enjoyed this one on the forums.

In addition, we would also like to take the opportunity to showcase some more of his models:



**Above Right:** A Close-up Of A Wolf Boyz Unit

**Above:** The Entire Goblin Contingent Of millemi21's Army.

**Right:** The Other Giant In millemi21's Collection.

**Left:** Goblin Shaman





# INTERVIEW WITH A WARBOSS Continued From Page: 11



**Top Left:**

Appropriately Enough, Millemi21's Brutal Army Is Lead By One Of The Most Brutal Black Orcs Of All Time: Grimgor Ironhide.

**Above:** 3 Goblin Wolf Chariots, Each One Includes An Additional Goblin Crew Member.

**Left:** One Of The Two Squig Herds In The Army.

**Below:** The Entire Contingent Of Orcs From The Complete Waaagh! Combined With The Goblin Contingent, This Makes For A Mighty Horde Indeed.



# MASSIVE WAAAGH!

By: Snagafang

Why collect a Warhammer army of Orcs, or for that matter enough of them to warrant being included in a series of articles entitled "Massive Waaagh!?" What can I say? I simply LOVE Orcs! What makes one insane enough to go and collect over 20,000 points of Warhammer figures? Let alone sitting down and painting them? Probably only an Orc player can answer that question, you know who you are and what we greenskins stand for, right? We love our green-skinned demons and will go to whatever links are required to ensure nobody in the Olde World sleeps soundly in their beds at night!

I started my journey in miniature gaming where I believe a lot of miniature gamers started their journeys, in the dank dungeons and crumbling castles of the role playing genre. I know that's where I got my start. I was mesmerized by the Dungeons & Dragons system way back in 1980, happily hacking my way from one bloody campaign to the other. After many years of this, the DM bug bit me squarely on the bum and I started hosting my own series of games with friends and family. And of course my favorite villain quickly became the Orc! Something about the Orc stuck with me and became a friend through the years of carnage that followed. Round about 1985, a series of miniature figures were released by a company know as Games Workshop, the models themselves sculpted by Citadel miniatures, captured my attention. We had used a series of models in our games to this point but these new models had something new and unique about them. And like a moth to flame I was drawn to the Orc and Goblins! Thus began my humble descent into Orky madness! I scooped up a bunch of these figures and rushed home to get them ready for a game that weekend. I fondly remember being up until the wee hours of the morning prior to that weekends game, rushing to finish painting the in time to use them on my players. And they were a hit. Not only did they look good on the table but the look of the models was so radically different from the porcine-esque models our group was used to that we delved more. Upon searching, we found that there were whole games devoted to tabletop miniature battles and my local gaming group were quickly sucked into this new world, bolding going where none of us had gone before.....

Of course while all my friends opted for Panzies, Stunties and lousy 'Umies, I plumed for the hordes of greenskins. Several OOP sets of Orcs, including Rugland's Armored Orcs, found their way to my painting table. We played games nearly every weekend, each trying to one up the other with new models and tactics. The tabletop gaming



**A Unit Of Night Goblins With A Rather Amusing Diorama**

sensation had hooked us hard, going so far as to abandon D&D in favor of the Warhammer world. Versions came and went for Warhammer, each time releasing more and more models that found their way home to the gaming table. Back then there weren't any Grand Tournaments, GamesDays or Hobby Centers so we played in dank basements instead. These were by the far some of the best times of my life, still in school but rushing home on the weeknights to ready forces for the games to come. And through it all I was true to my Orcs, never wavering in my collection of all things green. Then along one day came Warhammer 40K! And I was smitten again. Here were Orks with guns, tanks and grenades! Of course I was suckered in again! Warhammer got put on the backburner for a time. In fact a lot of my old Warhammer Orcs were sold or traded away for new 40K minis instead. I got the Ork army books and thought they were simply the best thing since sliced bread. Using these books I decided that I greatly liked the background for the Snakebite clan of Orks, a mix of both feral and technology, and set about building an army of these futuristic aliens. And back in those days Snakebites included units of Boarboyz and Arrerboys so a good deal of my Warhammer Orcs found themselves dragooned into my 40K army, repainted and remodeled, never to return to Warhammer. The moniker of Snagafang came into being because of 40K, as that was the name I generated using the Ork name generators in the back of the Ork army books! And so it went for many years, until the release of 6th edition Warhammer. Now I had been doing the 40K scene for over 10 years or so at this time and had actually gotten a bit tired of it. The old Warhammer bell was chiming and I decided it was time to get back in the game!

As is always the case with me, I went nuts and spent

# MASSIVE WAAAGH!

about \$400 that weekend replacing my lost ranks of Orcs and Goblins. I soon had a large pile of minis to work through and so I went about cleaning and painting them over the course of several weekends. And so it began! I began wanting to try different army configurations and found that to do so would require more minis. I wanted to design and field an all mounted force so I began getting together several 100 Wolf Riders and Chariots! And so it went for a long time. I wanted an Artillery Train of Mork to compete with Empire gun lines so entered tons of Arrer Boyz. Yes, I fielded armies made up of Ork war machines, Arrer Boyz and Goblin Stikkas. Sure they didn't win many games but it was a hoot to try to compete shot for shot with the Empire! It was during this time that I realized I had become jaded. I found I liked modeling & collecting the Orcs more than I liked playing with them. I made these crazy armies because I just wanted to have fun! Winning didn't hold the thrill to me that it had in the past. And because I found I liked building insane armies, I was collecting more and more Orcs! In fact I would say I personally supported GW financials during the year 2003 with my purchases! LOL! It was at this point I meant up with a group of folks more my age, being 36 at the time, that had the same mindset in regards to gaming. We got together and formed our own little club the Old Grey Beards, because it was fashionable at the time! Around this same time the call went out from Games Workshop for GamesDay. They were looking for clubs to come and run hobby tables, with an eye towards different types of gaming. Thus was born Orcs of the Karibbean! I always loved ships, pirates and Orcs and so it was a most logical fit! Thus began the laying of keels for ships, Orc craft that would rule the waves! The games we ran that day and ones ever since have been some of the funniest times I have had with my Orcs. It gave new excuses for

conversions, and I ended up with over 160 new minis to pilot the ships and search for plunder. The Great White Squig became a movie star in his own right, a simple idea I ripped off from Moby git! The game went over great and we look forward to hosting it at GamesDays each year. Kaptain Blacksquig was converted to lead the scurvy Orc Pirates and his battles with the Gnasha Git are legendary! And it was at this point that I came across Da Warpath. I was surprised and delighted at the same time to find such a large community of fellow Orc players, so of course I signed up. But being new to the whole internet scene, I lurked for a long time, as can be seen by the small number of my posts!

The 6th edition Warhammer I felt was a huge game improvement. I was able to still do all I had in the past in regards to army selection and had a few new options as well. At the time of the release our gaming group ended up hosting a Warhammer Escalation campaign. At this point I decided to give the All Goblin army a run, and thus Grumsnot Rotgut was born! A mean spirited rotund greenskin, Grumsnot and his boyz were the diversion I was looking for and I happily played week after week of games, seeing what worked and what didn't work. Many characters came out of the league, including Dreg Dreg the shaman and Grivziz Stuntybasha. The league went through from the 500 point level to the 2000 point level and I found the Goblins winning more often than losing. I never used Chariots (not enough time to paint them) and only fielded Goblins of various kinds, including OOP Forest Goblins. Grumsnot and his boyz fought their way into the league finals by racking up lots of bodies at the 1000 point level. This was in big part to the magical assaults of Dreg Dreg on unprepared opponents. In an Escalation league you cannot change your lists so having magic missiles raking their ranks was not planned on by opponents, so the Boyz earned a fearful reputation during this period! And I was having a blast modeling and adding units of new Night Goblins and characters. Dreg Dreg became a terror during this time, he had a reputation of never being killed, despite numerous attempts on his life! At the 1500 level I put out a bounty on Dreg Dreg. Anyone that could kill him would get a regiment box of their choice for me. Now this plan worked better than I could have hoped for! Not only did the little bugger avoid being slain at every turn, but I think folks became obsessed with killing him! A sneaky Goblin tactic or just fun? You know me by now well enough to know my answer! Dreg had so many close calls it is hard to remember



**Drama On The High Seas At Games Day 2006!**

# MASSIVE WAAAGH!

Continued From Page: 14

them all. But I do remember the time he was broken as part of a multiple unit charge by a unit of Tomb King Chariots and fled into the nearby woods, the TK hot on his tail. Not only did he outrun the three chariots, but they hit the woods and took enough combined hits to destroy all three chariots. Dreg rallied next turn and ended up killing the Liche Priest with his 'Eadbutt ring! Great stuff from a dirty sneaky little git! And there was another time against the same TK player, at the 2000 point level where Dreg used his ring on Turn One after moving up to do a wound to the Hierarch attached to the Casket of Souls, then followed it up with a direct hit from the Rock Lobba that killed both Tomb Guards and did just enough wounds to slay the Hierarch as well! Turn One and his army was crumbling! I still have the pieces I bought for the Casket, which Dreg renamed the Spookbox, and I plan to model it up as bathtub the Goblins drag into battle when fighting the Tomb Kings! The finals arrived a few weeks later and we squared off against the Lizardmen that had been dominating the league as well. We faced off against a Southland army of Skinks, a few Salamanders, numerous characters and a Stegadon. We fielded bucket loads of Goblins, Night Goblins and lots of Wolf riders. And when the battle was done, the Goblins fought their way to the top of the Escalation league with a smashing victory! Grumsnot & Dreg had worked their way into my growing Waaaagh!

With the release of 7th edition, I felt they did an even better job with the game of Warhammer. Tightened up the rules a lot and streamlined a lot of the stuff I saw and felt was overpowering, like being able to march block skirmishers. I learned how powerful this could be during the battles with the Southland Skink armies in the Escalation league! And the new Orc & Goblin book I think is great. I love the addition of the Squig Hopper units, as it finally gives the Orcs a skirmishing unit of their own. I do miss some of the magic weapons and such, but the flavor of the new weapons more than compensates it for me. I love the sneaky Goblin only weapons! I did have to change up the way I played with the all goblin army. Losing the extra characters really hurts my normal Goblin build. I counted on the extra 2 Heroes to extend my leadership radius. I mean yeah, LD 7 isn't stellar, but I was able to spread it out across the board between Grumsnot and his underlings. And the magic is a little weaker for them too, since they only are able to use Little Waaaagh! But otherwise I haven't changed much; I am still looking for ways to tighten up the list for the Goblins. Combined Orc/Goblin lists now are very capable I think. Add in the Choppa modifications and I think the Orcs are still one of the toughest armies to fight against. And of course the new minis have inspired me even further! I bought up lots of old 6th edition minis at discounts too, adding several hundred more Boyz and Arrer Boyz to my forces. At the

time of this article I have about 18000 points worth of painted Orcs & Goblins, with another 5000 points waiting in the wings to get finished. I am planning on going back and rebuilding the Artillery Train of Mork at this time. And then I plan on building Da Godz for an upcoming Mega Battle. Da Godz are of course from the Storm of Chaos, a gigantic pair of war machines in the crude shapes of Gork & Mork.

On the subject of my Orc Mega Battles, I have found them to be the thing I like to do the most right now in regards to Warhammer gaming and Orcs & Goblins. I always take the side of the Orcs and face off against the various opponents that the MB calls for. I spend a fair amount of time coming up with good scenarios and strong backdrops to the games. I feel that without them there isn't much of a point to the MB. Usually I will have some folks help me push around the minis but I find that being able to focus on the Orcs instead of personal glories, players have a much more enjoyable time. And the use of objectives is key as well, it frees up folks to throw their minis forward into battle instead of counting points! And that, in my opinion, is what a MB is for. You shouldn't have to worry about losing 600 points worth of troops, when your side has over 20000 points! It's always fun to set out all my minis and look over them like a proud parent! They have given me so much joy over the past two decades and now I have a chance to share them and my experiences with folks worldwide.

Like Orcfromtheplains stated in his article previously, collecting this army over years has brought me pleasure, filled my time with something I truly enjoy and helped me make a lot of friends along the way. I don't think anyone could ask for more from a hobby. Stay Green!!!



**Another Night Goblin Unit Up Close: This One Has A Boss Held Aloft By His Minions.**



# MASSIVE WAAAGH!

What kind of Massive Waaagh! article would this be if we didn't include a showcase of more of the army? So here we have it: As you'll see, these mostly show the arm in action against others - but that's where Greenskins shine, so I don't think anyone will complain - Ed Goofycabal

**Below:** A battleline drawn up including heavy hitters such as 3 Giants (the third one's arm can be seen off the edge of the picture), Black Orcs, Savage Orc Boar Boyz and Ruglud's Armoured Orcs. In the background, Spear Chukkas are ready to pound the enemy from a distance.



**Left:** The army is ready to wreak havoc within a small village - again, something that the Greenskins do really well (destroy and pillage of course!)

don't forget  
about eatin' an'  
sleepin'

yeah, an'  
frolickin' innna  
field



# MASSIVE WAAAGH!

Continued From Page: 16



**Top:** A better view from the first picture. This time you can clearly see the third Giant. Additionally, Snagafang's Wyvern converted from a Dragon can also be clearly seen. Don't forget about the massive unit of Black Orcs either!

**Above:** An enemy's view of the army's battleline. Here you can see Snagafang's Idol of Gork in the background and a much closer view of the unit of Stone Trolls.



# HOPPING MAD GREAT CAVE SQUIG CONVERSION

By: Angelos

## Materials:

- Gobbla from Skarsnik and Gobbla Box
- Night Goblin command sprue
- Classic Night Goblin legs (plastic)
- Greenstuff

1. Assemble Gobbla but do not put the legs on. Cut off the second to top horn on Gobbla's back
2. Cut out two long rectangular strips of greenstuff and wrap thme around gobbla torso.
3. Cut a fat rectangular strip of greenstuff and place it where you cut the horn off of. You cna now glue Gobbla's legs on.



4. Take the classic night goblin legs and cut of his feet and cut a low degree semi-circle where the pelvic area would be.
5. Attach the legs to the saddle. Greenstuff where and joins are not properly fitted.
6. Glue the feet back on, I had to expand the robes a bit on one side

to accommodate one of the shoes. The picture above shows the progress so far...

7. Take a night goblin's body from the command sprue, cut it off below the belt and glue it on, only slight greenstuff will be needed to touch up any gaps.
8. Glue on the boss' sword and shield from the command sprue (at this step I chose to alter the pose to give him a little character, you can easily to this by pinning ihs arm in a suitable pose and thna filling in any gaps to imitate his robes.
9. I than chose to drill a hole through the sword to give it a little less "off-the-sprue" feel, you can do this by drilling the hole, than rolling and thin sasuage of greenstuff and connecting the ends together after you've slid it through the hole and letting it dry

The model is now done! Here's the finished pics...



## Painting

### The Squig:

#### Flesh

1. I sprayed the whole model black and that touched up where the spray couldn't reach.
2. I painted Liche Purple over the great cave squig, including the whole mouth area.
3. Than I applied a wash of 25/75 Midnight Blue and Liche Purple mix to the great cave squig, water this down to a milky consistency and add a little "Ardcoat. While this is still wet go back to the recesses and use Liche Purple to blend back up to the higher folds of the skin.
4. After this has dried, take a 25/75 mix of Bleached Bone and Liche Purple and high light the upper layers of the skin, increase in highlights until you get up to a 75/25 mix of Bleached Bone and Liche Purple, which should be watered down and feathered into the flesh.

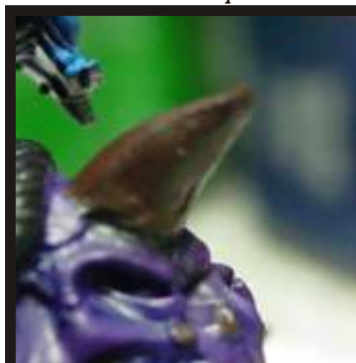
#### Tongue

1. Next, the tongue was painted in the same way as the skin except after a base of Liche Purple, Warlock Purple was added to Liche Purple until the final highlights were all Warlock Purple, after this dried a glaze of Liche Purple, Purple Ink, and 'Ardcoat was applied.

#### Gums

1. The gums of the squig were base coated with Scab Red which an equal mixture of Magenta ink, Green ink, "Ardcoat, and water was applied over. Add increasing amounts of Rotting Flesh to the Scab Red for highlights and end with another glaze of the above mixture.

### Teeth and Other Spikes

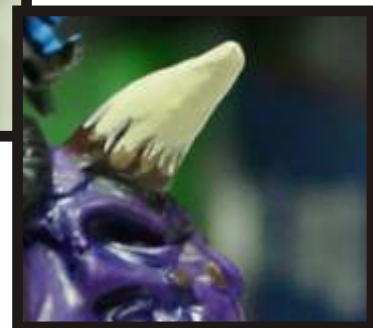


1. Basecoat with Scorched Brown, it's a good idea at this stage to black line where the horns meet the skin as it'll leave a sharper contrast and prevent the Scorched Brown from blending into the Liche Purple.



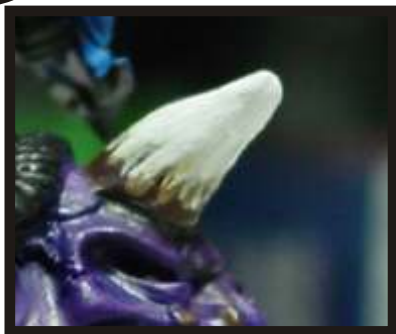
2. Apply a layer of Graveyard Earth.

3. Apply a layer of Bleached Bone.





# HOPPING MAD GREAT CAVE SQUIG CONVERSION Continued From Page: 18



4. Apply a highlight of Skull White.



### Scales



1. Basecoat with Scorched Brown and then layer over the whole scale with Graveyard Earth.

2. High light with 25/75 Bleached Bone and Graveyard Earth, than 50/50 of this mix, than 75/25, than feather a small amount of Bleached bone on the very edges of some of the scales. The three previous pictures show this process in order.

### Saddle

1. Basecoat with Scorched Brown..
2. Wash the recessed areas with watered-down Chaos Black.
3. Layer on Scorched Brown.
4. Highlight with a 25/75 mix of Bleached Bone and Scorched Brown.



### The Night Goblin:

#### Robes

1. I first applied a 25/75 mix of Bleached Bone and Chaos Black to the upper regions of the night goblin's robes. I added a bit of "Ardcoat to this mix to help this blend in with the black base coat, which is not needed but gives a little less work in the following stages.
2. Apply a wash of equal amounts of Black Ink, "Ardcoat, and water over the robes.

#### Skin



1. Basecoat of Dark Angels Green.



2. Layer on 50/50 mix of Snot Green and Dark Angels Green, than apply



**HOPPING MAD** GREAT CAVE SQUIG CONVERSION *Continued From Page: 19*

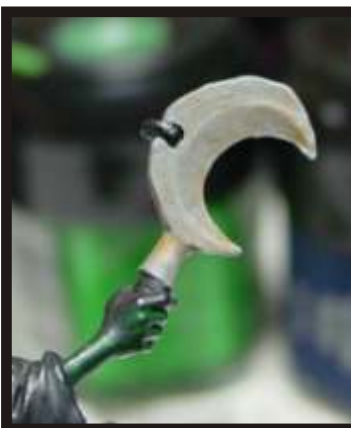


3. Feather on highlights of increasing amounts of a 25/75 mix of Goblin Green and Snot Green, adding more Goblin Green with each layer.

**Weapon**

1. Basecoat the blade of the weapon with Codex Grey.

2. Highlight with 25/75 mix of Rotting Flesh and Codex Grey, adding rotting flesh till it's 75% of the mixture, and than finish off by adding a small amount of Skull White for the last Layer.



3. Add a rust effect by applying a mixture of Vermin Brown, "Ardcoat, and water to the blade and using your finger to sponge it off, I used two layers to give a little variation in the colors.

3. Water down Vermin Brown as described in the rust on the weapon procedure and apply as shade.  
4. Apply a mixture of Scaly Green, "Ardcoat, and water, around the bolts of the gold to provide a rusted effect.

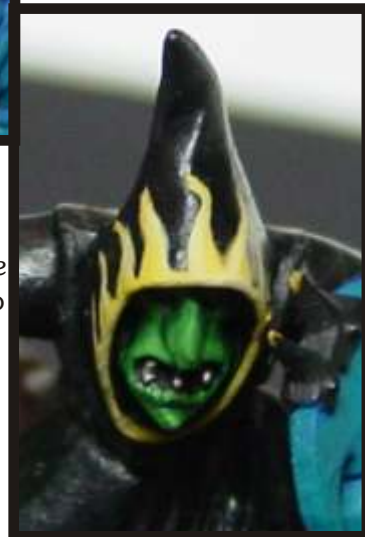
**Hood Markings**

1. Base of Snakebite Leather.



2. Layer over Bubonic Brown

3. Add Bleached Bone to Bubonic Brown until you highlighting with pure Bone which will be feathered into the ends of the flames.



**Shield**

1. Basecoat of Enchanted Blue  
2. Add Hawk Turquoise to Enchanted Blue until you have a layer of pure Hawk Turquoise.  
3. Add a drop of Skull White to Hawk Turquoise to highlight the facial features of the moon.  
4. To paint the glowing eye, layer the eye with Scab Red, Red Gore and Blood Red, than add Skull White to Blood Red until you have a small corner with a pure patch of skull white.  
5. To get the glow on the shield, add some 'Ardcoat to Blood Red and place it around the eye, dry Your brush, and then feather it into the shield. 🐾🐾



**Weapon haft, Belt, Eyes**

1. Apply a basecoat of Scorched Brown.  
2. Apply a layer of Graveyard Earth.  
3. For the eyes only apply another layer of Bleached Bone, and than add a pupil with Chaos Black.

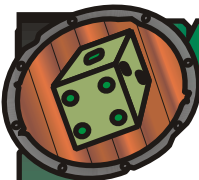
**Gold Areas**

1. Apply a basecoat of Snakebite Leather.  
2. Apply high lights by adding Bleached Bone to Snakebite Leather until you're feathering in Bleached Bone by itself.

cor. iug. dat's a pretty big squiggly beast. yer know, if dat fing ate yer, yer could jus' walk outta its mouth.

yeah. but, um, oi dun fink oi'd wanna get anywhere near sumfink like dat!

Well, if dey likes eatin' yer all da time, dey prolly know where ter find yer anyways...



# VILLAGE DEFENSE

By: Goofycabal

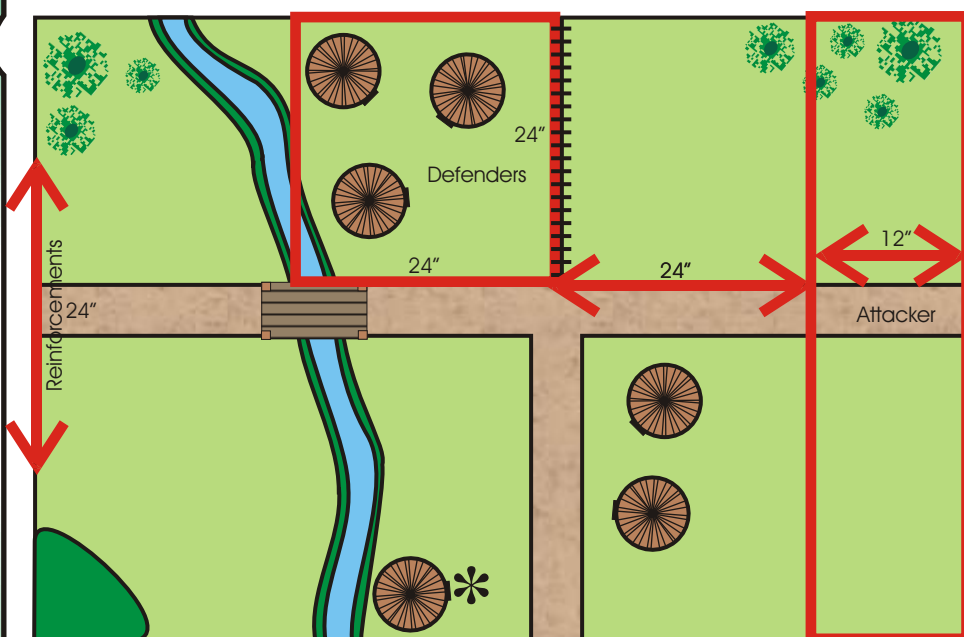
Attacks on one's Homeland. Not every home is inside a massive fortress; many of them are simply a handful of huts or cottages grouped together for mutual protection. And when an invading army threatens to attack, you can't be certain that the defending military force will all be there at the same time...

### Forces:

Both players will have an army of 2000 points each.

The Defender, however, must split his force into two equal contingents of 1000 points each and MUST also include a Wizard.

### The Battlefield And Deployment:



The map above shows where the respective Deployment Zones are. As shown, the Defender's deployment zone is 24" by 24" within the village itself. One of his 1000 points contingents is to be deployed here. He deploys this contingent before the Attacker. In addition, he must also deploy his Wizard in the hut/cottage marked with the \*.

The Attacker then deploys his entire army within his deployment zone. The Attacker gets the first turn.

### Restrictions:

Neither side may take any Scouts nor units with tunneling abilities (eg Dwarf Miners).

The Attacker may not spend any more than 500 points on missile troops (ie Warmachines, Archers etc).

### Special Rules: Wizard:

The Wizard who defends the village is a fickle little blighter, and can't always be relied upon to actually help to defend the village.

The Wizard is chosen from the Defending player's army book as usual. He can be any level allowed, and may be equipped with any Magic Items/Special Abilities allowed by the army list.

At the start of the game, he is hiding out inside his hut/cottage and will not take part in the game until he leaves his home. Until he leaves his home he cannot cast spells or use any Magic Items, nor can he be attacked in any manner.

To determine if he leaves his home, at the start of each Defender turn, roll 1D6:

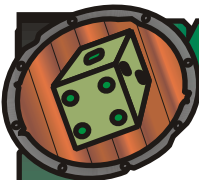
- 1-2: Right! Let's sort this all out then! The Wizard has emerged from his home to help fight off the Attackers. Place him in base contact with the door of his home. From this turn onwards he can take part in the battle as normal.
- 3-4: Crash! Bang! Ouch! Well, the Wizard is certainly home, but he's either breaking things inside his home while looking for something, or he's being robbed. Either way, he does not emerge from his home this turn.
- 5: Aha! Found it! The Wizard has found a Dispel Scroll hidden amongst his possessions. If the Wizard decides to leave his home to defend the village, he will bring with him a Dispel Scroll. If you roll this a second time, treat it as a roll of 3-4 instead.
- 6: I knew I had one of these! The Wizard has found a Power Stone hidden amongst his possessions. If the Wizard decides to leave his home to defend the village, he will bring with him a Power Stone. If you roll this a second time, treat it as a roll of 3-4 instead.

If the Wizard picks up any Magic Items before he leaves his home, this will not affect his points value. If he already has the maximum points worth of Magic Items before he picks up any Magic Items, then he may still carry the new items - they are in addition to his normal equipment.

### Special Rules: Reinforcements:

At the start of the turn, after rolling for the Wizard, roll 1D6 for the Reinforcements:

- Turn 1: The Reinforcements do not arrive yet.
- Turn 2: The Reinforcements arrive on a 5+.
- Turn 3: The Reinforcements arrive on a 4+.
- Turn 4: The Reinforcements arrive on a 3+.
- Turn 5: The Reinforcements arrive automatically.



# VILLAGE DEFENSE

Continued From Page: 21

When the Reinforcements arrive, they will enter from the table edge in the same manner as troops that had pursued their enemy off the table.

They will therefore be unable to charge this turn, but once they have arrived they may otherwise act as usual.

## **Special Rules: Terrain:**

As shown on the map, the Defending force is deployed within the village behind a fence-line. This fence is a Defended Obstacle and must be 24" long, extending from the table edge.

The huts/cottages will be governed by the rules for buildings as outlined in the 7th Edition Warhammer Rulebook (ie infantry can enter them freely and so forth) with the following three restrictions:

- 1) Each hut/cottage is limited to being 1 storey in height, but troops have a 360degree line of sight from inside.
- 2) Each hut/cottage is only large enough to hold 20 infantry, as opposed to the 30 infantry allowed by the rulebook.
- 3) The Wizard's hut/cottage cannot be entered by any infantry except for the Wizard himself. Once he has joined the battle he may freely enter or leave his home as he wishes, but can also be targeted as normal inside his home if he goes inside again.

The Stream that crosses the table at the back counts only as Difficult terrain. It must have at least the one bridge, but if both parties agree, it may also include a second ford. The ford will be open ground.

## **Game Length and Victory Conditions:**

The game will last for 6 turns or until one player concedes (or is wiped out).

If the game lasts for the full 6 turns, then use the usual Victory Points chart supplied with the rulebook to determine who has won the game.

## **Additional Suggestions:**

Since the battle takes place within a small village, you might also want to try to include things like animal pens or destroying the buildings.

For example, each hut/cottage could be deemed to have Toughness of 6 and 5 Wounds (with an Armour save of 5+ . Once a building is destroyed, anyone inside suffers 1S4 hit and the building is then removed from the table. If you use this idea, you might wish to allow the Defender to deploy 1500 points worth of troops at the start of the game, and hold 500 points in reserve. This way you get to balance out the fact that the Defender's

main form of defense will be severely weakened in the face of the outnumbering enemy force.

If you include an animal pen, perhaps you could adapt the 6th Edition Loose Squig rules and have a handful of stock creatures wandering around (however, these creatures will only attack once at S3 if they contact a unit from either side).

Lastly, if you find the stream to be too much of a hinderance (or if you don't have anything to represent the stream, then you may decide to remove it from the table. However, if you do so, you will have to adjust the Reinforcement arrival table as follows:

- Turn 1: The Reinforcements do not arrive yet.
- Turn 2: The Reinforcements arrive on a 6+ .
- Turn 3: The Reinforcements arrive on a 5+ .
- Turn 4: The Reinforcements arrive on a 4+ .
- Turn 5: The Reinforcements arrive automatically.

Lastly, you might want to adjust the rules for the Wizard. For example, if the Defender is a Dwarf army, then the Wizard will have to be a Runesmith instead, and his Magic Items will be two different Runic Items. Or you might choose to use a different Character, rather than a Wizard. If so, make sure that the Magic Items he collects before leaving his home don't make him too powerful (for example, don't allow him to find and use two Magic Weapons) - try to keep his Magic Items to 25 points or less.



## **Conclusion:**

With the buildings and defended obstacle to help defend themselves, the Defenders should be able to hold out long enough for the reinforcements to arrive. But the Attacker shouldn't have too hard a time with his attack either, as he will be able to concentrate a much larger force against the Defender's position.

If you have a marvelous battle report to present after having played through this scenario, then by all means let us know about it in the DWQ forum. Especially if the battle ends in a crushing victory for one of the players! (preferably the Defender...).

This is also a great opportunity for you and your friends to get together and make some huts or cottages for your battlefields. There are various modeling suggestions for both of these to be found on the Games Workshop website, and we'd also be keen to see your creations on our own forums in the Paint and Hobby section.

So what are you waiting for? You've got a Village to build and defend!





# BATTLE REPORT

By: Kebabi

Once again, Kebabi has taken the reigns to defend the honour of the Greenskins - this time he is reporting about a battle that took place between the Chaos Beastmen horde of Tobias (Sherlocko) Burman (Kebabi's brother) and the Greenskin horde of Niclas (3nj0y) Kalnins. Both armies are 2000 points strong.

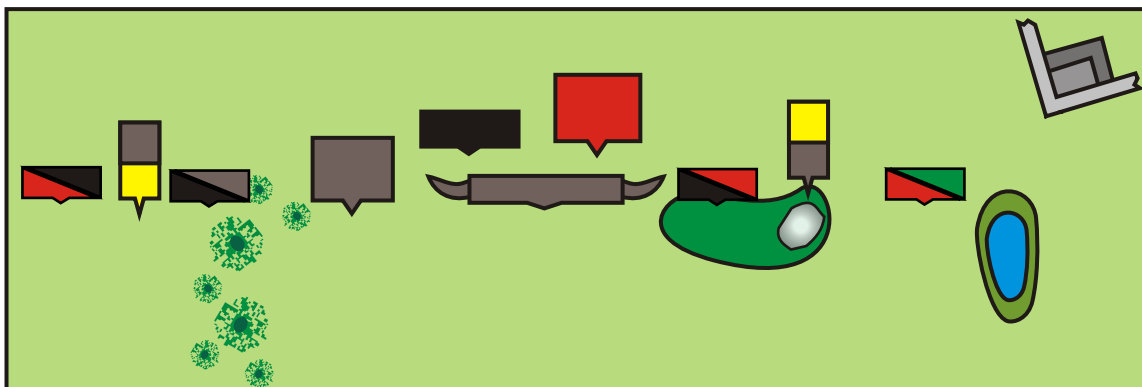
more than happy to include the battle report. (Well, a brother of Kebabi's is close enough to being a member of the forum in my view...)

Very special thank-you to Tobias and Niclas for letting us cover their battle in our hallowed pages. Now let's see how the battle unfolds...


Although both players are non-Warpath members, we're


- Ed Goofycabal


## Beastmen Forces



## Ramkhôr's Followers of the Blooded Skull

 **Beast Herd** (Gors). The unit consists of 8 Gors with Two Hand Weapons and 8 Ungors with Spear. The unit also has a Standard, Musician and a Foe-Render. The Beast Herd is lead by the **Beastlord** who is armed with a Shield, Armour of Damnation, Crown of Horns and the Axe of Khorne. He also has a Mark of Khorne.

 **16 Khorngors**. The unit has the Mark of Khorne and the Gors are armed with Great Weapons and Heavy Armour. The unit also has a Standard; Musician and Gouge-horn. The unit Standard bears the Banner of Rage. The unit is also lead by a **Wargor Battle Standard Bearer** who is armed with Heavy Armour and bears the Battle Standard: Vitriolic Totem. He has the Mark of Khorne.


 **Beast Herd** (Gors). The unit consists of 8 Gors with Two Hand Weapons and 8 Ungors with Spear. The unit also has a Standard, Musician and a Foe-Render.

 **7 Chaos Warhounds**


 **7 Chaos Warhounds**


 **Tuskgor Chariot**

 **Tuskgor Chariot**

 **6 Centigors** armed with Spears, Shields and Light Armour. The unit includes a Musician and Gorehoof.

 **8 Chaos Furies**

 **5 Minotaurs of Khorne**. The unit has the Mark of Khorne and are armed with Great Weapons. The unit also includes a Standard and a Bloodkine.

 **3 Dragon Ogres** armed with Great Weapons and Light Armour.



The distant sound of bleating suddenly awoke Ardgrub from his afternoon nap. He grunted and muttered as he rose from the soft, mushy pile he'd been sleeping on. A pile made out of foes from a previous battle and Goblins, who had been snacking and munching on the victims so greedily they've gone unnoticed of the heavy, armoured-clad Orc who decided to rest on that very spot. The Black Orc peered down the field, into the distance, to spot a large mob of goat mutants. At the top of the knoll they stood on was a mutant larger than the rest, carrying a brightly glowing axe and a gleaming

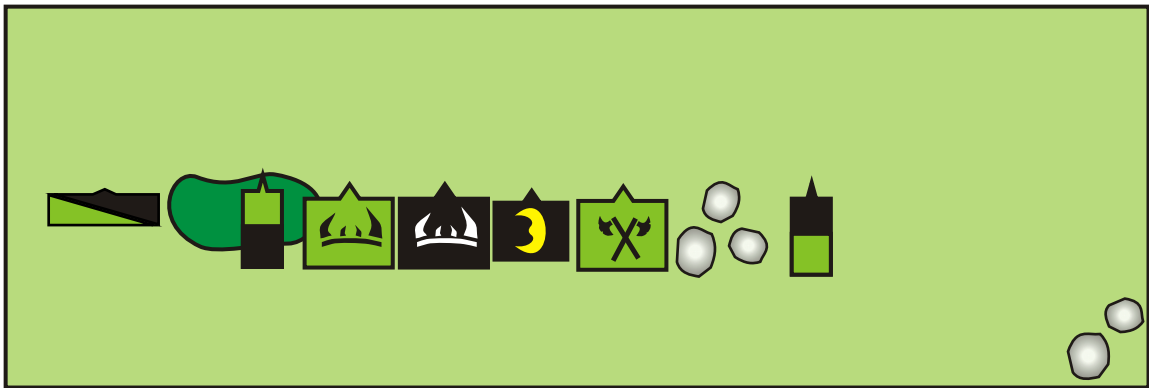





# BATTLE REPORT


Continued From Page: 23


## Orc And Goblin





### Ardgrubs 'Ard Ladz

 20 **Orc Big 'Uns** armed with 2 Choppas and Light Armour. The unit includes a Standard, a Musician and a Boss. The Standard bears Gorks Waaagh Banner. The unit is lead by a **Black Orc Warboss** armed with Heavy Armour, and the Battleaxe of the Last Waaagh.

 20 **Orc Boyz** armed with 2 Choppas and Light Armour. The unit includes a Standard a Musician and a Boss. The unit is lead by a **Black Orc Big Boss** armed with Martog's Best Basha and Bigged's 'ed Kickin Boots.

 20 **Night Goblins** armed with Spears and Shield. The unit includes a Standard, Musician, Boss and conceals 2 Fanatics. The unit is lead by a Level 2 **Night Goblin Shaman** armed with a Power Stone and Mad Cap Mushrooms.

 20 **Black Orcs** Armed To Da Teef and wearing Heavy Armour. The unit includes a Standard a Musician and a Boss. The Standard bears Nogg's Banner of Butchery. The unit is lead by a Level 2 **Orc Shaman** armed with the Staff of Baduumm.

 6 **Savage Orc Boar Boy Big 'Uns** armed with Boar, Spear, Shield and Warpaint. The unit includes a Standard, a Musician and a Boss.

 **Orc Boar Chariot**

 **Orc Boar Chariot**



tower-shield. He swung around a horn he had strapped to his back, and blew it, then continued bleating, as if taunting. Shortly afterwards larger monsters, beasts of old and sacred places appeared on the mutants flank. "Looks like dey'z up fur a fight" Ardgrub thought out loud and threw them an evil glance. Then he turned his attention around to the large rock which stood at the middle of the Orc camp. It was almost swarming with Goblins, hacking at it with picks and similar, stolen, tools. Ardgrub had ordered them to turn the large stone into a monument to Mork (...or Gork, it wasn't really clear). It didn't take a smart being to figure out that this

pillar was revered by someone or something, due to the shapes that had taken form in it and the treasures scattered across the base of it. Of course, Ardgrub didn't think he'd offend anybody by doing this. In fact, he didn't care.

"So...ya wunt Morks rock, do ya?" he growled at distant beasts. "Cum get sum." Shortly after he let out a great bellow. "WAAAGH!"

The Orcs in the camp all stopped with whatever they were doing; instead they turned their attention to the battle-cry of their leader. They grabbed their weapons and gathered around their chieftain.

The Warboss then picked up his axe, which lied next to the pile of squished Goblins and foes. A ridiculously large axe which, at the touch of its master, started shining with a bright blue. A single, clear motion with his axe was all the horde of Orcs needed as command, and they were off.

...Blood would spill that afternoon.





# BATTLE REPORT

Continued From Page: 24



Ramkhôr's Followers of the Blooded Skull Get Ready To Take On The Greenskin Horde. Standing In Front Of The Army Is The Beastlord Himself, As Well As His Battle Standard Bearer.



The Battlefield Before The Forces Begin To Take Their Positions. This Is Seen From The Beastmen's Side Of The Table.

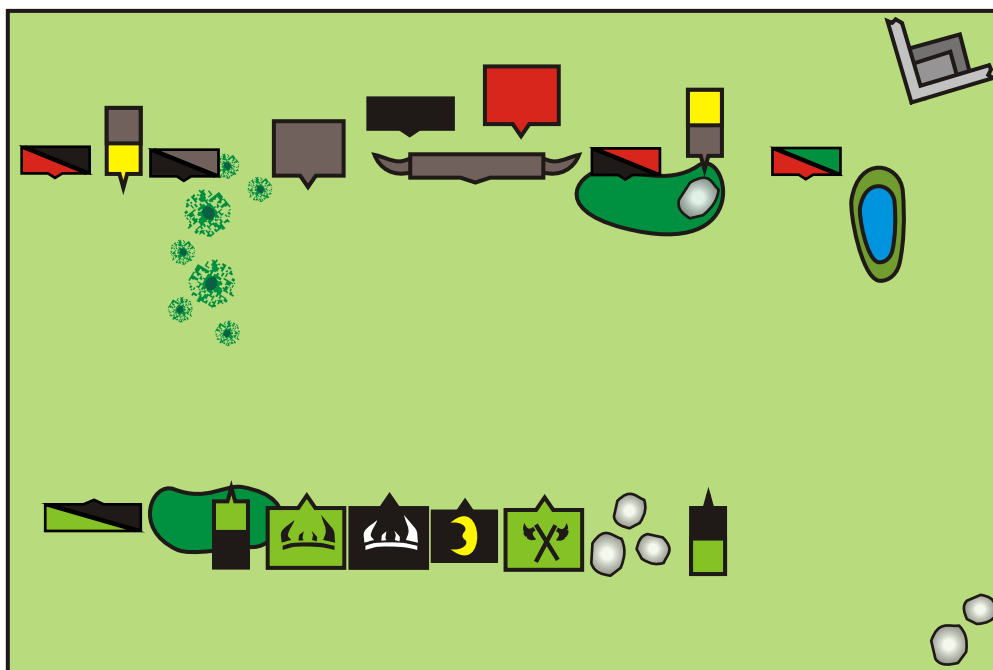


Ardgrubs 'Ard Ladz Start To Generate The Waaagh! Energy They Are Going To Need To Fight Against The Beastmen. In Front Of The Army Stands The Black Orc Warboss and His Big Boss Champion As Well As Both Shamen.



# BATTLE REPORT

Continued From Page: 25



Deployment was a classic battle line vs. battle line. No sneaky stuff or nothing, just head on combat!

The Orcs deployed their blocks in the centre with the fanatic-toting Night Goblins safely in the middle and chariots to cover both flanks. This was helped out on the right flank by a piece of Impassable Terrain in shape of a

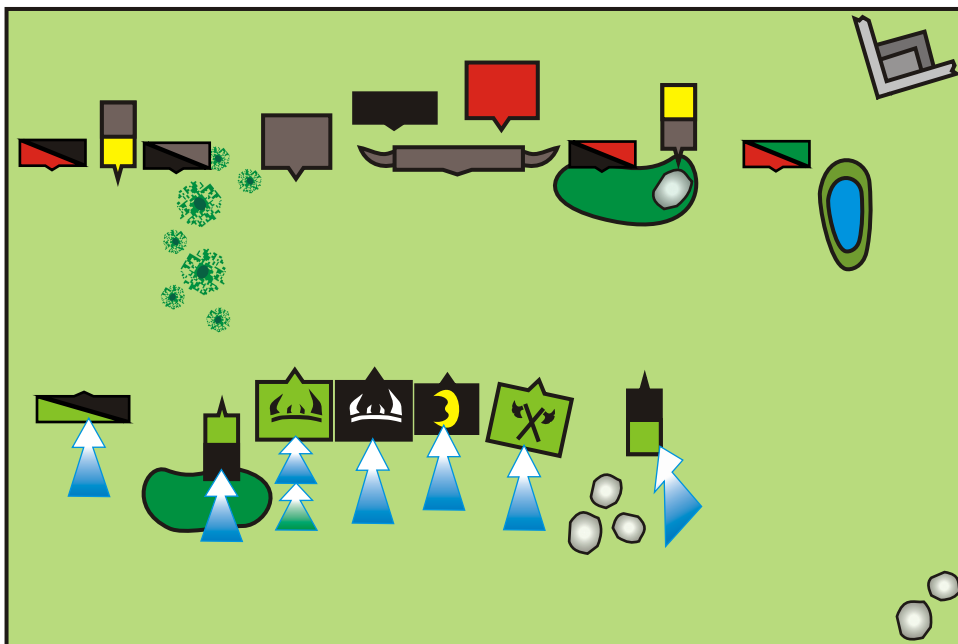
group of pillars. On the left flank the Savage Orc Boar Boyz took up position (a bit dangerously close to the woods, at least when facing a Beastmen horde). The shaman took cover with the Black Orcs, the Night Goblin (not too unexpectedly) joined up with the Night Goblins, the Big Boss joined the Orc Boyz and the Warboss, Ardgrub himself, went on the right with the Orc Big 'Uns.

The Beastmen fought fire with fire, putting their toughest units, the Khornegors, joined by Battle Standard Bearer, and Minotaurs of Blood, right in the middle. In front of these was a screen of Furies, to keep the maddened monsters on the right track. The Herd with the Beastlord and Centigors took the left flank, while the Dragon Ogres took the right. On both sides were Warhounds put (to be able and lure out fanatics/frenzied troops) and also a supporting Tuskgor Chariot on both sides.



# BATTLE REPORT

Continued From Page: 26



Above: Orcs and Goblins Turn 1

## Turn 1 – Orcs & Goblins

...And so the race was on. The Orcs won the roll-off and got the first turn. On the magic front the Night Goblin rolled 2 and 5, meaning Brainbursta (an always helpful 2D6 Strength 4 Magic Missile) and Hand of Gork. The Orc got the old classic Gork's Warpath and also Bash 'Em Ladz.



In true Orcy fashion the green Boyz charge along the field, none squabbling (and the Boyz Unit actually moving an extra 4" thanks to We'll Show 'Em). The magic phase was no great success as the Orc Shamans attempt to cast Gork's Warpath was dispelled and the Night Goblin failing casting his Brainbursta. It actually left him Frenzied and Stupid as he rolled double 1s. Guess the shamans had a hard time keeping pace with the stronger lads.

## Turn 1 – Beast of Chaos

The Khorne worshippers decided they were not going to be any worse than the green brutes on the other side of the battlefield, and so they marched head on forward. The Warhounds on the west flank sat off forward and wheeled into position to take the charge from the crazed Boar riders.

The hounds on the east side also sprinted off, ahead of the rest of the army, pulling out the two Fanatics whom were concealed within the Night Goblin mob.

Not much more happened, as these goat-boys despise magic and can't wield bows.

### Left:

As The Two Armies Draw Nearer, The Chaos Hounds Unleash The Two Hidden Fanatics.

The Fanatics Were Hurlled From Their Parent Unit With Such Force, That They Almost Reached The Beastmens' Lines...

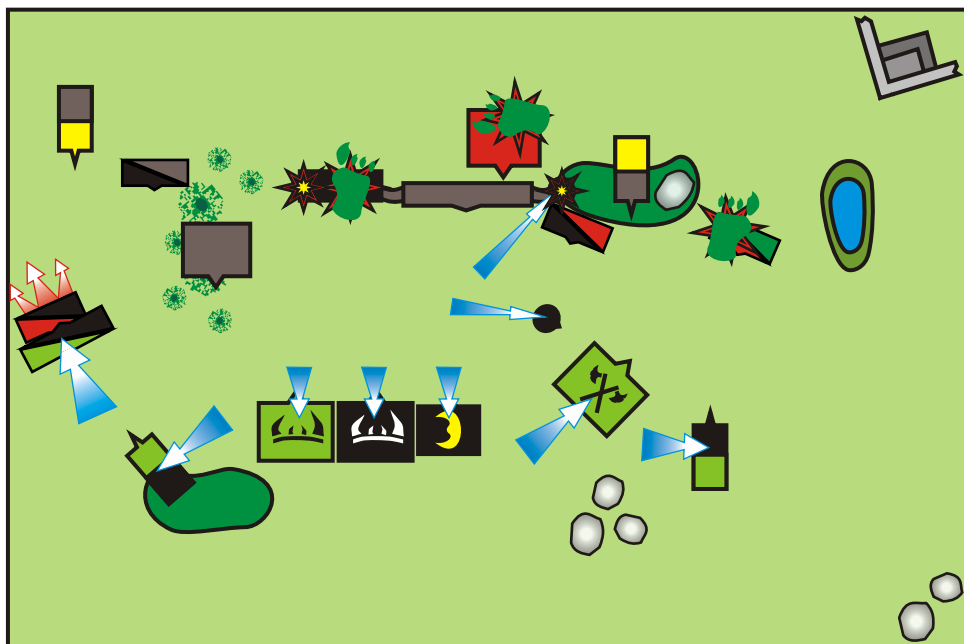
# BATTLE REPORT

Continued From Page: 27

## Turn 2 – Orcs & Goblins

The turn started with the Fanatics swirling away one hitting the hill nearby, slaying him, and the other positioning himself straight before the Warhounds.

The Savage Orcs bolted away on their bad-tempered steeds, straight towards the enemy. Unfortunately, the Beast Herd containing the Beastlord was just out of range for the Boar Boyz to charge, so the Savages just had to swallow the bait and carve up the Warhounds (which they would have no problem doing!).



Above: Orcs and Goblins Turn 2

The General and his Big 'Un unit showed the way by moving forward...But the rest of the boys were having second thoughts, it appears, as they shuffled slightly backwards. On both sides the chariot rumbled forwards to support.

Magic was more successful this time. Starting off with a Brainbursta on the Minotaurs, popping the head of one of the large beasts. Then follows a Gork's Warpath by the Orc Shaman, making an additional 5 wounds on the Minotaurs (8 Wounds on Minotaurs ain't bad for one round of magic). It also continued, stomping 2 wounds on the Dragon Ogres and also squishing a Khornegor before Gork got bored and wandered off.

## Turns 2 – Beast of Chaos

At the start of the Beast of Chaos' turn, Beastlord



The Dragon Ogres And A Tuskgor Chariot Charge Into The Big Uns...



Above: Beastmen Turn 2

Ramkhôr blows his Brayhorn and calls for an Ambush. The ambushing Beast Herd pops up right behind the Orc line, along the table edge.

Now the Khorne worshippers finally get their first chance to spill the blood of the enemies. So the Warhounds make a daring attempt to take out the Night Goblin Shaman. But taking damage from the Fanatic whom blocks the way and only 2 attacks does not make a dent on the mad Shaman. In fact, the Frenzied Shaman takes out one Hound, while the Boss dispatches the remaining one.

On the eastern flank the Dragon Ogres and Chariot combo charge into the



# BATTLE REPORT

*Continued From Page: 28*

As they flee away, the Warboss steers his bodyguards around and towards the rest of the Beastmen.

In the middle of the Orc line both the Black Orcs and the Boyz rush forward by the encouragement of their chief. But since they were out were just out of range of the Beastmen (the Minotaurs and Khornegors) they had to sit tight and brace for impact.

Same went for the Night Goblins, who held their position. The Orc Chariots moved forward into position and the Savage Orcs Boar Boyz were in even worse position than the Orc blocks, with a unit of Centigors and a Tuskgor Chariot to their front (those magical tattoos



**...But The Hardy Big Un's Prove To Be Too Much Of A Problem.**

Big 'Uns. In combat the Chariot rams down 2 of the Orcs, the crew missing all its attacks. The Dragon Ogres take 2 wounds on the lightly protected Ardgrub and takes out one more Orc Big 'Un. The Battle Axe of the Last Waaagh takes 2 hits on the Chariot, but just as Niclas anticipated (as he out loud expressed, with only 2 hits it won't wound) snake-eyes comes up. This continues not much better, by taking one wound on a Dragon Ogre. The Big 'Uns follow the Warboss' example and takes another wound on the Dragon Ogres. The Orc side wins Combat by one point of Combat Resolution and just as that both units flee, 13", while the Orcs stumble along 8".

The rest of the Beast fighting force, the Beastlords Herd, Minotaurs and Khornegors, march ahead forward towards the green line. The Furies flew over the Greenskins, in hope to "cross-fire" the Generals unit (ain't gunna happen, spikey git, ya'r fightin' da Boss 'imself!).

On the left flank the Tuskgor Chariot and the Centigors prepare to take on the returning Savage Orc Boar Boyz.

### Turn 3 – Orcs & Goblins

At the first taste of blood the bellows a great "WAAAGH!" rousing the lads to 'get stuck in'. The Big 'Uns And Warboss Ardgrub moves 6" on their "We'll Show 'Em" move, sending the Tuskgor Chariot and Dragon Ogres fleeing away even further and causing a wound on the chariot as it crashes through the pond.

better be bloody magical!).

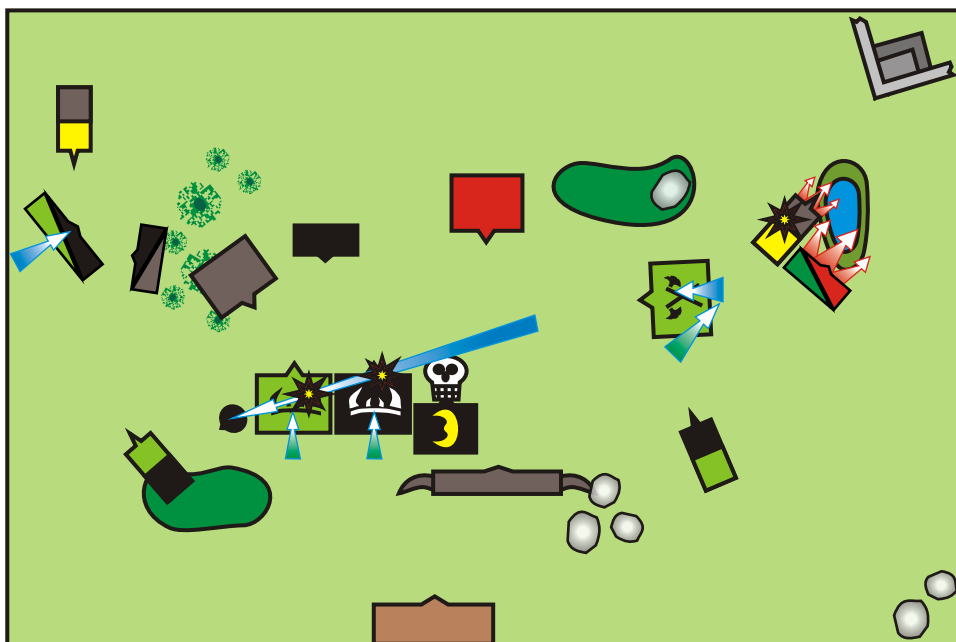
The remaining Fanatic astounded everyone as it decides to throw itself right through the Orc line, but it seems the well-disciplined Orcs saw him coming; all 38 of them dropping to the ground, so only one rank-and-file out of each regiment died (and the Fanatic moved about 14").

The magic phase was a step backwards as the Night Goblin, once again, miscast and knocked a wound from himself. The Orc tried harder and cast Warpath, but it was no match for the massive dispel pool of the Khorne Beasts.

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**The Fanatic moved about 14"**

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**Above: Orcs and Goblins Turn 3**

# BATTLE REPORT

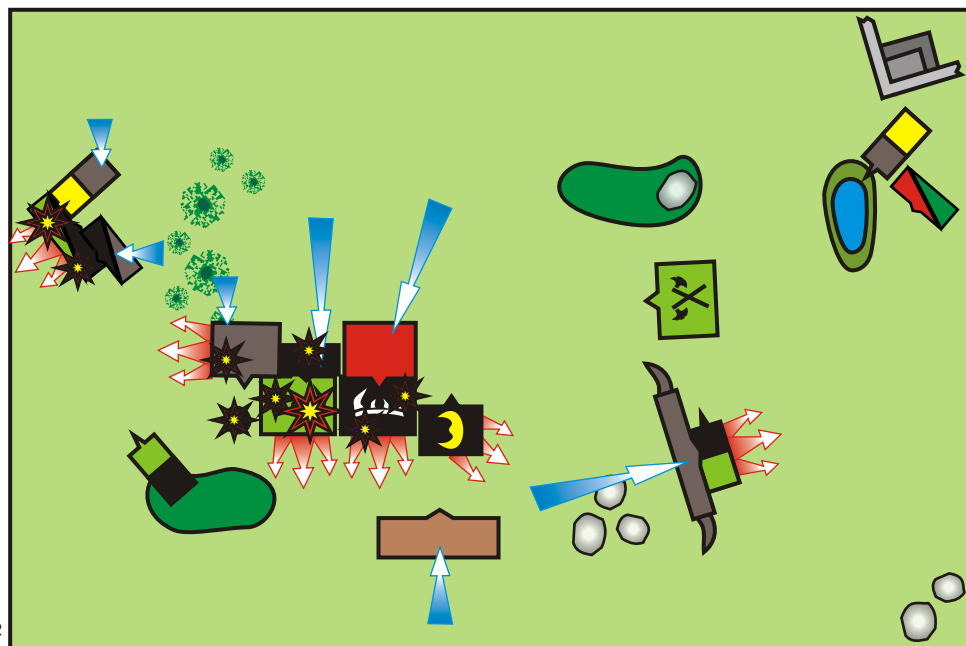
Continued From Page: 29

## Turn 3 – Beast of Chaos

This turn saw some real action! From left to right

The Centigors and Tuskgor Chariot smashed into the Savage Orc Boar Boyz. Their mount and shields, as well as the magical tattoos, proved little worth as the Chariot sliced up two and the Centigors impaling another two in their Spears. The remaining Boss did not put up much of a fight and was pursued down by the Centigors, who also ran off the table.

Moving on there was a combo-charge by the remaining 3 Minotaurs and the Beastlords Herd taking on the Boyz and Black Orc Big Boss. The Big Boss wanted a real fight and roared out a challenge, calling the Beasts champion. The Minotaurs Bloodkine answered the call and before the Big Boss was within chopping distance the Minotaurs great axe had crushed the Black Orc. The other two Minotaurs ripped apart an entire rank of Orcs themselves, laying 5 of the Greenskins dead. And as if that's not enough, the Beastlord of Khorne slew another 5, followed by 2 wounds from the Foe-Render. The Orc Boss retaliated, taking a mighty 3 wounds on the Minotaurs. A lot of carnage, for sure! With a massive kill-count of 14 wounds from the Beasts compared to the 3 of the Orcs the Orcs had little option but to turn tail. They fled a respective 11", but with the Bloodgreed rule the Minotaurs pursued 13". Then an interesting thing happened. The Beastlords Herd had to pursue, landing square on the Fanatic. As they crushed



**Above: Beastmen Turn 3**

it, it crushed 5 Ungors in return. In return, this panicked the Beast Herd, sending them 8" towards the Orc Chariot (...these Beasts aren't the smartest ones, and coming from an Orc, that's saying something!).

The Khornegors followed the example of their mutant-brethren, charging the Black Orcs. Once again there was a challenge, this time between the Black Orc Boss and the Gouge-Horn. Once again there wasn't really a contest as the Beastmen caused 2 wounds on the Orc. The Army Battle Standard Bearer cracked open the skull of the Shaman and the remaining Khornegors made 4 wounds on impact. This resulted in the Beastmen winning Combat Resolution by a truckload and sending the Black Orcs packing, a massive 2", easily overrun by the Beasts. This charge as well had surrounding effect, as the Night Goblins panicked and ran straight into the pillars (weirdly enough killing all 20 of them...now that's funky).

One remaining charge - the Furies flying into the Orc Chariot. A bit daring for the Daemons, but as neither side manage to do any wounds the Furies won the combat by 1 point, and with Fear and Outnumber they pursued and ran down the chariot.

On the rest of the turn the Dragon Ogres and Tuskgor Chariot to the right flank rallied. The Herd moved forward in case it would have functioned as cross-fire screen.

**Left: The Centre Of The Battlefield Errupts In Massive Combat As The Combined Forces Of Beastmen Charge Headlong Into The Orcs.**





# BATTLE REPORT

Continued From Page: 30

## Turn 4 – Beast of Chaos

The Generals Herd luckily manages to rally (they have a tendency to not stop running once they've begun). The Centigors also entered the table. The left flanks force, consisting of the remaining Dragon Ogres and Chariot moved forward towards the remaining Orcs. Same goes for the Khornegors and the two Minotaurs, who positioned themselves to move forward the next turn.

However, the Ambushing Beast Herd had a harder time keeping discipline, with the General running and all, and therefore went

in a Unruly manner towards the Orc General, ending just right in front of the angry Greenskins (no place you really want to be...).

## Turn 5 – Orcs & Goblins

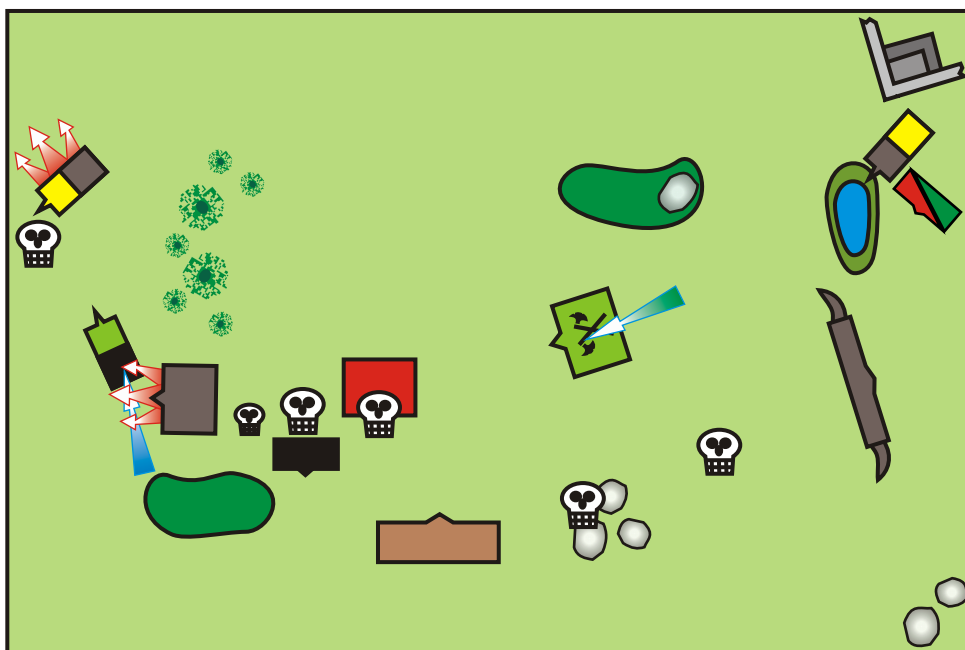
And with that the Orc Warboss and Big 'Uns charges into the Beast Herd. The Boss starts by smacking down the Foe-Render in a Challenge, the Orcs kill another 5 on their behalf and the Black Orc Warboss, well, causes 2 wounds with his 7 Strength 8 Attacks (sad day for the Orcs indeed...). The Spear-wielding Ungors do no damage and so the Beast Herd flees, getting right in the way of the Minotaurs and Khornegors to charge. The Chariot on to the upper left side positions itself to try and ram down the Generals Herd as a last, desperate act.

## Turn 5 – Beast of Chaos

The Ambushing Herd rallies as the Minotaurs and Khornegors takes up position on both sides of it, slightly behind. The Furies and Chariot move up to support the Beastmen in the middle. The Herd to the left takes cover in the woods to the north. With the new edition and Raiders rules, single models can be pretty effective against Beast Herds, and that's not something you want to risk with your general in there.

## Turn 6 – Orcs & Goblins

The Chariot makes a valiant attempt



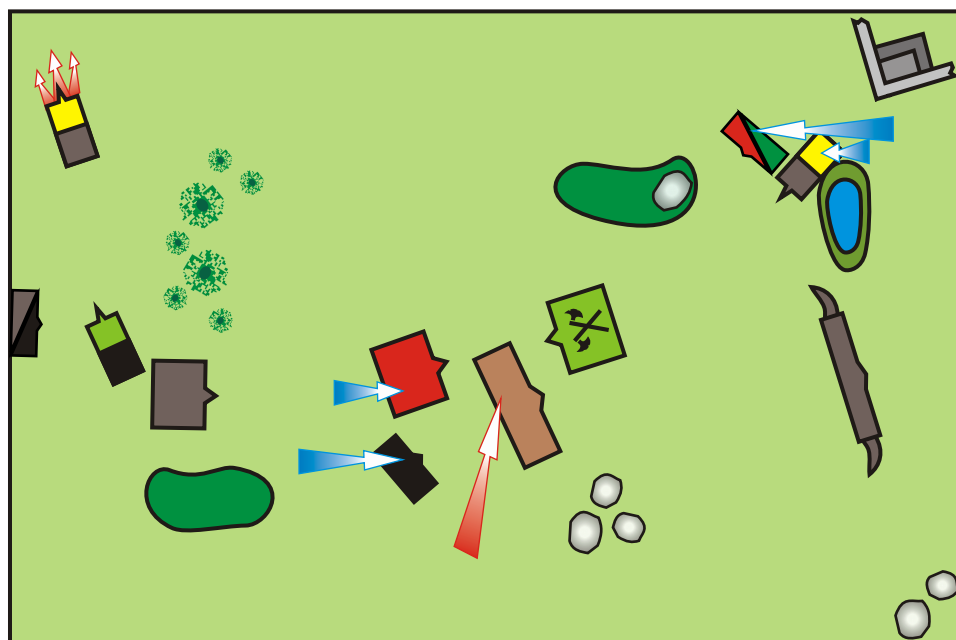
Above: Orcs and Goblins Turn 4

## Turn 4 - Orcs & Goblins

That sure was a turn over for the Orcs. Serious amount of action and damage being dealt out (...too bad for the Orcs, it was not they delivering it).

Very little remained on the Orc side, but Warboss Ardgrub was damned if he wouldn't give it all he got to repay his fellow Boyz (or rather, please his ego for this loss of Boyz, whichever), so the Orcs goes "We'll Show 'Em" and runs straight forward towards the bloodstained mutants.

To the left the remaining Orc Chariot charges towards the Tuskgor Chariot which flees and continues next turn off the table.



Above: Beastmen Turn 4



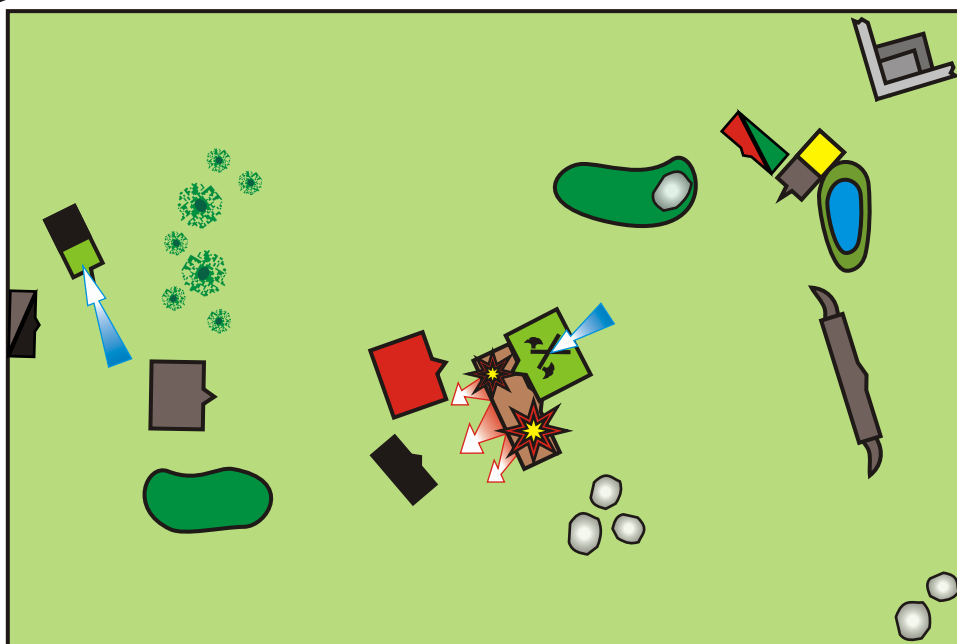


# BATTLE REPORT

*Continued From Page: 31*

and the Furies taking down another. The Battle Standard takes out 4 Big 'Uns in a flurry of attacks (one spikey icon, for sure!) and the Khorngors does 5 wounds. Remaining at this point was just the General, every single Orc in the unit had actually been slain. So, brave as he may have been, fleeing 9" ain't going to help when there's a horde of enemies around you.'

**Below: With Everyone Else Slain, The Black Orc Warboss Stands By Himself, Completely Surrounded By The Remaining Chaos Beastmen Troops.**



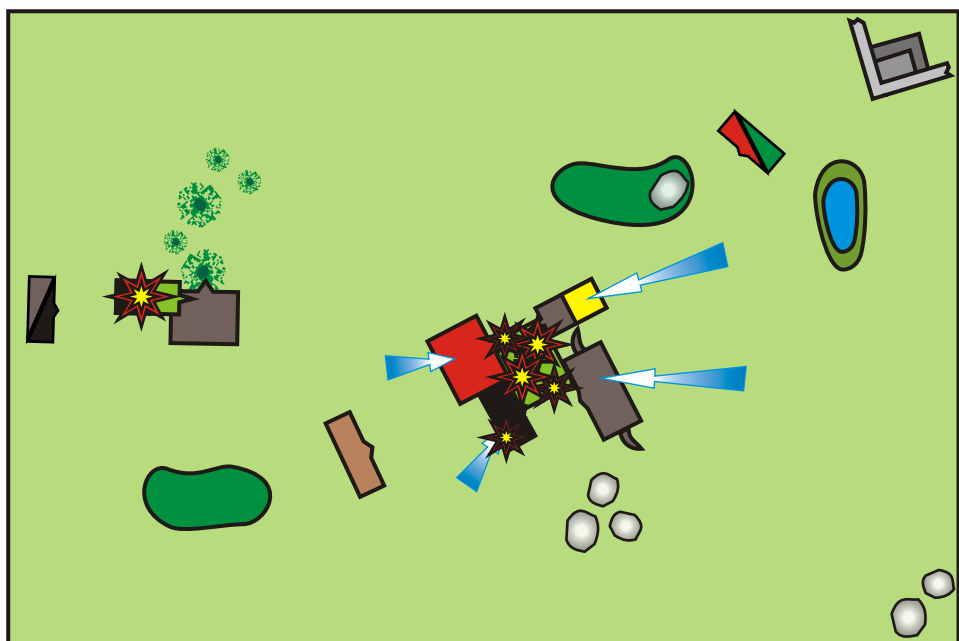
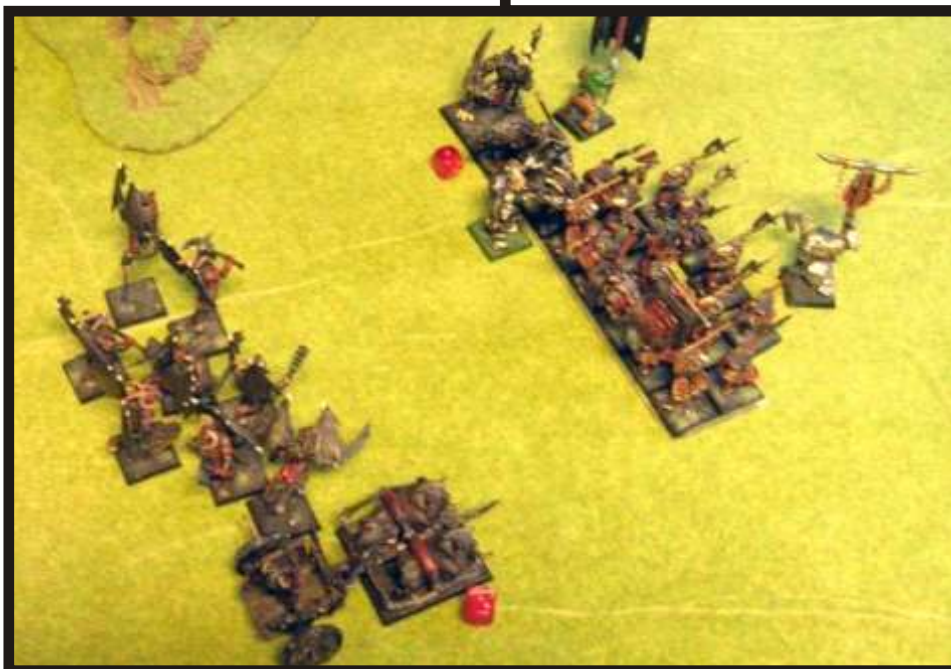
**Above: Orcs and Goblins Turn 5**

to take out the Beastlord. It took 1 wound for crashing through the woods and deals 1 wound on impact as well as 1 wound, thanks to the Tuskgor, on the heavily protected Beastlord. The Beastlord retaliates by doing a wound in return. The Chariot loses combat, but holds. In the middle the General has little option, once again, but to charge the Beasterd, which promptly flees and therefore leaves the Orc general in a bit of sticky situation.

## Turn 6 – Beast of Chaos

Charge! The Khorngors and Minotaurs split the frontage of the Big 'Un regiment while the Furies and Tuskgor Chariot assaulted the rear of the unit. But before the carnage began the Centigors finally suffer from stupidity and the Beastlord busts out 4 wounds on the Orc Chariot.

For the large combat in the middle it begins with the Chariot mowing down 6 Big 'Uns, then the Warboss feels obliged to roar out a Challenge. The cocky Bloodkine accepts but fails to take the last wound on the Black Orc, who in return does 2 wounds (what's up with that axe anyways?). The combat continues with the Tuskgors gutting 1 Big 'Un



**Above: Beastmen Turn 6**



# BATTLE REPORT

Continued From Page: 32

**Result:****Orcs and Goblins:** 490 Victory Points**Beastmen:** 2898 Victory Points

A Massacre for the foul followers of Chaos.

I think it goes without saying that the Beasts got a pretty solid victory, wiping every single Orc model off the table and losing little in the run. The climax really being when Niclas lost two blocks of Orcs, one unit of Goblins, his Savage Orc Boar Boyz and a Chariot. However, if the Waaagh had brought them a bit further the outcome might have looked a bit different. Anyways, it was a total

massacre and carnage, which one really ought to expect when Khorne clashes with Mork (or was it Gork?) and both players seemed pretty happy after the battle (though that might have something to do with Tobias buying Coca Cola for the game. We'll never know...).

Since this is the second battlereport that Kebabi has been associated with where the Greenskins lose, he wanted to say the following:

**Tired of seeing Orcs get beat?****Wanna show how it's suppose to be done?****Help out the Da Warpath Quarterly and write a Battle Report!**

## VERY SPECIAL SNEAK PREVIEW

You don't know this yet, but you're looking at a very special model here.

"Why's that?" I hear you ask.

Quite simple really. It's a model that I, Goofycabal, am currently working on. Of course, as the picture shows, it's nothing much to look at right at this moment.

And that's because the model you see here is only blue-tacked together. Well, mostly... The banner is superglued to the brass rod; but that's beside the point.

I've still got a lot of work to do on it (rope to hold the shields in place on the banner, miscellaneous greenstuff work and of course painting) but I thought I'd let you all see what I'll be working on until the next issue.

In other words: Keep an eye out for DWQ8 when the finished model is (or should be) ready...

ere, dat guy looks vry familiar, oi fink oi've seen 'im  
somewhere before.

yeah, oi fink that 'e's...

Okay Lug, that's enough right there!





# DA CREDITS

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Hopping Mad; Great Cave Squig Conversion: Angelos

Village Defense: Goofycabal

Battle Report: Kebabi

Sneak Preview: Goofycabal

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. Without you guys around, I don't think I'd have ever been able to escape from that chair that I was tied to.

**don't worry abart dat. weee din' mean ter tie yer ter dat chair inna first place.**

ssh lug! 'e din' know dat weee woz da wurz wot did dat.

**oh. oi guess dere's a lot o' fings dat master goofy don't know dat weee did den?**

yeah, dat's why yer shuld keep yer mouth shut abart it...

## DA LEGAL BITZ

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Last One To Leave,  
Please Turn Out The Lights...